

For use with the original  
fantasy roleplaying game

# The Last Candle

Introductory Module for Character Levels 1-3



by Greg Christopher



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*This is an adventure module for use with the original fantasy roleplaying game. It is designed to serve as the core of a lengthy campaign and provides numerous opportunities for the Dungeon Master to incorporate other material.*

*Everything is designed to be easily adapted to the classic game chassis of your choice.*

*This module includes a full color map of the **Satrebonne River Valley**, a full color map of the 64-room **Eagle's Eyrie dungeon**, and descriptions of both the valley and the dungeon complex with a focus on the nearby **Prieuré de Chaurillon** from which delves can be launched. A variety of support material is also included, such as non-player characters, plot hooks, wilderness encounters, rumors and hirelings.*

*If you enjoy this module, look out for future releases from Chubby Funster and follow Greg Christopher on Google+*

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# The Last Candle

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# How to Use this Module

## Overview

The Last Candle is an introductory adventure module designed for use with the original fantasy roleplaying game, its simulacra, or similar games from the old school renaissance. This book is written from the perspective of the Dungeon Master and should not be read by any players intending to participate in the campaign. Within the text, almost every reference to “you” is directed at the Dungeon Master.

As you can see by the map on the back cover, this module is set in the Satrebonne river valley. The first third of the module includes detailed descriptions of the fortified *Prieuré de Chaurillon* and many of its inhabitants. The Prieuré (pronounced Priory) is intended to serve as the base of operations for the player characters while they explore the valley in search of fame and fortune.

The second third of the module provides a variety of content to use with the overland map; including encounters to use at your discretion, locations of interest to discover, plot hooks to move players forward, and so on. There are even guidelines for rolling up weather and rumors to make each adventuring day unique. This module is not laser-focused on the dungeon element. There is a living breathing campaign world out there to be explored.

The final third is the dungeon of the module (*the Eagle's Eyrie*). It contains an array of challenges intended for a large party of 1st level characters, a medium-sized party of 2nd level characters, or a handful of 3rd level characters with a few retainers. There are several possible retainers at the Prieuré that can be used for party balance.

It must be stressed that there will be some adversaries that are simply beyond the capacity of the characters. The players should realize that retreat may sometimes be the only course of action that will keep their characters alive. All monsters in this module are either standard (consult your game chassis) or described in detail herein.

With that said, it must be noted that you have enormous freedom to customize the challenges in this module. There is plenty of extra space on the campaign map for you to add your own content, content from other modules, or just random wilderness encounters. You are encouraged to give the NPCs their own agendas and have them work independently toward those agendas while the players are busy with other tasks. For example, the players might return to the Prieuré after exploring the Eagle's Eyrie to find that **Lady Tessani** has been lynched for practicing foul magics. This occurred because the players told the Abbot how they saw her healing an injured man. Actions should have consequences and every NPC has their own agenda.

You are also encouraged to give the players significant freedom as they investigate the region and the dungeon at their own pace. This is intended to be a mini-sandbox where the players can explore in the manner they desire.

## Languages

Most classic dungeon exploration games use a racial language system. All humans are presumed to share a common tongue. Elves, Dwarves, Halflings, Gnomes, Orcs, Goblins, and other demi-humans have their own languages as well. In this module, we stick to this standard for the most part. However, we also add two new language options.

The old empire that used to occupy this region used a language that is now referred to simply as *Imperial*. This is the language used by the monks of the Prieuré and it is used in almost all of the texts in their library. Imperial is a sweet flowing language with deep and sophisticated expression.

The barbarian Kavars who occupied this land in the wake of the imperial collapse brought their own language with them; *Kavar*. It is spoken by most humans that live outside of the Prieuré's walls and in the river valley below. Kavar is a rough guttural language that does well to convey simple topics. However, you would not be the first to notice that there is decidedly little poetry written in it.

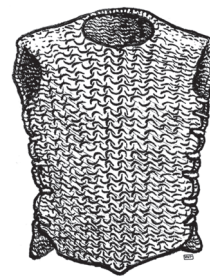
Players creating new characters can choose to speak the human tongue of the southern lands (*common*). They can also choose *Kavar* and/or *Imperial*. Of course, they are ultimately limited to the number of bonus languages are available to that character. This information is also detailed on the player handout.

## Integrating other Material

Since this module is written to be compatible with a variety of systems using a classic gaming chassis, it is also possible to bring other module material into your campaign. The mountain of Montonnerre once housed a great city beneath it. That city has been lost to time and its ruins lay waiting to be explored. You could easily take any large dungeon and place it within the mountain, perhaps as some kind of neighborhood or sub-region of the old city. There are also several forests on the map that can hide a variety of module content, from small villages to overgrown temples.

## A note about Armor Class

This module uses descending armor class, in line with the classic game material. This means that an AC of 1 is better than an AC of 8. If you are using a game chassis with ascending armor class, you can easily reverse these numbers by subtracting them from 20. Thus a descending AC of 6 would become an ascending AC of 14. Also note that whenever something is referred to as a bonus, that improves your armor class regardless of whether you are using ascending or descending methods.



# Historical Background

## The Fall of Montonnerre

Montonnerre was once the greatest city of the north, perhaps even the world. It was the crown jewel of a rich and vibrant land. The Satrebonne river provided irrigation to vast estates that covered the length of the valley. There was plenty of food and the city itself was protected deep within the mountain. As a part of the Louvogne empire, Montonnerre was a hub of commerce. Its people built a culture that they believed would endure forever. Unfortunately, they were wrong.

In 926 A.D. (*After Dicernes*), the Louvogne empire came crashing down. Though they were far from the initial conflict, the security of Montonnerre quickly proved to be an illusion. A barbarian army pieced together by a former Louvognian general ravaged the land and drove thousands of refugees streaming into the city in search of safety.

When the army finally lay siege, Montonnerre was overwhelmed with mouths that it simply could not feed. The defenders were forced to surrender after only a few weeks. The barbarians sacked the city and carried off everything they could. Those that survived found themselves destitute and starving.

In the wake of the barbarian army, the city lay in utter ruin. Its once great infrastructure would never be restored. Montonnerre went from being able to support many thousands of people to barely sustaining a hundred. The former inhabitants were thrown out into the wild to fend for themselves. In a valley once covered by fields of grain, they found nothing but charred ruins.

The jewel of the north fell into darkness...

## The Kingdom of Vitrenac

Vitrenac was a military fort established by the Louvogne to defend the Satrebonne valley. It was only lightly garrisoned when the empire collapsed. This made it an easy target for a band of barbarian Kavars that crossed into imperial lands in the wake of the destruction. They recognized the obvious value of the fort and decided to settle the area instead of continuing on.

The arrival of the Kavars marked the restoration of a modicum of peace in the region. The time of looting and pillaging was over. Easy targets were long gone and a rebuilding period would have to begin. In a fortress designed to quarter up to 50,000 soldiers, the Kavars would settle down in 1042 A.D. with just over 5,000 people. The population in 1163 A. D. (present day) is 7,300.

To build legitimacy, the Kavars intermarried with the native population and adopted many aspects of the old Louvogne culture into their own. They incorporated the Louvognian fleur-de-lys into their standard and eventually declared themselves the rulers of a new Kingdom of Vitrenac. It would mark the start of a new era.

**Note:** The merchants of Vitrenac have the liquidity to purchase up to 10,000 gold pieces worth of treasure from the party every month. Anything in excess of that will have to be taken south (off the campaign map).

## Auxenon

Auxenon was once a bustling market town under Louvogne rule. It served as a gathering point for merchants shipping the produce of the lower valley into Montonnerre. With the great city now in ruins, it is now Auxenon that effectively sits on the end of the King's Road. It thus serves as a hub for all mercantile traffic heading south by land. This is not much, but it is enough to provide a decent living to the town's residents. Auxenon is also a common base of operations for foolhardy adventurers heading into the old city looking to make a name for themselves.

There are currently 823 residents in Auxenon. Quite a few farmers from the nearby area come into town for a market day every three weeks. During this time, there is an opportunity for the players to sell about 3,000 gp worth of equipment to the traders that are in town. On all other days, reduce that to a mere 250 gp. Most people in Auxenon live hand-to-mouth.

## Chateaufleraud

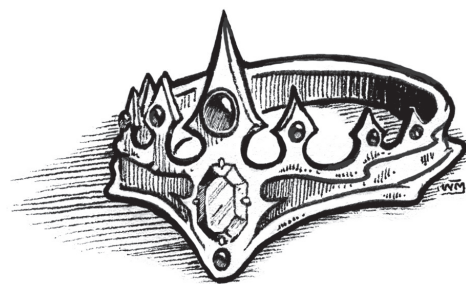
Chateaufleraud was once a large estate that had the good fortune to possess a formidable manor house. This provided enough defense to discourage attack and saved a handful of Louvognians from massacre. In time, a small town would develop on the site composed of both survivors and wandering barbarians.

There is only a modest amount of wealth here. The people of Chateaufleraud are struggling to survive in the new hostile world. The players can only sell about 1,000 gp worth of equipment to the townsfolk here. They have recently sworn fealty to the Kingdom of Vitrenac in hopes of benefiting from their stability.

## Prieuré de Chaurillon

The Prieuré de Chaurillon is a monastery of the Dicenian Faith held by the Louvognians. In the wake of the imperial collapse, the Abbot of Chaurillon had a great palisade wall constructed around the Prieuré and fortified it against the barbarian hordes ravaging the land. In this way, the Prieuré was spared the destruction of war. It is now believed to be the only remaining spiritual center of the Dicenian religion. The Prieuré members take their role very seriously as *the last candle* of their faith.

When the Kavars took up residence in Vitrenac, the Abbot again saw an opportunity and took action. He offered the Kavars sanctity in exchange for protection. When a king of Vitrenac is crowned, it is by the Abbot of Chaurillon. This arrangement serves to legitimize the new King in the eyes of the peasantry, while providing the Prieuré with civil and military protection.



# Introducing the Players to the Campaign

## The Player Handout

Included in the digital files for this module is a single sheet called the Player Handout. This is designed to be printed out several times and distributed to your players before play begins. This handout gives the players a glimpse into the history and culture of the region, but it leaves a lot of loose ends that encourages them to explore for answers.

## Starting Upstream

The assumption in the player handout is that you will begin the campaign with the players approaching the Prieuré of Chaurillon on a horse. They are given a rough familiarity with the lower valley and the Kavar culture. By starting in this way, you jump over a lot of the player indecision and occasionally overwhelming nature of new campaign material.

## Starting Downstream

The city of Vitrenac is also an excellent starting point for the campaign. However, it requires a more focused and self-starting group of players. They will need to be able to follow clues upstream towards the Prieuré and the primary adventuring areas. You will probably not want to use the player handout if you pursue this path.

The advantage of starting in Vitrenac is that the players have more control of their path through the valley. When they come to Vitrenac loaded down with treasure from the Cassécoteau, they will be returning triumphantly. They may even find a political role to play among the Kavars and have less loyalty to the Prieuré itself.

## Feeding Information to the Players

Player decisions are based on the information you give them. There are two methods included in this module for pushing it into their hands; *rumors* (shown to the right) and *hooks* (described later in the book). We strongly encourage you to make good use of these methods. If you deny players access to information, you are railroading them down the story path that you want and subverting their control over their characters.



## Rumors

The Prieuré has attracted a variety of refugees over the years, mostly from the Cassécoteau. These refugees have brought word of hidden Louvognian ruins, monsters, and other dangers deep in the wilderness. Anyone who spends more than a few hours in town will hear something about the dangers and riches that await travelers. These stories have caused quite a stir, much to the dismay of the Abbot and the senior Prieuré members.

**Roll 1d10** to check for rumors. Use the resulting rumor from the list below. These are legends that find their way to the ears of the player characters during their stay in the Prieuré. You can make additional rolls if they spend a lot of time carousing. Re-roll if they leave for more than a few days and return.

Some of these rumors are true. Some are false. Some bend the truth to fit the delusions of the teller. It is important to engage the players in the investigation of these rumors. You should also try to avoid inadvertently passing clues to the players about the reliability of the rumor with your tone of voice or body language.

**Rumor 1:** A band of bugbears and a sorceress have been seen wandering around near the headwaters of the Satrebonne River looking for something. (*True*)

**Rumor 2:** An old man is overheard describing a cave filled with gold treasures from the old Louvognian Empire. The gold was stashed in the cave by one of their wealthy nobles, but he was killed by barbarians and never returned to claim his hoard. It is now defended by a small green dragon. (*False*)

**Rumor 3:** A wererat lives in the ruins of Montonnerre. At night, it sneaks into settlements to snatch children. (*True*)

**Rumor 4:** Brother Calvus is skimming a little money for himself out of the library fee. He keeps his ill-gotten gains in an iron-bound chest underneath his bed. This is against the monastic code, but the Abbot unaware of the crime. (*False*)

**Rumor 5:** There is a barbarian camp somewhere out in the Metonne Steppe. They have a large herd of black horses and they keep a substantial number of domestic slaves; including some demi-humans and intelligent monsters. (*True*)

**Rumor 6:** There is a band of thieves that live in the Cassécoteau called the Shining Band. They have been waylaying travelers and stealing everything of value. (*True*)

**Rumor 7:** The King of Vitrenac is preparing to march his army on the Prieuré to confiscate the Abbot's wealth. (*False*)

**Rumor 8:** There are a number of wolves in the area. Peasants are killed regularly. It is wise to take precautions at night. (*True*)

**Rumor 9:** The famous Ebonblade Adventuring Company sent a party of seven adventurers into the ruins of Montonnerre. A few weeks later, some wolves were found playing with the severed heads of one of the poor souls. (*False*)

**Rumor 10:** A fire drake lives somewhere out on the Cariton Plain. It has dragged off quite a bit of livestock. (*True*)

# The Prieuré de Chaurillon



## Geography

The Prieuré itself sits atop a hillock overlooking the Satrebonne river. The river is only a hundred feet across and is fairly shallow. The depth in the center is at most ten feet. It is used to irrigate the surrounding fields that provide the Prieuré with food.

A number of shacks and shoddy buildings have been constructed along the outskirts of the fields to shelter transients, most of whom spend their days working in the fields for a pittance. A few monks shepherd the flocks of sheep and goats that graze upon the sides of the hillock.

Up to ten light cavalymen patrol the exterior of the Prieuré during the day to ensure security. They will detect anyone approaching the Prieuré who is not taking measures to conceal their presence. The cavalry will not greet visitors, but signal to their companions and keep a watchful eye.

The 12 foot palisade wall extends around the entire complex. It has only one gate, making it effectively impassable without great skill. The gate is guarded at all hours by at least six soldiers, half of which will be carrying crossbows and keeping an eye on the back ranks of parties that look suspicious. Any sizeable group approaching the walls will draw another eight to twelve soldiers to the gate as a precaution.

Anyone trying to enter the gate must answer a litany of questions and surrender all of their weapons and armor for the duration of their stay. There is a tax of three silver pieces that must be paid by every non-resident entering the Prieuré, ostensibly to support the defenses. This also cuts down on the number of visitors and weeds out undesirables.

There are a total of 54 Prieuré monks served by 132 support staff. The Prieuré itself is composed of twenty-four buildings, including a stables, barracks, central watchtower, several perimeter towers, a large central hall, and assorted living quarters for the residents. In the center is a small market square where several vendors conduct business. Access to many of these buildings is restricted. Visitors are warned to stick to their stated business or be expelled without their belongings.

## The Library

The Prieuré has the only respectable library for several hundred miles with access to extensive magical and non-magical texts. It has attracted quite a few scholars and a swelling transient community to service them. There is a 100 gp fee to study in the library for a full day (sunrise to sundown) and no refund if you have to leave before your time is up.

## Holy Day

The Prieuré respects a weekly Holy Day. On this day, shops are closed and no one performs manual labor. The only people who work on these days are innkeepers and soldiers. The monks of the Prieuré spend the entire day in silent prayer and are unavailable to meet with the party except in the case of the dire emergency.

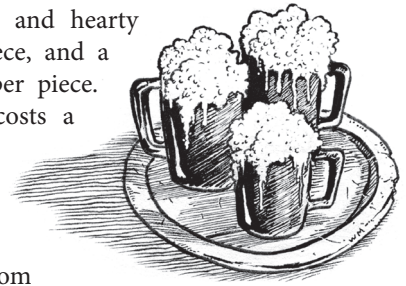
## Market Square

In the market square, small vendors set up stalls to sell produce and dry goods. The established merchants have permanent shops in the nearby buildings. Anything in your game system's core equipment list can be purchased from these vendors for standard rates. Merchants can also buy small amounts of treasure from the characters, up to 200 gp in coin for the entire market. Anything requiring more coin than that must be sold to Toris Belnar, the moneychanger.

## Golden Sund

This is the only inn within the palisade and therefore the only option for visitor lodging. Caloma Sundrie is the proprietor.

She serves a cold breakfast or lunch for two coppers, a warm and hearty dinner for a silver piece, and a pint of ale for a copper piece. Sleeping in the inn costs a silver piece per person for a communal room (up to six people comfortably) or three silvers for a private room with a bath.



Caloma is assisted in her charge by two of her daughters and the dullard son of one of the transient workers that labors in the Prieuré fields.

## Seeking Larger Markets

In the event that the characters require goods or services that are not available in the Prieuré, they can travel downriver to find other markets. The Satrebonne river is fast flowing, so it only takes a day to reach Vitrenac by boat. It takes even less time to reach one of the closer locations.

It takes a long time to fight the strong currents back up to the Prieuré. It is faster to return by horse. By land, it takes seven days to ride from Vitrenac to the Prieuré. It takes four days to ride to Auxenon and Chateaufleraud is a mere two days away.

# Prominent Non-Player Characters

These descriptions are just the beginning of these characters, not the end. You are free to add or remove elements as you see fit, adjust the attitudes and outlook to match the behaviors of the player characters however you desire to fit your personal preferences.

## Abbé du Chaurillon

The Abbot of Chaurillon is a late middle-aged man with a long black mustache that droops below his chin. He is a 5th level cleric. He shaves his head, just as any other monk under his dominion, but this is hard to see as he is frequently protected by a cowl. The Abbot is secretive, reclusive, and controlling. Despite these failings, he is of good heart and sound mind.

The Abbot's primary objective is the protection of the Prieuré. Therefore, he is interested in any deal or arrangement where the power of the Prieuré is enhanced. He has been consummately saving a vast stockpile of coin (over 10,000 gp) in the treasury by selling the surplus produce of the Prieuré to the nearby Kavar-controlled cities. He has used this coin in the past to purchase assets and information that he needs to solidify his control.

If the player characters prove their worth and loyalty, the Abbot will have any number of tasks prepared for them to accomplish to serve his ends. If they prove problematic, then the Abbot should take measures to make their lives unpleasant.

STR	DEX	CON	INT	WIS	CHA
11	10	12	15	16	13

## Azzandu

Azzandu is a 9th level wizard that lives in a stone tower in the eastern Cassécoteau. He is a peaceable sort, though obviously reclusive and a bit short tempered towards those who do not show him requisite respect. He maintains a small library at the bottom of the tower, an apartment in the middle floors, and a laboratory on the top. He will sheepishly admit to having rebuilt the top of the tower several times over the years, an unfortunate consequence of magical experimentation.

Azzandu has two apprentices; Mekle and Hubat. They are a pair of mischevious brothers who spend more time goofing off than studying. Azzandu is considering breaking his contract with them, but he lacks suitable replacements and doesn't want to live on his own. If Maleena (*The Missing Fiance*) can be delivered safely to him, he will attempt to train her in the magical arts. She has enough talent to be a worthwhile investment of his time.

## Brother Calvus

Brother Calvus is in charge of the Prieuré library. He is a pleasant man with a warm disposition and a firm handshake. He is extremely well-read and can speak with accuracy on almost any topic. Though not a magic user, Calvus can read the first few lines of a magical scroll to discern its nature and can identify magical items as if he were a 5th level caster with a +3 INT bonus. He charges an appropriate fee for this service; at least 100 gp per item. He may charge more for extremely rare

Calvus is responsible for collecting the 100 gp daily fee for research access. Unless drawn away by other immediate business or during Holy Day, he can always be found in the library. He is also involved in the *Library of Tiverius* hook.

## Caloma Sundrie

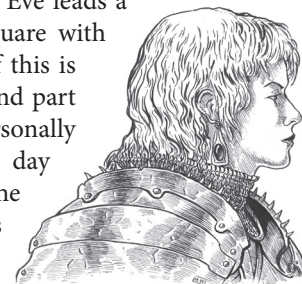
Caloma is the innkeeper of the Golden Sund. She is extremely accommodating and goes to great lengths to take care of her guests. Her powerful reputation will bring almost every guest to her defense in the event of violence. She resides in a personal room within the inn with her husband and four children.

## Dognip Smit

Dognip is a goblin slave that was captured in an attempted raid on the Prieuré by a band of goblins that lived in the old Gelmarsh Caves. He can be convinced to provide directions for 1d4 gold coins. Dognip spends his days laboring hard in the field, often carrying water buckets from the river. He is sometimes abused by off-duty soldiers and anyone who deters such a confrontation can benefit from his wisdom without paying for it.

## Evelyn Lacard

Evelyn "Eve" is the knight-captain of the Prieuré guard (5th level fighter). She is harsh and demands excellence from her soldiers. Every morning, Eve leads a training session in the market square with a full squad of 12 soldiers. Part of this is for regular maintenance of skills and part of this is a show of force. She personally inspects her staff throughout the day and she will always be alerted to the approach of any suspicious visitors by the guards on the palisade. She will fight to defend the Prieuré from any danger.



STR	DEX	CON	INT	WIS	CHA
16	15	15	12	11	9

## Gelbit Snogge

Gelbit is a tough farmhand that lives in the transient buildings beneath the Prieuré. He is often engaged in friendly boxing matches with other farmhands in the morning hours. He is an excellent boxer and will accept a challenge from anyone. If he is injured in such brawls, the party's reputation will suffer.

Gelbit can be hired as a retainer. His starting price is 50 sp per week, payable only in advance. He can carry up to a heavy encumbrance level, but he will not fight except as a last resort to defend himself. He carries only a club and will borrow some leather armor from his father-in-law. He speaks in the common Kavar tongue and has 7 hit points.

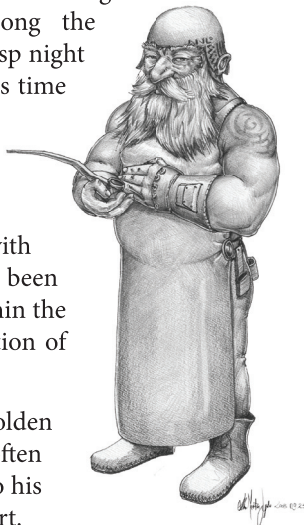
STR	DEX	CON	INT	WIS	CHA
17	12	15	9	6	8

## Kindar Rostmartin

Kindar is a 6th level Dwarven conjurer who is visiting the Prieuré to research rare spells at the library. He is patient and wise, but not foolish enough to suffer boring conversation forever. He is essentially unavailable for discussions during the day to maximize his access to the library.

Kindar spends his evening hours smoking *fenaris weed* while walking along the palisade wall and taking in the crisp night air. He is very talkative during this time and knows much about the region and its history. Of course, he is also a master of summoning spells and he will share some of that knowledge with inquiring minds. However, he has been prohibited from casting spells within the palisade by the Abbot as a condition of entry, a vow he will not break.

Kindar retires to a room in the Golden Sund a few hours after sunset. He often stops for a pint of ale on his way to his room, but this visit is typically short.

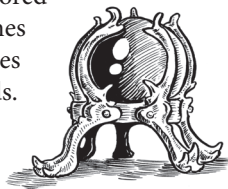


STR	DEX	CON	INT	WIS	CHA
17	12	15	9	6	8

## Lady Tessani

On the far side of the Satrebonne from Chaurillon, there is a path that leads into a small woodland. A gypsy woman who calls herself Lady Tessani lives in these woods in a ramshackle house with her two sons. Her true name is unknown. This does not bother the transient population, as they make use of her services regularly.

Lady Tessani has a single bloodshot eye, wild auburn hair, and dresses in brightly colored but dirty bits of clothing. She tells fortunes using a magical crystal ball and cures those with minor afflictions or wounds. She also specializes in making and selling *Potions of the Heart* for 50 gp to anyone desperate enough to take a chance.



Treat Lady Tessani as a 5th level cleric for purposes of fortune telling, disease assessment, and for spellcasting to defend herself if attacked. Her sons fight as 1st level thieves, wielding daggers and wearing leather armor. If any harm comes to the Lady or she is abused by the player characters in some way, the community may retaliate.

STR	DEX	CON	INT	WIS	CHA
9	7	8	11	14	16

## Lornus Cromwell

Lornus is a shady character who arrived in the area about six months ago. He always appears to be absolutely destitute. He was arrested for vagrancy, but miraculously carried the coin to pay his bail. He is now careful to leave the Prieuré before nightfall, lest he suffer that fate again.

The easiest way to find him is to follow the sound of rolling dice. Lornus is a masterful gambler. He always plays for small amounts and suckers people into playing just a little too much. Every other gambler in the area thinks they are just one game of dice away from beating him.

Lornus is also an excellent thief, a blackmarket fence, and a secret agent for the Shining Band. They send a rider to meet him in a small grove on the far side of the river every full moon to trade information and relieve him of his excess goods. A successful roll to find a blackmarket contact will provide clues that lead to Lornus.

He carries about 100 sp on his person at any time, but he can access up to 2,250 sp and 750 gp in a secret lockbox (+5 to pick or force open) that he has buried near the meeting grove. This lockbox is impossible to find without his help and he will not knowingly reveal its location, even under pain of death. He has shared the location with his only daughter so that she will be supported in the event of his unfortunate demise.

## Nimus Solatro

Nimus is the Prieuré's blacksmith. He maintains a large smithy inside the palisade and is served by three apprentices. He conducts business every day except Holy Day. Nimus can craft extremely high quality versions of metal weapons (+1 to-hit and damage) for five times the market price in about two weeks. Payment for such work must be made in advance. He also has a generous stock of standard weapons, shields (including *thorned shields*), and minor items like horseshoes for immediate sale.

If forced to defend himself, Nimus fights as a 2nd level fighter.

Nimus' cousin Reyna is a master armorsmith. She can be contacted through him. Reyna can craft high-quality metal armor (additional +1 to armor class) for a specific person at double the normal price. However, she is a very slow worker due to her advanced age and the armor takes 1d4+3 months to create. Payment must always be made in advance.

## Sandova Waelen

Sandova is an 8th level priest of Dicensia and the highest level spellcaster among the Prieuré's membership. She is well-versed in magical lore and maintains a priceless gold inlaid spellbook of at least 75 spells which she studies every morning. She can be convinced to cast spells on the behalf of those with a positive reputation for 50 gp per spell level. She will not cast a spell for someone the Prieuré does not know, with the sole exception of salvation for someone at death's door.

STR	DEX	CON	INT	WIS	CHA
6	8	12	11	17	9

## Timrus Dimezzla

Timrus is a 1st level wizard who came to the Prieuré to conduct research. However, he was unaware of the 100 gp fee to access the library. He is now almost destitute and looking for an opportunity to leave this place with his head held high.

He can be hired as a retainer. His starting price is 15 gp per week, payable only in advance. Timrus will fight alongside the party and cast spells on their behalf. He knows five spells (your choice or roll randomly) and has 3 hit points.

He carries only a quarterstaff and fine robes valued at 250 sp. If not hired within a week of the player character's first visit to the Prieuré, Timrus will sell the robes and purchase common clothing instead. After another week, he will depart in shame forever. His dead body can be placed with Lavnos, if you want to add some verisimilitude to the campaign in that manner.



STR	DEX	CON	INT	WIS	CHA
7	9	11	15	10	8

## Tooke Morrid

Tooke is a 1st level halfling thief that is looking for a change of lifestyle. He had been plying his trade in Vitrenac, but he was caught by the guards and barely escaped. He is hiding out in the Golden Sund and watching his silver slide away with each passing day. The pall of depression has fallen over him and he is quite a glum sort when encountered.

Tooke can be hired as a retainer. His starting price is 100 sp per week, payable only in advance. He can carry up to a moderate encumbrance level. Tooke will not fight except as a last resort to defend himself. He carries a dagger, sap, and a sling. He wears padded armor, but will discard it if he becomes soaked. Tooke speaks in the common Kavar tongue and has 3 hit points.

STR	DEX	CON	INT	WIS	CHA
9	14	12	13	6	11

## Toris Belnar

Toris is a Dwarf that serves as the Prieuré's moneychanger. He will convert a sum between two currencies for a 10% fee and he will purchase gems and rare art. He maintains a small property on the edge of the market square in the center of the Prieuré.

The lower floor of the building is his shop, where he has a steel lockbox (+10 to pick or force open) for most transactions with 500 cp, 500 sp, and 100 gp. He keeps the key to this lockbox in his chest pocket.

Toris lives in his apartment over the shop with his wife Regna and two young daughters. There are two more steel lockboxes hidden beneath different loose floorboards in this apartment. They contain his complete reserve. One is for coins. It holds 2,500 cp, 1,000 sp, 800 gp, 50 ep, and 10 pp. The other lockbox is for gems and rare art. It holds a mix of gems, jewelry, and a handful of stone figurines. You can determine the mix of treasure. The total value of this lockbox is 2,500 gp. Both of the lockboxes are trapped with a debilitating poison (1d6 strength per hour for 3 hours).

Toris is only interested in buying gems, magic items, and unusual currency from the players. Keep track of his supplies. Do not allow the players to sell him an infinite amount of treasure. Anything the player characters trade him will be liquidated over time at a 20% margin. For example, if they sell him a rare gem worth 1,000 gp it will be removed from his inventory within a few weeks time and replaced with 1,200 gp in coin.

## Wakeen Sutara

Wakeen is an alchemist that keeps a small shop within the Prieuré. He lives in an apartment above the shop. Wakeen can identify almost any potion or alchemical ingredient (90% chance). He keeps a wide variety of raw materials in his shop, enough to create almost any desired result. He also sells *shockstones*.



Wakeen will pay standard market value for rare ingredients and half for common ones. He keeps 200 sp and 100 gp in a lockbox (+5 to pick or force open) that he keeps in the shop during the day but moves up to his apartment at night.

## Wilfred de Plazando

Wilfred is a 1st level knight of Cisterrean Order of Plazando. He arrived in Chaurillon with the intent to make his fortune clearing the Cassécoteau. Unfortunately, he heard too many stories of death and despair from the refugees passing through the Prieuré and lost his nerve to travel alone into the wilderness.

Wilfred can be hired as a retainer. His starting price is 20 gp per week, payable only in advance. He will fight alongside the party. He carries a longsword as his primary weapon, with a dagger at the hip for close encounters. Wilfred wears a full suit of chainmail armor and a helmet. He has 8 hit points.

If not hired within two weeks of the player character's first visit to the Prieuré, Wilfred will head into the Cassécoteau on his own. Where he ends up and what has become of his fortunes is left to you to decide.

STR	DEX	CON	INT	WIS	CHA
16	13	12	10	11	7

# Hooks

Hooks are game elements intended to draw the player characters into the machinations of various NPCs and provide them with clear goals to accomplish. All of the locations and circumstances described here exist in the hinterlands, whether or not you actively push the players forward. The hook is merely guidance to help encourage player involvement.

The default assumption is that the players are going to ask around the Prieuré looking for information and clues about potential fortunes to be made in the Cassécoteau. If they appear lost or unsure of how to proceed, you can use the **push** event that follows each of the general descriptions. These are optional ways to quickly introduce potential goals into the lives of players while still allowing freedom of choice.

## The Library of Tiverius

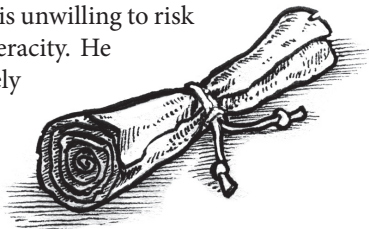
Tiverius was a priest of the Dicenian order. He lived as a hermit in the Cassécoteau about seven centuries ago. He was a respected scholar and it was well known that Tiverius held a unique private collection of scrolls detailing the early history of the Louvognian empire. However, these scrolls were never recovered after his death. Since much of this history is now lost, the true value of these documents is unfathomable.

The commonly accepted story is that they were stolen by thieves. This story is integrated into the teachings of the Abbot, used to illustrate the folly of keeping academic works in an unsecured location without protection. Without evidence to the contrary, most believed this explanation.

However, Brother Calvus recently heard a tale from a Gnomish refugee named Grimand that was passing through the area that casts doubt upon that assumption. Grimand told of an abandoned Dwarven clanhome in the Cassécoteau where he took shelter with some friends for a night. The clanhome is dug out of a hill overlooking the Satrebonne, making it easy to find with a few landmarks.

That night, they wandered through its halls and eventually discovered what he described as a wine cellar of scroll tubes. Each tube was sealed and lay inside the niches of a ringed structure similar to a wine rack for safe keeping. The group was attacked by violent monsters shortly after discovering this library and Grimand escaped only with a single scroll tube.

Grimand sold the tube to Brother Calvus and it contained a very old scroll containing an intriguing discussion of a Louvognian military campaign in the pre-Imperial centuries, which lends great credence to his story. However, it is just a story and Calvus is unwilling to risk his life to investigate its veracity. He is willing to pay a princely sum for the contents of the library to anyone who recovers it; up to 2,000 gold coins for the complete collection.



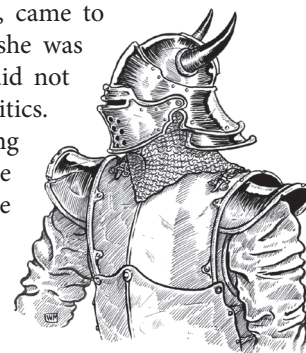
He will also provide crude directions to the clanhome to interested parties, based on Grimand's description. This is not entirely accurate, but it is serviceable to a clever guide. Heading upriver and locating the clanhome (The Eagle's Eyrie) without getting lost requires a standard wisdom test.

**Push:** As the characters enter into the Prieuré, they see Brother Calvus having an argument with Grimand. He agrees to Calvus' price just as the characters approach and storms off in an angry huff. Calvus shouts out as Grimand walks away, "it's a damn good thing you didn't find the whole collection or you would have demanded a king's ransom." This juicy remark should perk up a few of your player's ears.

## The Missing Fiance

Roskillian Demetessio, a knight-errant of the Shadecrown Templars, was betrothed to the daughter of the Count of Isarius upon the attainment of her 16th birthday. When he returned from military campaign, he discovered that his bride-to-be had fled to the Prieuré for sanctuary. Roskillian has come to retrieve her, but has thus far been unable to secure an audience with the Abbot. This has made him paranoid that something is happening behind his back.

Maleena, the betrothed maiden, came to the Prieuré seeking shelter, but she was turned away by the Abbot. He did not wish to get embroiled in noble politics. However, he has been stalling Roskillian to give Maleena more time to flee to the tower of the wizard Azzandu along the eastern edge of Cassécoteau. Not even Roskillian would be so bold as to force his way into the tower of a wizard. The Abbot is merely praying that she can reach him in time.



The Abbot is aware of her path and if approached in a way that indicates a desire to assist Maleena, he will provide a detailed description of her intended course through the Cassécoteau. Following these excellent directions only requires a wisdom test with a +5 bonus.

Unbeknownst to all, Maleena was captured by the Shining Band brigands mid-journey. She has been taken to their hideout in the *Rothshire Mines*. They have sent a rider to demand a ransom of 2,500 silver. The rider will arrive three days after the characters first visit to Chaurillon, something the players may even witness if they delay their travel for a sufficient amount of time. Upon hearing of these demands, Roskillian will murder the rider and immediately depart to find her.

**Push:** Roskillian will approach the characters and ask them pointed questions about Maleena's whereabouts. He will demand to know if they have seen a young girl with auburn hair. He is so eager to believe that he can easily be led astray by a clever liar. He should provide enough information on the situation to intrigue the players.

## The Fatal Tonic

A goblin charlatan by the name of Higwip has recently visited the Prieuré. During his visit, he sold a specialty tonic that he called Tanglebrew. The bottle consists of a unique twisted design with two separate vessels of liquid. When poured, the liquids mix together to create a bubbly drink. According to Higwip, the bubbling effect calms the mind and relaxes the body. After a few cautious customers tried the brew and supported his claims, he sold all of his stock to eager laborers seeking a relaxing end to their work day.



The two liquids are harmless on their own account, it is only in the mixing that they become activated. This makes it safe for transport and keeps the suspicions of authority figures at bay. However, the mixed version is a powerful poison that takes considerable time to kick in. More than enough time for Higwip to make his escape. He fled to the *Corvini Encampment*.

After a two day period, the victim's lips and jaw turn a deep blue. This is the consequence of damage to their tongue and throat, along with massive internal bleeding in their stomach. Within a few hours, they will begin to throw up blood and perish in minutes from blood loss. Since this is an injury, it can be cured with basic healing magic if the victim is able to determine the cause of their ailment and seek out the remedy in time.

Several of the transient community surrounding the Prieuré have died in this manner in the days preceding the arrival of the player characters. It did not take long for the community to connect the dots. They have cobbled together a 1,000 silver piece ransom for Higwip's corpse, and will pay double for him alive. He was last seen heading east out onto the *Metonne Steppe*.

**Push:** While crossing the fields on approach to the Prieuré, the player characters find a dead woman lying face down in a wagon rut. Her face is blue and her shirt is soaked through with blood. This should get them to ask a few questions.

## The Keirr Witch

Several of the transient children living in the shadow of Chaurillon have gone missing in recent weeks. At first, it was believed that a pair of friends had simply run away. The disappearance of a third child with no connection to the original pair and then a fourth without connection to any of the previous three has left parents terrified and extremely protective of their little ones. Rumors have begun to circulate that an old woman living several miles to the northeast of the Prieuré is responsible. They are calling her the Keirr Witch for her decision to live in an old Gnomish barrow called a Keirr.

The woman is a powerful spellcaster (treat as a 5th level wizard), but she is not responsible for the disappearance of the children. Her true name is Augustina Fontaun and she simply has a reclusive personality. Her aloof nature is proving to be quite inconvenient. In the hopes of avoiding a confrontation with an angry mob, Augustina has partially come out of her reclusion to investigate these disappearances.

Augustina has been in consultation with the spirits and learned that the children are being slain by a Wererat named Deirtus that lives in a small cave in the foothills of *Montonnerre*. In the event that the players do not seek a peaceful solution, you are free to craft a powerful adversary in her. She has a personal fortune worth 5d10 x 100 gold pieces in her Keirr (you can customize her magical powers and treasure as desired).

**Push:** The mother of the latest child to disappear seeks out the player characters and begs for their assistance in finding her lost child. She offers the paltry sum of 100 silver coins, but it is her entire life savings.

## The Cult of Lavnos

There has been a lot of religious turmoil in the past several hundred years. Quite a few cults have sprung up to take advantage of the chaos and uncertainty. One of these cults has formed around the worship of a clever fire drake named Lavnos. He lives in a cave near the rocky outcropping known as the *Arêton* and he is known to sunbathe on top of the rock during sunny days.

In exchange for providing a bare minimum of protection to his followers, Lavnos receives a steady diet of sacrificial victims captured by his cultists. He has enjoyed this long enough to become complacent and has started to make a few mistakes that have alerted the Prieuré to his presence. The cult recently ambushed a party of adventurers along the banks of the *Satre-bonne*. The party was completely outmatched, but a lone wizard in their ranks managed to cast a spell to teleport to safety across the river.

Unfortunately, this was after losing his left leg in the drake's jaws and being severely burned over much of his body. He barely managed to crawl to safety and is recovering from his wounds in the Prieuré's infirmary. In his pain, he is barely conscious but the monks attending him have learned enough to be worried about the situation.

The Abbot will pay 500 gold for any information on the cult; its location, its numbers, any political allies, and so on. The size of the reward should match the quality of the information. They will pay double the standard price for any of the cult's equipment; robes, daggers, and other accoutrements. They will also reward anyone who defeats the drake with the honorary title of defender of the faith and a monthly stipend of 200 silver coins.

**Push:** Once the party has proven their combat value in some way, a monk will seek them out on behalf of the Abbot. The party will be asked to bring any information about the drake or the cult to their attention.

Note: This hook should be reserved for characters of at least 3rd level. A drake is not an easy opponent to overcome, especially one with a retinue of followers.



# Unique Items

## Curative Potion

This is created by the monks of the Prieuré, but only sold to adventurers of proven loyalty. It restores 1d4 hit points to the drinker. The Prieuré has maximum of 1d6+2 potions in stock and will sell them for 200 gold pieces each. Sold potions will be replaced at a rate of one per week.

## Holy Symbol of Dicensia

This is a pendant worn by priests of Dicensia. They are crafted by hand by the monks of the Prieuré and sold for 500 gold pieces each. The quality of the item as a piece of jewelry justifies the high price. However, there is a bonus effect as well.

Anyone wearing this into battle against undead will gain a +1 bonus to armor class. This property is known to the monks, but not discussed to prevent them from ending up in the hands of opportunists. If the players discover this effect and return to purchase multiple holy symbols, the Abbot will demand an audience with them before the sale can be made. If the Abbot does not approve of the party's moral direction, he will refuse the sale.

## Feneris Weed

This is a thick grass that grows only under damp conditions with shaded light. It can be dried out and smoked in a pipe. It is the favored drug of Kindar Rostmartin and he can give details on the weed's effects to anyone who asks. It is sold by several vendors in town for 5 gold pieces per pouch, enough for five smoking sessions. Pipes can be bought for about 10 gold each, though the price varies by craftsmanship.

A few minutes after smoking it, the weed brings a deep feeling of relaxation and mental focus to the user. Apply the following stat modifiers for 2d4 hours: +2 INT, +2 WIS, -4 DEX, -2 STR. There is a 5% chance of becoming addicted to this drug. If a character becomes addicted and tries to break the habit, they will suffer from painful headaches and an increased appetite.

## Potion of False Cure

This potion is sold by unscrupulous folk that look for someone who is obviously injured. One of them will approach their target and take notice of the wound. They will suggest the target visit an alchemist they know who can cure them for a reduced rate. The alchemist is an accomplice who sells the potion for 500 silver pieces, well below the rate of a true cure.

## Potion of the Heart

Consuming this potion is very risky. The drinker gains +5 to charisma and is flooded with emotions and reckless vigor for 2d6 hours. On the first success with a charisma test made in conversation, the opposition is permanently *charmed* (allow a save vs spells to resist). If you drink this potion several times, there is a 10% chance each time that all active charms will be broken and all of the formerly charmed targets now absolutely hate the subject. Do not tell the players about this caveat.

## Shockstone

This is an alchemically treated stone that can be thrown by hand (up to 3x STR in feet) or shot by a sling as if a bullet. When it strikes a target, it releases a strong electrical shock. It deals 1 hit point of damage and causes paralysis for 1d6 rounds (allow a paralysis save to resist this effect). This shock can jump between individuals that are within five feet of one another when it hits. The secondary targets do not take damage, but may suffer paralysis if they fail their saving throw.

Shockstones are sold by Wakeen Sutara for 25 gold pieces each. They are his unique creation and carried by no other merchant in the realm.

## Tanglebrew

The bottle consists of a unique twisted design with two separate vessels of liquid. When poured, the liquids mix together to create a bubbly drink. The mixed version is a powerful poison that takes considerable time to kick in (4d6 + 18 hours). It works by dissolving the flesh in your throat, dealing 5d6 constitution damage at a rate of 3 per hour until the total has been dealt. It also causes a deep bluing of the mouth and jaw, throat pain, stomach cramps, and bouts of vomiting. Since this is an injury of sorts, it can be stopped with basic healing magic if the victim is able to determine the cause of their ailment and seek out the remedy in time.

## Thorned Shield

This is a special light shield with a powerful spike jutting out of the center that can be used to impale your enemies. Each round, the user must decide whether they want to use the spike to attack or use the shield to defend. If used to attack, the shield grants no AC bonus for the round but adds an extra +1 damage to whatever is dealt by your weapon. If used alone to shield bash an opponent (e.g. not in conjunction with a weapon in the other hand) it deals 1d4+1 damage. These shields are sold by Nimus Solatro for 40 gold pieces.

## Timurac Poison

This is a poison made from the crushed flowers of the Timurac plant. It is activated by oils in the skin (save vs poison on contact) and is commonly used as a weapon against thieves. After being touched, the poison quickly turns the skin of the contact area dark red. Wherever the discoloration occurs, shooting nerve pain becomes frequent and severely restricts movement. This is very similar to a harsh sun burn. It destroys nerve endings all over the body and causes 1d6 wisdom damage at a rate of 1 per day until the total is dealt.

Since it is almost always non-fatal, it won't put you in jail if found among your belongings by the Abbot's soldiers. However, you would be wise to keep your possession as secret. Timurac poison is sold by a variety of black market sources in the area, including *Lornus Cromwell*.

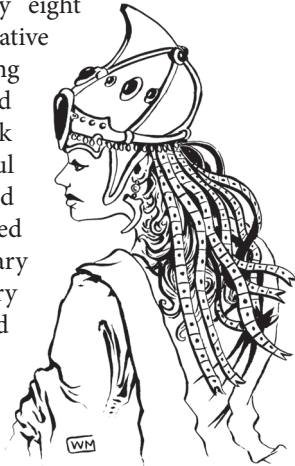


# The Dicenian Faith

As mentioned previously, the Prieuré de Chaurillon is believed to be the only remaining spiritual center of the Dicenian religion. The Prieuré members take their role very seriously as the last candle of their faith. It is important for you to be familiar with the basic tenets and history of this religion in order to roleplay the monks.

## Dicenia

Dicenia was born approximately eight hundred years ago. She lived in relative obscurity, known for delivering firebrand speeches about the need to repent for evil deeds and seek absolution from an all-powerful God. She claims to have received her revelations from an angel named Codronai. Her acerbic commentary on the figures of contemporary culture created many enemies and she was eventually thrown down a well by an angry mob. After struggling to escape for three days, her body gave out and she drowned.



Following her death, a historian named Nebis Juliano wrote down the story of Dicenia. This text became known as the Book of Nebis and was copied many times by a scribe in the Louvognian court. It eventually became favoured by one of the Emperor's daughters who established a secretive cult called the Order of Dicenia to honor her.

The cult brought Dicenia's story to a large number of people, many of whom had an axe to grind against the corruption in the government. The cult gained confidence. They began to throw corrupt officials down wells, an act of judgement by ordeal. Those who survived for three days were deemed morally pure and recovered. Those who perished were presumed guilty of their crimes.

## Maturation

Vigilante justice against corrupt officials became so frequent that it could no longer be ignored, even if under the partial sanction of the Emperor's daughter. Rather than outlaw the cult, the Emperor's advisors began to appoint prominent Dicensians to offices in hopes that they would be revealed to be corrupt and be murdered by their own followers. As luck would have it, the philosopher Fenosa released a tract on morality shortly after the Emperor began to pursue this strategy.

The Book of Fenosa provided moral guidance to those who wished to live in the grace of God, as Dicenia did. It provided a substantive moral code, standards of behavior, guidance for etiquette, and methods for peaceful conflict resolution. It was widely distributed in bits and pieces on short scrolls and read in open fora to the illiterate.

Fenosa's wisdom came in the form of witty maxims, directives, poetry, and clever anecdotes. It was beloved for its elegance and clarity. After its adoption by the recently appointed Dicenian officials, Fenosa's guidance quickly became the expectation of political behavior throughout the empire. Prosperity inevitably followed.

## Monasticism

In the centuries since Fenosa, the Dicenian faith recruited an elite class of literate monks to duplicate its many written works. They created an enormous volume of religious and civil writings. Unfortunately, many of those texts were destroyed with the collapse of the Louvognian Empire. The Prieuré de Chaurillon has struggled to maintain and grow its own collection of assorted tomes and is almost always in the market for a new acquisition.

Dicenian monks are easily recognized by their shaved heads and beards, unusual relative to the barbarian standards that have come to dominate the surrounding culture. They live a simple life of work and prayer. Many monks specialize in some form of handicraft and sell the output to raise capital for the monastery. They do not keep personal wealth or property beyond the bare necessities of life; such as clothes, weapons, or tools.

There is no religious restriction on martial training, but few monks choose to pursue such a path vigorously. The average monk is about as adept with a weapon as the average farmer. Each monastery typically keeps a knight on retainer to command their defensive forces so that they can focus on their work. In the case of Chaurillon, this knight is *Evelyn Lacard*.

## Daily Practice of the Faith

The monks begin each day with a cleansing of the face. This is conducted as a group around the central well. Water is drawn and each monk ritually cleans their face before his fellows, beginning with the Abbot and then by descending age. This is a functional roll-call, although it would never be described in that manner by a monk.

The cleansing is followed by a prayer meeting in the central hall, led by the Abbot. The public is allowed to attend these sessions, but most cannot due to the requirement of being in the field to work. Anyone who regularly attends will solidify their reputation with the monks. Once the prayer meeting is broken, the monks have a hearty breakfast and begin their daily labors. They are called back to the central hall with a dinner bell. After dinner, they retire to their own quarters for the evening.

## The Use of Clerical Magic

The Dicensians believe that they have special knowledge of the one true God. The handful of monks at the Prieuré that have the cleric class draw upon this God for their magic. Anyone outside of these faithful adherents that calls upon clerical magic is assumed to be drawing magic from fallen angels that once served the true God. If this is observed by any of the monks, they will attempt to publicly lynch the offender. Arcane spell-casters are treated as suspicious and untrustworthy, but not actually evil.

# Managing the Campaign

## Random Encounter Rolls

You should allow exploration of the Satrebonne Valley in the method that fits with your play style. Some Dungeon Masters may want to use a hex map to facilitate this process. Others may simply proceed with cardinal directions and tell the players when they find something.

Whatever your method of exploration, you should make occasional rolls to see if the party happens to run into a random encounter while exploring. These rolls are made using a six-sided die (d6) and a result of 1 means that the party has encountered something.

The frequency of these rolls is based on your judgment, however the suggested frequency is to roll once per day. It is very important to make these rolls. When players consider overland movement, they need to understand that there is a cost involved. This cost is not just paid in time, but in risk. Moving through a wilderness area is dangerous and should not be taken lightly.

If you get a 1 and an encounter occurs, you can use the below chart to determine its nature. **Roll 1d20** to get your result. Remember to also make an encounter roll or a reaction roll (depending on your game chassis) to determine how the creatures encountered feel about the party. You can choose to use one of the 20 encounters on the next four pages in lieu of rolling on this table. All the setup work has been done for you.

1d20	Random Encounter
1	2d8 wolves desperate for food (always hostile)
2	2d6 wolves hunting for food
3	2d4 wolves relaxing after a hunt
4	2d4 goblins hunting for big game
5	3d6 unarmed goblins fleeing from danger
6	1d6 orcs scouting for their clan
7	2d6 kobolds looking for a new home
8	1d4 troglodytes in a raiding party
9	2d4 hobgoblins encamped in tents
10	2d4 bandits counting their latest score
11	An angry giant skunk (always hostile)
12	2d4 elves passing through the region
13	2d4 prospecting dwarves looking for a strike
14	1d2 centaurs patrolling for evil creatures
15	2d4 barbarian warriors scouting the area
16	2d6 crazed cultists preparing an elven sacrifice
17	2d4 Kavar cavalry scouts on patrol
18	2d10 zombies walking aimlessly (always hostile)
19	1d2 ogres interrogating a captured goblin
20	A troll cooking a halfling on a skewer over a fire

## Player Access to Magic

Some of the vendors around the Prieuré have magic scrolls for sale. They are not placed in the open and sold only on inquiry. The monks look down on this, so precautions must be taken. Additionally, forcing those with an interest in magic to be straightforward is good for security. Secret spellcasters can be quite troublesome.

If an hour is spent asking around for a specific magical scroll, the Dungeon Master can roll to determine its availability. 1st level spells have an 80% chance of being found and can be purchased for 100 gold pieces. 2nd level spells have a 30% chance of being found and can be purchased for 500 gold pieces. Higher level spells are simply not available in a settlement of this size.

However, the players may be able to locate them in the nearby city of Vitrenac. We leave such things in your hands. Some Dungeon Masters prefer a low-magic campaign and others prefer the opposite.

## Weather

Roll for both **Sky** and **Wind** every morning to determine the weather for the day. Roll again in the **Afternoon** and adjust the morning's results accordingly. Sky determines the general precipitation and cloud cover. Wind determines how quickly the air is moving around. There is a little conceptual overlap here. For example, fog is listed as a wind condition. This is because fog is only really possible when there is essentially no wind. Otherwise, the fog would blow away.

For example, let's assume that you rolled a 6 sky and 10 wind in the morning. This is a bright day with short gusts of wind. In the afternoon, you roll a 8. This causes your bright morning to give way to a cloudy afternoon with a light breeze.

We recommend that you begin the campaign during early fall. **Roll 2d6** during the fall and winter. Reduce this to **2d4** during the spring and summer. Throw in your own modifiers on occasion to add flavor.

Result	Sky	Wind	Afternoon
2	Downpour	Powerful	+3 Sky, -2 Wind
3	Showers	Steady	+3 Sky, +2 Wind
4	Drizzle	Long Gusts	+2 Sky, -1 Wind
5	Overcast	Breezy	+2 Sky, +1 Wind
6	Bright	Thick Fog	+1 Sky, -1 Wind
7	Cloudy	Still	No Change
8	Clear	Light Fog	+1 Wind, -1 Sky
9	Grim	Breezy	+2 Wind, +1 Sky
10	Flurries	Short Gusts	+2 Wind, -1 Sky
11	Snow	Swirling	+3 Wind, +2 Sky
12	Whiteout	Whipping	+3 Wind, -2 Sky

# Wilderness Encounters

## How to use this material

Encounters are used as a part of overland movement, as described on the previous page. You can also choose to throw one of them into the game whenever you want. For example, the party might declare their intent to take the river down to Vitrenac and then ride horses back to the Prieuré. Along the way, you might bring out one of these encounters to make things interesting. Alternatively, you may drop hints about an encounter's contents into the rumor list if the players have learned most of the original set. **Roll 1d20** to pick a random encounter.

### 1 - Aquatic Ogre

The party discovers a small algae-covered lake at the merger of two small streams. An aquatic ogre lives in an underwater cave within the lake. It prefers to feed on large fish, so it has not been reported as a danger by anyone traveling the river. The ogre attacks Elves on sight, but will otherwise be cautious so long as the intruders do not approach its cave.

The ogre recently killed a curious adventurer and consumed most of the body, leaving a few bits at the bottom of his cave. Among the refuse is a **Dagger of Thorns**. At first glance, it appears to be more of a wooden spike than a dagger. The ogre did not even recognize it as valuable.

**Dagger of Thorns** : Treat as a +1 magical weapon. When a hit is scored with this weapon against a humanoid-sized target, magical tendrils spring forth from the blade and wrap around the target's body. These tendrils have sharp thorns that deal an additional 1 hp damage per round for five rounds as the tendrils tighten around the body. While ensnared, the target is immobilized. It can be valued at 7,500 gold pieces if sold as treasure.

**Aquatic Ogre** - Armor Class 4 - 5 Hit Die - 1 attack by weapon (1d12+3) - Move 90' - Save C5 - Morale 10.

### 2 - Baru the Witch

The party has discovered the mud-brick home of an old witch named Baru. She lives simply and typically only burns a small fire for a stew or other brew. Her existence is unknown to the people of the valley. She can brew simple potions and extract poisons, which she uses to defend herself whenever possible. She will have a few random potions available for sale when the players arrive.

If they give her any trouble, her first reaction will be to curse them. At any given time, she can curse up to three people. While cursed the target is highly vulnerable to mundane diseases, which is what typically kills them. She can choose to voluntarily remove the curse if placated. Baru is a formidable foe and casts spells as if a 5th level wizard, in addition to her cursing powers.

STR	DEX	CON	INT	WIS	CHA
6	7	9	15	16	12

### 3 - Gnolls for Dinner

The party discovers a band of gnolls eating from the corpse of horse. They are covered in blood, particularly on their cheeks and jaws. With the distraction of food, they make surprise rolls at a -3 penalty. If the gnolls are approached peacefully, they can provide excellent information on any nearby settlements. This is a result of extensive scouting efforts.

**Gnolls (5)** - Armor Class 8 - 1 Hit Die - 1 attack by weapon (1d6) - Move 90' - Save F1 - Morale 8.

### 4 - Grimlock Raiders

The party discovers a band of grimlocks that are headed out on a night raid. If they spot the party, the grimlocks will attack immediately with no attempt at parley. Their preferred strategy is to harass the most dangerous foes while several of their number make a concerted effort to snatch one of the weaker victims and carry them back to their lair for consumption.

Grimlocks are completely blind, instead using a heightened sense of smell and hearing to see perfectly in the dark. They are consequently immune to any form of magical darkness, fog, dust, and other visual challenges. This makes them almost impossible to surprise. They are carnivorous and rely upon live captives, particularly humanoids and livestock.

**Grimlocks (7)** - Armor Class 6 - 2 Hit Dice - 1 attack by weapon (1d8+2) - Move 90' - Save F1 - Morale 9.

### 5 - Hobgoblin Bandits

The party discovers four small hills with a creek that flows alongside them. It used to be the site of an ancient village. The nature of the inhabitants is difficult to say. All that remains of their presence are a few stone ruins and gravestones on the southern slope of one of the hills, overlooking the creek.

A band of hobgoblins from the north are camped in one of the ruins. They burn a fire at night, but otherwise they are actually quite difficult to spot. Between the four of them, they have 2d6 x 10 gold pieces of loose coins and a few small gemstones valued at 50 gp.

**Hobgoblins (4)** - Armor Class 4 - 2 Hit Dice - 1 attack by weapon (1d6+1) - Move 90' - Save F2 - Morale 10.



## 6 - Hungry Griffons

The party is spotted by a flight of griffons. The goal of the griffons is to snatch as many of the party's mounts as possible. If they can manage it, the griffons will avoid fighting the party members. They are hunting for food.

You should give the players a chance to hear or see them before the combat begins. In the first round of combat, the griffons will conduct diving attacks. If every pack animal is mounted, these attacks will be on the members of the party mounted on the largest animals, with the goal of knocking them out of the saddle. In the second round, the griffons will flutter around at ground level trying to grab a large animal. In the third round, they will fly back into the sky with anything they have caught.

**Griffons (6)** - Armor Class 3 - 6 Hit Dice - 1 attack for 1d6+2 damage, 50% chance of grasping with claws - Move 200' - Save C6 - Morale 9.

Griffons prefer to lift grasped opponents into the air and then drop them to their deaths on the ground below. They typically do not land and fight with their beaks in melee, but if that does occur for some reason then the beak deals 1d10 damage.

## 7 - Old Mine

The party discovers a few small hills. Concealed on the windward side of one of the hills is an entryway framed with heavy timber. It has been here for so long and decayed so much that anyone observing it will immediately realize the passage is quite unsafe. It is an old tin mine, constructed long ago by builders unknown. There is a 25% chance that the mine entrance will collapse while someone is inside.

**Treasure:** Partially hidden in the dirt along the side of an interior passage is a small lockbox containing a sapphire necklace worth 150 gold.



## 8 - Orc Clan on the March

The party discovers an encampment of orc soldiers in battle regalia. They are flying a brilliant orange banner with a skull in the center. This is the flag of the Axereaver Clan. The orcs have constructed a rudimentary palisade of outward-pointing sharpened sticks around their tents. At least five orcs are on guard at all times, making this group almost impossible to take by surprise. The orcs intend to raid the outlying farms of the nearest settlement in the valley.

They are commanded by a battle-hardened captain named Orek. He is nearly seven feet tall and has several scars on his face from previous wounds. Orek uses a *Battleaxe +1* and wears burnt black banded mail. Negotiating anything with him is so intimidating that the player suffers a -3 penalty. However, he is willing to offer the players a portion of the loot if they assist him in his raids. If players are tempted into banditry in this manner, be sure to create realistic consequences to their lawlessness.

**Orek** - Armor Class 4 - 5 Hit Dice - 1 attack by weapon (1d8) - Move 90' - Save F5 - Morale 11.

**Orcs (18)** - Armor Class 6 - 2 Hit Dice - 1 attack by weapon (1d6) - Move 90' - Save F2 - Morale 8.

## 9 - Moonlight Masquerade

The party discovers a man lying on the ground in tattered clothes covered in blood. His name is Aerin Dar and he is a resident of Auxenon. However, he is also a werewolf. The moon was full the previous night and he had been engaging in a wild rampage. This explains his bloody state.

You are free to roleplay Aerin's denials in whichever way you desire. He obviously has an interest in keeping his nature secret, but if it is revealed there is a possibility the players may choose to blackmail him rather than eliminate the danger he poses. If he is kept alive, every month on the full moon he will revert to werewolf form as detailed below. While in this form, he can only be damaged by silver or magical weapons.

**Werewolf Form** - Armor Class 2 - 8 Hit Dice - 2 attacks for 2d6 damage - Move 120' - Save F8 - Morale 12.

## 10 - Sunken Shrine

The party discovers an old stone structure that has sunken into a patch of saturated ground over the course of several centuries. It is now flooded with groundwater, ranging from ankle depth in some places down to waist deep in others. There is a water-logged chest in the rear of the structure. It was once locked, but that is irrelevant now as a simple kick will break the wood.

There is also a giant boa constrictor living here. It will try to grab the weakest party member, drag them underwater, and drown them. It assumes everyone else will flee like its standard prey. If attacked by the others, it will let go and attempt to hide again. Undeterred, it will stalk the party up to about a mile from the shrine and try to isolate one of them to consume in silence.

**Chest Contents:** some water-damaged papers, a few rotten book bindings, a potion of *Fly*, a wand of *Fireballs* (5 charges left) and a steel holy symbol (pick a good deity).

**Giant Boa Constrictor** - Armor Class 5 - 4 Hit Dice - 1 attack to constrict target, deal 2d6 damage per round while constricted - Move 60' - Save F4 - Morale 7.

A constricted target can escape by making a strength test. However, the snake prefers to pull its victims underwater as soon as possible. This imposes a -5 penalty to any escape attempt. Additionally, characters might drown if held under for an extended period of time.

## 11 - The Caern Stones

The party discovers a large clearing with huge caern stones placed in a circle. In the center of the circle is the largest stone, bearing a huge dragon carved in relief. The entire place feels powerfully magical. When leaving the area, ignore the party's requested direction and instead choose one at random. Do not indicate anything is out of place for a little while. Try to let them figure it out on their own.

## 12 - The Centaur's Flock

The party discovers a herd of about 25 horses that roam the area. A female centaur named Laena travels with the herd, caring for a foal of her own. She plans to leave in a few years, but for now her only goal is to keep the plains clear of dangers to her young. She has a fine longspear that she uses for defense, but is completely unarmored as typical for her species.

The horses are wild and any character attempting to tame them should receive a long and difficult education in animal husbandry. Laena will also oppose this and view it as a form of slavery. If the characters insist, she will encourage the herd to stampede the party and then attempt to spear any survivors.

**Laena the Centaur** - Armor Class 5 - 7 Hit Dice - 2 attacks by weapon (1d8) - Move 160' - Save F6 - Morale 8.

## 13 - The Dryads

The party discovers a grove of oak trees that are home to a number of Dryads. They delight in playing travelers against one another, appealing to base emotions in an attempt to stir up trouble. If they are frustrated in their desires, they fall back upon their charm magic.

In the center of the grove is a large statue of a butterfly taking flight, carved from black volcanic glass and imbued with magic. The dryads are innately connected to the statue and will perish if it is moved or destroyed. If a piece of the glass is cut from the statue, it deals damage to the dryads in proportion to the size of piece removed. They don't know the exact details of the connection, but they will become very agitated if anyone tries to get close to the statue.

Dryads can *charm* with a touch. The victim is allowed a save vs spells at -3 penalty. They can also meld with any oak tree and emerge from another oak tree within 100 miles as if by *dimension door*. Each carries a wooden knife, but will only fight in melee as a last resort when cornered.

**Dryads (4)** - Armor Class 8 - 2 Hit Dice - 1 attack by weapon (1d3) - Move 90' - Save C1 - Morale 7.

## 14 - The Elemental Tower

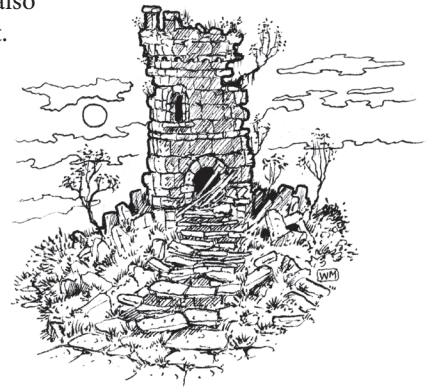
The party discovers a lonely stone tower in the wilderness. There is an expansive swath of ruined terrain that surrounds it. Large hardwood trees have uprooted and thrown on the ground. The pattern is circular and centered on the tower, as if some massive blast blew the trees down as the shockwave rippled outward. The tower itself has been dealt an enormous amount of damage and there are huge gaping holes in the stonework.

As the characters approach the ruin, the ground underfoot becomes more brittle and begins to crackle as it is stepped upon. Ashes, burn marks, and other signs of heat and fire can be found all around. There are occasional signs of new life, such as small sprigs of grass or weeds peeking up through the rocks that have been strewn everywhere. But these things are overwhelmed by the destruction that is evident in almost all things.

The tower itself is filled with dusty ash and barren of furniture or crafts. Feel free to request a constitution roll from characters entering the tower to resist coughing and sneezing reactions. The stairs have collapsed and anyone who wants to reach the highest room will have to climb.

The upper quarters is also covered in ash and dust.

A search will uncover the glimmer of gold on the floor in one corner. The glimmer comes from a *Ring of Fire Elementals* that lies in a crack between the floor and the wall. Aside from this, the tower is empty. Its fateful tale left purely to the players' imaginations.



**Ring of Fire Elementals:** This ring can summon a fire elemental once per day. The hit dice of the elemental will match that of the user, up to a maximum of 5. It will follow their commands to the best of its ability. After ten minutes, the elemental will return to the Plane of Fire. However, there is a 5% chance that the return trip will fizzle and the elemental will become uncontrollable. Such an elemental may turn on the user. The ring is valued at 2,500 gold pieces.

## 15 - The Huntress

The party discovers a small cabin. It is the home of a huntress by the name of Eleri. She subsists on big game like deer and wild boar, mixed with a supply of fruit and nuts gathered from the area. There is a 50% chance she is not home when her cabin is discovered, but she will ruthlessly pursue anyone who steals from her. She roams the valley and you can have her show up in other encounters if you like.

Eleri is a masterful fletcher and crafts non-magical arrows with a +2 bonus. She will sell a handful of these at a time for 5 gp each, but crafts at a slow pace and does not build up a large excess quantity.

STR	DEX	CON	INT	WIS	CHA
12	16	13	10	14	9



### 16 - The Old Church

The party discovers an old church that has become severely overgrown. It was abandoned long ago. There are three bandits living here now. They make occasional forays into nearby settlements to snatch purses and steal food in the market. They used to be trappers, but they drove the easy prey to extinction. They have taken to a life of crime to survive and times are tough.

Marcos and Rendell are standard commoners wearing only rags and armed with daggers. Their leader is a red haired woman named Tia. She wields a rapier and wears studded leather armor. She fights as a 1st level fighter and can become a hireling if the party can provide for her two companions in some way.

STR	DEX	CON	INT	WIS	CHA
15	14	12	6	11	13

### 17 - The Pitcher Traps

The party discovers a dense stand of oak trees. In the shade provided, a unique variety of carnivorous plant has evolved to be capable of eating very large prey. They are pitcher plants that grow down into the ground and churn away the soil to create their own kind of pit trap. The lid of the pitcher has a blue sheen and is easily mistaken for water. Large game slide into what they thought was a watering hole, then they are slowly digested alive.

Adventurers also make excellent prey. Give one player a dexterity roll to avoid sliding in. Then force anyone trying to rescue them to also make rolls to avoid sliding in themselves. It takes about a day before the victim's skin begins to burn off.

### 18 - The Stalking Panther

The party discovers a small wetland with tall grasses that is home to a variety of nesting birds. There is a panther that haunts the area, preying on the larger varieties of wading birds and any fish it can catch. If the party does not linger, the panther will stalk them for a short time before returning to the bird hunt. If camp is laid for the night, the panther will try to snatch the smallest party member and drag them off to be eaten.

**Panther** - Armor Class 7 - 4 Hit Dice - 2 attacks for 1d6 and 1d8 damage - Move 120' - Save F1 - Morale 6.

### 19 - The Wreckage

The party discovers a large merchant wagon that lies on its side. One of the axles has snapped in twain. There were several survivors, as evidenced by a few campfire rings nearby. A wisdom roll can discern that they likely hiked towards the river.

There is a secret compartment within the wagon. It takes at least two turns of searching to find it. The compartment holds a fine emerald worth at least 250 gp, two daggers of excellent quality (+1 to-hit), and assorted coins worth 56 gp.

If the players head towards the river from this location, they will find a group of 12 skeletons lying in the grass. Spells that speak to the dead reveal that there was a disagreement between the owners of the wagon about someone eating more than their fair share of the remaining supplies. A thirteenth man survived the brawl, but died of his injuries before he could reach the river. His longsword is the only valuable object left. It escaped corrosion by lying high on the rock where he paused to take his final rest. His skeleton sits a few hundred yards away, looking back towards his comrades as if regretful.

### 20 - Troll Cave

The party discovers a large hill. A troll resides in a cave on the north slope of this hill. The cave interior is littered with bones, mostly from large prey like deer or bear. There is a pair of *Gauntlets of Dissonance* in the refuse, unknown to the troll.

**Gauntlets of Dissonance (cursed):** Every week that the gauntlets are worn, the wearer feels that their appearance improves by the equivalent of 1 Charisma, when it in fact drops by that amount instead. The results are cumulative, up to +5 / -5.

**Hill Troll** - Armor Class 4 - 10 Hit Dice - 2 attacks for 2d6 damage - Move 160' - Save F10 - Morale 12.

The troll regenerates 3 hit points per round up to its maximum. Fire and acid damage cannot be regenerated, It is killed when fire and acid damage exceed maximum hit points or it reaches -25 hit points from any type of damage.

# Locations of Interest

This section details fixed locations that should be the same in every campaign. For example, the griffon encounter might show up anywhere, but Deirtus the Wererat is always found near the ruins of Montonnerre. These places form a baseline of world continuity for the players.

## Arêton

The Arêton is a rocky spur that shoots up out of the ground at the edge of the Beechwood. It is about 300 feet tall and provides an incredible view of the southern Cariton plain. There have been several watchtowers constructed on top of the Arêton. At one point, rumors tell of a fortress that was dug out of the rock by Imperial troops. Several dark caves at the base of the spur seem to confirm such theories. Once such cave is the home of the *Cult of Lavnos*.

**Cultists (24)** - Armor Class 10 - 1 Hit Die - 1 attack by weapon (1d4) - Move 90' - Save F1 - Morale 6.

**Lavnos the Fire Drake** - Armor Class 2 - 10 Hit Dice - 2 attack for 2d6, can breathe fire every 5 rounds to deal 3d6 damage in a cone that extends out 30 feet - Move 120' - Fly 30' - Save F10 - Morale 11.

## Beechwood

The Beechwood is a lightly forested region fed by several small streams exiting a network of small hills. The streams flow out of the wood and down to the Satrebonne river, thus creating some of the most fertile and well-irrigated land in the known world. The produce of these fields once fed the great city of Montonnerre. The wood itself is home to a wide variety of pheasant species, white-tailed deer, and a large cousin of the groundhog called the whilboar. Whilboars are not dangerous, but do appear slightly porcine and chatter a lot when they perceive a threat is nearby.

Numerous small homesteads used to fill the woods. The small trees provided just enough timber for the limited needs of individual farms. With the imperial collapse, those farms have been abandoned. The fruits of the unprotected wood have now attracted a variety of monsters and unsavory humanoids.

## Cariton Plain

The Cariton is a flat windswept plain of short brown grasses. It was the home to a few large estates during the Imperial days, but they have all been abandoned now. The land is now mostly home to a few caribou and bison herds, along with the occasional hunting party in pursuit of their meat and hides.

## Cassécoteau

The Cassécoteau (broken soil in ancient Louvognian, pronounced *Cassy-cou-toe*) has always been a relatively wild and untamed land. At the time of the imperial collapse, there were only a handful of settlements located there. Most of them were semi-autonomous Dwarven allies of the Empire. The mountains simply didn't produce enough quality metals to be a viable investment.



With the imperial collapse, the Cassécoteau has become a hot-bed for monsters and dangerous humanoids. It poses an even greater danger than it did in the past. The Dwarves have been killed or driven out. Complete lawlessness has descended upon the entire region.

Several adventuring sites are located within the bounds of the Cassécoteau. *The Eagle's Eyrie* dungeon is built into a cliff face overlooking the headwaters of the Satrebonne. *Azzandu's Tower* is located near the eastern edge. *The Rothshire Mines* are located along the northern edge. As always, you are free to manage overland movement with the region. You can make the discovery of these locations easy or difficult. We recommend that they be very hard to find for someone with no idea what they are looking for, but only a moderate challenge to someone with clues and notes to follow.

## Corvini Encampment

The Corvini are an 8,000 strong barbarian group that live on the Metonne Steppe. They have an equestrian culture, their own language (which no player character should start out knowing), and a penchant for violence. Corvini horse-archers were prized auxiliaries in the days of the old Empire. They now fight under their own banner, led by a chieftain named Altaeus. Their entire nation moves with their herd, building and rebuilding their encampment every few weeks. Its exact location at any given time is left in your hands.

The Corvini keep a huge herd of exclusively black horses, numbering over 5,000 if you include foals. They also keep a substantial number of domestic slaves. Most of these slaves are humans captured from rival barbarian groups and settled regions bordering the steppe. They have even captured a few demi-humans and intelligent monsters to serve them. For example, it is rumored that Altaeus keeps a pair of Dwarven brothers as his own personal blacksmiths.

The Corvini are rich in trade goods, mostly loot taken in raids. However, they are not rich in coin. Their merchants, even if working together, could collectively only afford to purchase around 250 gold pieces worth of equipment outright. They prefer to only use their coin to sweeten bartering deals.

## Haercoegh Plain

The Haercoegh plain has traditionally been the bread basket of the Louvognian empire. Even in the wake of the fall, agriculture in the region has remained strong. The Kavars are able to capture a lot of this production for themselves and ship it downriver to some of the larger cities of the west. The land is tame, with almost no bandits or monsters. This peace is maintained by strong cavalry patrols and a well-armed citizenry. Player characters looking to cross the law are advised to stay far away from the Haercoegh heartland.

## Louvein Forest

Between the civilized lands of the south and the barbarian north lies the forest of the Louvein. It has a mixed heritage. Many years ago, it was a King's forest. It was culled of monsters and home to a vibrant array of woodland animals. The Louvognians eliminated the King and with it his protection. Common folk retreated to the wood to escape peasant life. Criminal elements crept in. The wood changed.

With the fall of the Empire, things worsened. Monsters began to return. A few of the weaker barbarian tribes began carving out portions of the wood for their own, forming small xenophobic enclaves. There are even rumors that a green dragon lairs somewhere within the dark heart of the forest. Anyone who ventures into the wood today is advised to carry a weapon and step lively.

## Metonne Steppe

The Metonne is a vast steppe that stretches far to the east and north of the Satrebonne valley. It is relatively flat and covered in thick high grasses that make excellent feed for livestock. The steppe also served as a highway for mobile barbarian peoples that invaded the husk of the Louvognian empire. The Kavars were merely the most successful of nearly a dozen barbarian groups that passed through the Satrebonne. They have rebuilt much that was lost, but a gargantuan task remains. If it is to be disrupted, it will be by barbarians crossing the Metonne. The Kavars are well aware of their vulnerability and their alliance with the Abbot at Chaurillon is evidence of their insecurity. They can ill-afford any more enemies.

## Montonnerre

The mountain of Montonnerre hides a vast city in ruins. It was carved out of the stone over the course of several centuries. Fed by the lands of the south, Montonnerre was prosperous and powerful. Those days are long gone.

At the base of the mountain is a large gate: the Gate of Nerrides, named for the first King of Montonnerre in the days before the Empire. The gate is almost a hundred feet high and half that length across. It once guarded the old city. The doors have since been disassembled, their metal and wood used for small construction projects by the survivors. In addition to the main gate, rumors tell of many other hidden entrances.

You are free to populate Montonnerre however you wish. We encourage you to use dungeon modules or your own work. As far as this module is concerned, there is only one important resident of the old city: Deirtus the Wererat.

Deirtus lives in a small cave carved out of one of the foothills surrounding the mountain. He has been kidnapping and eating the children of transient families living outside of the Prieuré. His existence is known only to Augustina Fontaun, *the Keirr Witch*, but she has yet to move against him. If the players meet with Augustina, she may tell them about his cave. Play out the encounter with Deirtus however you wish. He is certainly clever enough to spin a wild yarn in the claims of innocence.

Deirtus can change between human and wererat form at will. He can also summon 2d6 giant rats once per turn (10 minutes) and can command them without a chance of failure.

**Deirtus the Wererat** - Armor Class 6 - 4 Hit Dice - 2 attacks by weapon (1d6) - Move 120' - Save MU3 - Morale 9.

**Giant Rats** - Armor Class 10 - 1 Hit Die - 1 attack for 1d4 damage - Move 30' - Save F1 - Morale 6.

## Nimurwood

The vast Nimurwood has traditionally been claimed by several Wood Elf clans. The Empire had constructed built a few logging towns along the edge, but conflicts with the Wood Elves kept these from growing into cities. Wood Elf infighting after the imperial collapse has left large portions of the wood to grow wild. Monsters abound in this dangerous land and many rumors of hidden treasures have found their way into the open ears of ambitious southerners.

## Rothshire Mines

The Rothshire Mines are located along the northern edge of the Cassécoteau. The site contains three different mines exploiting three different veins: copper, salt, and mythril. The mythril mine is the largest and most well-developed. All of the mines have ceased production. Some small veins remain untapped, but they are sparse. An investigation will likely conclude the miners left because they had reached the end of profitability.

The mines are now the base camp of a group of brigands called the Shining Band. They launch raids against targets to the south and then retreat here for several months while living off the spoils. Most are bandits as a result of poverty, not defiance.

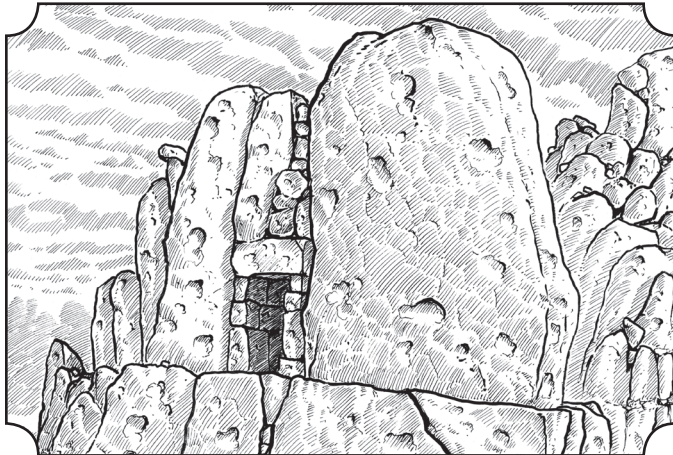
The band was recently given a stroke of luck. Purely by chance, they encountered the maiden Maleena riding towards *Azzandu's Tower*. They captured her and sent a ransom note asking for 2,500 silver to her betrothed, *Roskillian Demetessio*. The players may or may not be aware of Roskillian. If they are not, you may want Roskillian to show up as the players are leaving the area with Maleena in tow.

In combat, the brigands prefer to hang back and attack from range. Each member typically carries a basic ranged weapon (shortbow, sling, throwing axe, etc.) and a solid melee weapon for when combat is joined.

**Shining Band Brigands (16)** - Armor Class 10 - 1 Hit Die - 1 attack by weapon (1d6) - Move 90' - Save F1 - Morale 8.

**Shining Band Leaders (3)** - Armor Class 5 - 3 Hit Dice - 1 attack by weapon (1d8) - Move 90' - Save F3 - Morale 10.

# The Eagle's Eyrie Dungeon



The Eagle's Eyrie was the clanhome for the Watchthrift Clan of Hill Dwarves. The clan's family crest is a giant eagle with wings folded down as it watches the world from a perch. It was abandoned about 300 years ago and has sat in ruin ever since. The structure itself is mostly intact, but the deep well that used to sustain the inhabitants is contaminated with sulfuric acid that has leached into the water table (*Room 29*). Any attempt to restore the structure would involve significant labor, engineering, and possibly powerful magic.

The clanhome is dug out of a cliff overlooking the Satrebonne, making it easy to find with the directions found in the *Library of Tiberius* hook. The library found by Grimand is *Room 27*. If loaded onto a boat, the contents of the library can be transported back to the Prieuré in about a half day. If the party is moving upriver but not yet aware of the structure's existence, give them a 50% chance of noticing the entrance on the cliff face above them. While moving downriver, the entrance cannot be spotted.

## Wandering and Attracted Monsters

You should roll 1d6 for wandering monsters every 6 turns (60 minutes). You might want to use that opportunity to also advance player time in other ways; check on depleting fuel sources and spell expirations. You should also roll 1d6 for attracted monsters after every loud event. A die result of 1 triggers an encounter. Immediately roll again for a result on the below table.

1d6	Wandering or Attracted Monsters
1	<b>Wolves (2d6)</b> - Armor Class 8 - 1 Hit Die - 1 attack for 1d4 damage - Move 120' - Save F1 - Morale 7
2	<b>Giant Centipede (1)</b> - Armor Class 5 - 3 Hit Die - 1 attack for 1d6 damage - Move 90' - Save MU1 - Morale 8
3	<b>Dwarves (1d3)</b> - Armor Class 4 - 4 Hit Die - 1 attack by weapon (1d8) - Move 60' - Save DW4 - Morale 9
4	<b>Goblins (2d4)</b> - Armor Class 7 - 1 Hit Die - 1 attack by weapon (1d6) - Move 60' - Save F1 - Morale 6
5	<b>Skeletons (1d4)</b> - Armor Class 8 - 1 Hit Die - 1 attacks by weapon (1d6) - Move 90' - Save F1 - Morale 12
6	<b>Bugbears (1d4)</b> - Armor Class 8 - 5 Hit Dice - 2 attacks by weapon (1d10) - Move 90' - Save F5 - Morale 9

## 01 - Entrance

This is the point where the light from the outside has faded to nothing. There is a trail of blood stains leading down the hallway along the southern wall. The corridor that stretches out in front of the characters causes a multitude of tiny echoes. Use this effect to emphasize that this dungeon is a very open structure. The players should be afraid that something dangerous might come out of the darkness at any moment.

Feel free to throw in a few distant sounds on occasion just to keep them tense and moving forward. Several wolves growling in the dark, a troll yelling in the distance, and wailing undead coming down a hallway can have a profound impact on the player's mental state. There are quite a few living things in this dungeon. Use them!

## 02 - Sitting Room

This used to be a sitting room for visitors entering the clanhome. There are several large stone tables arranged around the center of the room. The chairs are a distant memory. There is a gnome skeleton lying on its back in the center of one of the tables. The rib cage is crushed on the left side and shards of bone are lying in the dust beneath the body. It apparently died of its wounds while lying here.

**Treasure :** There is a loose stone on the floor in the northwest corner of this room. Beneath the stone is a small depression where a rotten leather sack was stuffed long ago. The sack disintegrates when touched, revealing a small stash of 12 electrum pieces and a tiger eye gemstone valued at 30 gold pieces.

## 03 - Baths

This room holds a large rectangular pool of brackish water. There are columns at each of the four corners of the pool to support the ceiling. Along the sides of the room is a low wall with an interior gutter that is now packed with sludge and muck. It is easy to conclude this room was once a bath of some kind and the wall structure is an ancient running water toilet. Jumping in the pool causes open wounds to become infected.

**Treasure :** There is a rusty battleaxe and a 10' steel rod at the bottom of the pool. Both can be restored to reasonable condition by a blacksmith for a few silver pieces.

## 04 - The Maggot Pile

A large animal was slain at this location. All that remains is a pile of bones and the frost maggots that consumed the flesh. A clever character can determine that it was a brown bear with a wisdom test.

The maggots are hungry. They have 15 feet of infravision and will swarm anything they see that comes into that range. The swarm will focus on one or two targets at a time. The maggots take double damage from fire. Even if warmed by a fire, there is still a 4-in-6 chance that frostbitten body parts will turn black and require magic to heal. Untreated frostbite can permanently cripple the victim.

**Frost Maggots (10)** - Armor Class 10 - 1 Hit Die - 1 attack for 1d2 + frostbite - Move 10' - Save F1 - Morale 10.

## 05 - Trapped Souls

The door to this room is barred. Inside there are five Dark Elves that have been trapped here by the maggots outside. One of them is suffering from a severely frostbitten left leg and is lying in the center of the room on a bedroll. The others will be alerted by a fight against the maggots, otherwise they will be lounging on the floors up against various walls.

The Dark Elves have been trapped here for several days and exhausted their food supply. Given their weakened state, they are open to parlay (+3 to reaction rolls). They will even try to use their tourmaline to bargain for their lives if seriously outnumbered. The one named Javik will speak for the entire group.

**Dark Elves (4)** - Armor Class 4 - 3 Hit Dice - 1 attack by weapon (1d8) - Move 90' - Save MU3 - Morale 6.

**Javik** - Armor Class 3 - 4 Hit Dice - 1 attack by weapon (1d8) - Move 90' - Save MU4 - Morale 8.

**Treasure** : All of the dark elves are wearing chain mail, Each one is also carrying an empty backpack with a few random pieces of adventuring gear (no rations or water). In addition to their equipment, the Dark Elves have 5d8 sp, 2d10 gp, and a tourmaline worth 1,200 sp.

## 06 - Strange Skull

The lock on the door to this room is jammed. It cannot be picked. The door itself has been damaged but still holds firm. It can be forced, but at a -10 penalty to represent the strength of the door and how it has been warped into position by the Dark Elves' repetitive strikes.

As soon as the characters open the door, they hear a voice say "Finally!" This voice comes from a strange skull that is sitting on a stone table against the north wall of the room. He will introduce himself as Tokke the Norggek, a name which no character should find familiar. Tokke's skull is quite large; about two feet tall, two feet across at the core and four feet across including the horns. A clever ranger can determine he was once a rock troll on a 2-in-6. However, he does speak in broken common.

Tokke was killed by a necromancer a century ago in the Nimurwood. He was brought here and a spell for raising the dead was cast but it partially failed. He is now trapped in this form. He does not know what the necromancer did with the remainder of his body.

When he speaks, the jaw lifts him off the table slightly and this causes a little reverberation. He speaks excitedly because he is bored out of his mind and very happy to meet the characters. He will do almost anything he can if they will just remove him from this place. He hates being underground and wants to see the natural world again. Just lying in the dirt outside would be a welcome change from this tiny dark stone room.

Have fun with this NPC. Be creative.

## 07 - Store Room

This was once a store room of some kind. It is now filled with trash, broken junk, rubble, debris, mud, and a few random bones. There is a large undead snake hiding in this mass. It was created by the same necromancer that crafted Tokke, but thrown aside when it wouldn't perfectly conform to his commands. The snake will strike out at anyone who digs through the pile. Allow a surprise roll for the characters.

**Bone Snake (undead)** - Armor Class 3 - 4 Hit Dice - 1 attack for 1d4 damage, hit also grapples and deals 1d6 per subsequent round of constriction - Move 60' - Save F4 - Morale 12. The snake's hardened bones reduce all dealt damage by 1 point.

**Treasure** : It takes three turns to completely dig through the debris in this room. Near the bottom there is a gold necklace with a small emerald inset valued at 1,500 gp.

## 08 - Training Room

This is a large open room with plenty of floor space for training purposes. The stones in the floor are very well made and the surface is quite smooth even after years of neglect. There are six stone workbenches up against the northern wall.

**Treasure** : There is an empty porcelain wash basin that sits on a lower shelf of one of the workbenches. It has a silver inlaid pattern that looks vaguely gnomish. The basin is old and has a few small cracks in it, but it is still worth 15 sp to the merchants back at the priory.

## 09 - Meeting Room

This is a large open room with plenty of floor space. There is a lectern at the front atop a small stone dais. Two long stone benches flank the lectern, presumably for speakers waiting for their turn. It looks like this space was used to hold town hall style meetings to discuss political issues.

There is an elf corpse stuffed between the wall and the back of the western bench. It has been stripped of its belongings and is wearing only a light brown tunic. It has been dead about a two days. You can allow a wisdom test to notice the smell as the players get close to the bench.

## 10 - Goblin Foot

There is a goblin foot in the middle of the hallway here. It has been recently severed and there is a lot of blood on the floor around it. The wound is cleanly cut, indicating a strike from a bladed weapon. There are many footprints tracked in blood, some leading to the nearby doors and a few leading down the hallway to the east before fading away.

Allow the characters to notice the foot from a reasonable distance as just a small object. As they get closer, describe the discoloration on the floor from the blood and then identify the foot for what it actually is. Don't waste this opportunity to create a dark atmosphere.

## 11 - Giant Spider in Wait

The door to this room is cracked open. There is a giant spider inside. It has recently feasted upon one of the goblins in this area. In fact, it was that event which attracted the Dwarves in the first place and triggered the resulting conflict. Despite having a full stomach, anyone coming within five feet of the door will be attacked.

The spider will skirmish out of this room into *Area 10*. Its goal is to paralyze one of the party members, drag them into this room, and close the door to keep the remaining party members from assisting the victim. If it accomplishes this goal, it will hold the door fast with the equivalent of a character with 20 strength.

**Giant Spider** - Armor Class 6 - 4 Hit Dice - 1 attack for 1d6 damage, hit causes fast-acting paralysis (allow the victim to roll the better of their paralysis or poison saving throw) that takes effect within 1d4 rounds - Move 120' - Save F4 - Morale 10.

## 12 - Giant Spider Lair

This room is covered in spider webs. The spider is only slightly larger than a human, so it can scuttle into these webs if losing a fight. If the players pursue the spider into its webbing, it will fight ferociously to the death.

**Treasure** : The bottom half of a dead goblin is hanging low in the webs. Its boots are still on the feet and one of them has a false heel with 2 pp inside it. There is also a mix of coins on the floor; 2d4x10 cp, 1d8 sp, and 1d4 gp.

A mace has rolled into the center of the room. A detailed search will uncover a morningstar in the back corner that feels magical. It is a *Morningstar of Righteousness*. It gives a +1 to-hit bonus and deals double damage to undead and demons. It is valued at 4,000 gp.

## 13 - Side Room

The door to this room is locked. The knob in the hallway is covered in blood, indicating someone tried to open it during the recent battle. However, they didn't actually get through. There are a few rotten barrels within the room and the rusted remains of an ironbound chest in the back corner.

The barrels are filled with sludge, perhaps a mixture of their original contents and the rotting wood. The chest is rusted to the point that it cannot be picked, however anyone trying to force it enjoys a +3 bonus.

**Treasure** : The chest contains three art pieces. These are difficult to price and may require visiting an appraiser. You may want to describe each piece with a certain amount of awe to give the players the sense that they have really hit the jackpot.

The first is a fine statue of the Dwarven goddess Idera carved from pure black volcanic obsidian. It is about two and a half feet tall and roughly a half foot wide. It is valued at 750 gp.

The second piece of art is a small ink well made from soft pink coral. It is valued at 400 gp if sold to a merchant or up to 500 gp if sold directly to a frequent writer (e.g. wizard).

The last piece of art is a three foot by two foot steel plate with the image of a Dwarven male face carved out of it in narrow strips. When placed in front of a light source, this shapes the light to project an image onto a nearby wall. It is valued at up to 600 gp to a Dwarf, or 300 gp to any other merchant.

## 14 - The Dying Goblin

The door to this room is hanging wide open. A goblin is lying face down in the doorway. Blood has pooled around him. The goblin is not actually dead, but he is at -7 hit points and on his way towards the netherworld. If healed, the goblin could easily be interrogated. His name is Tuful.

He will tell fractured tales of a confrontation with a band of Dwarves that ended violently. He blames the entire affair on a goblin named Giddik and his "stupid insults." At one point, he mentions a giant spider, but won't elaborate.

Tuful doesn't know anything else of real value and should be roleplayed as a dim-witted dolt. He can be forced into service as a slave or hireling, but he will run away at the first opportunity. He can carry up to 60 lbs. before becoming encumbered.



**Treasure** : Tuful has a dagger on his belt and is wearing severely damaged leather armor. He had a mace during the battle. He assumes Giddik stole it after he passed out from the blood loss.

## 15 - The Chanting Room

The walls of this room have very unusual designs that create a strange acoustic resonance. Anyone speaking in this room has their voice magnified to over three times its normal volume. Whispers are transformed into tiny, echoing words at normal volume, albeit with a strange tone. Normal speech becomes booming sound. Any yelling or metal clanging becomes a painfully loud screech.

If the players make loud noises, check for attracted monsters that might come to investigate the sound. Any sounds made by the characters in this room will alert the goblins in *Room 16*, unless they have already been encountered.

There are depressions in the floor that appear to be made for kneeling in relative comfort. There are some religious symbols on the wall, but they are only vaguely Dwarven and not associated with a particular god. Any Dwarf among the player characters will recognize this room design as intended to magnify religious chanting and send calls to prayer throughout the complex.

**Treasure** : A small scroll tube has rolled up against one of the edges of this room and become covered in dust. Sufficiently loud yelling might shake it enough to make a noise, otherwise it will only be found by active searching. The tube contains two scrolls; *Cure Light Wounds* and *Slow Poison*.

## 16 - Goblin Hospital

The door to this room is barricaded from the inside by a pile of wood debris and stone rubble. The survivors of the recent combat at *Area 10* have taken refuge here. One of them is missing a foot and is lying in the northwestern corner. He is still in shock and delirious with pain. The wound is poorly bandaged and would be an infection risk if he wasn't about to perish anyway. He is at -8 hit points and coming up on his next reduction.

There are five other goblins in the room. They are arguing about what to do and if the players are quiet this conversation can be overheard. One of them is named Giddik. He is advocating a hunt to find the Dwarves that attacked them and deliver justice for their "crimes." Another is named Yonde. He is pushing to abandon the entire expedition and return to their village. The others fall somewhere in between, arguing over the merits of each side. If the players are listening in, throw in a few guttural moans from the wounded goblin in the background.

If offered parlay, their unfortunate history with violence will grant a +1 bonus to the reaction roll. However, if there are any Dwarves are among the player characters, this will turn into a -5 penalty.

**Goblins (5)** - Armor Class 7 - 1 Hit Die - 1 attack by weapon (1d6) - Move 60' - Save F1 - Morale 5.

**Treasure :** In addition to their leather armor and weapons, the goblins have 2d6 sp, 1d4 gp, and they grabbed the mace that Tuful dropped when he collapsed in *Room 14*. There is a spear and light shield lying in the corner with the goblin who lost his foot. He still wears his leather armor. One of the goblins has a lapis lazuli worth 275 sp in his pocket, but the others don't know that he has it.

## 17 - Rat's Nest

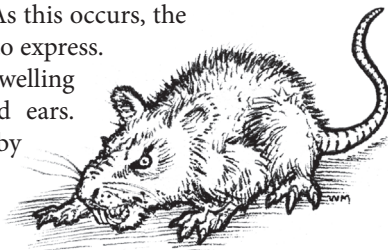
This room can be smelled long before the door is reached. Feel free to place a few of these rats in the hallway outside, only to retreat at the approach of the party. It was used by some group in the recent past as a privy and it is full of refuse and filth. It is now the home to quite a few rats.

There is nothing in the piles of filth except a chance to contract *brimstone fever*. Anyone touching the filth or spending more than a few minutes in the room must make a poison save to avoid contracting it.

The fever causes 1 wisdom damage every hour for 6 hours and 1d8 constitution damage at a rate of 1 per half-day until the total has been dealt. As this occurs, the disease symptoms begin to express.

It causes redness and swelling of the neck, throat, and ears.

This is shortly followed by bleeding from the ears, fever, delirium, and hallucinations.



## 18 - Dwarven Hospital

The door to this room is not locked, however there are two 50 lb. backpacks leaning up against it from the inside. Opening the door is therefore tough and noisy. As described previously, there is also a dwarf lying on the floor near the door listening for approaching danger. It is very difficult to surprise this group.

One is wounded by a spear through the stomach. He is still alive, although unconscious at -3 hp. The spear has been removed and the wound carefully cleaned. The treatment of the wound has just been completed. A brace of bandages has been wrapped around his entire midsection to prevent further blood loss. The two dwarves that just treated the wound are constructing a large sling to carry their companion out of here.



The dwarves are angry about the circumstances and open to parlay, giving a +2 bonus to the reaction roll. Their leader Brimjolf will do all of the talking. If any goblins are with the player characters, this will turn into a -5 penalty. They may actually be interested in hiring the party if they look reliable and will give 2 gold pieces to each character that helps escort them outside with their friend.

They are aware of the bugbears in *Rooms 31 & 32* and the fact that goblins are somewhere nearby, but they don't know their exact location. They claim to simply be scouting the potential for a Dwarven return to these halls, but in reality they were looking for the statue in *Room 49*. They heard rumors about its magical powers. They intended to haul it out of the dungeon.

**Dwarves (3)** - Armor Class 4 - 4 Hit Die - 1 attack by weapon (1d8) - Move 60' - Save DW4 - Morale 9.

**Brimjolf** - Armor Class 3 - 6 Hit Die - 1 attack by weapon (1d8) - Move 60' - Save DW6 - Morale 11.

**Treasure :** 5d6 sp and 3d8 gp between them, one carries a superb peridot worth 650 sp. Each is wearing banded mail and carrying a backpack with about 50 lbs of adventuring gear, rations, and brown ale.

Brimjolf is armed with the **Battleaxe of the Raven**. The axe has an obsidian blade and functions as a magic weapon though granting no bonus to-hit. However, it does allow the user to *polymorph* into a raven once per month. This is activated by intentionally cutting your hand on the axe head. This ability was recently used by the dwarf and will not reset for another 1d4 weeks. The axe is valued at 6,000 gp. Brimjolf also carries a backpack like his comrades.

## 19 - Caltrop Field

As they retreated from the goblins, the Dwarves dropped five bags of caltrops across the floor of this hallway. There are so many caltrops that it is impossible to walk through them safely. The characters must stop and spend time clearing them from the ground to proceed without being injured.

If the players want to clear the caltrops without making noise, they must make a dexterity test for that action alone (in addition to any rolls for silent movement). It is important to make these rolls because there is a Dwarf lying on the floor in *Room 18* near the door. He is listening for approaching enemies, particularly those clearing the caltrop field.

If the players make any noise in this area, those Dwarves will be alerted to potential danger. If they feel they can win the fight, the Dwarves will charge out. If not, they will bunker down and try to hold the door fast.

## 20 - Dance of the Dead

The door to this room is barred from the outside. The bar is a fresh piece of wood held in place by two relatively new-looking metal supports. Someone has scrawled "STAY OUT" upon it. The door looks damaged from the inside and long splinters are sticking out. This setup should give the players pause about opening the door. It will also avoid any guilt about the death that could await them if they do.

There are seven skeletons in this room. They are walking in a slow circle around the center of the room. As soon as the door is opened, they rush towards the intruders to attack. They will hiss loudly during the entire fight. This requires an attracted monster roll every round.

If the door is subsequently closed and barred again, the skeletons will bash against it with renewed vigor. It cannot hold up to this treatment and will be smashed down within 10 rounds. If the players had the foresight to reinforce the door before opening it, it may hold firm against the onslaught.

If the characters stay and fight, the skeletons from *Room 23* will hear the screaming and come to assist. They will enter the combat on the 4th round.

**Skeletons (7, undead)** - Armor Class 8 - 1 Hit Die - 1 attack by weapon (1d6) - Move 90' - Save F1 - Morale 12.

## 21 - Speaking to the Walls

There are beautiful frescos on the eastern wall of this room. A ghoul is standing in the center of the room and appears to be having a deep conversation with one of the women depicted in the paintings. The conversation is nonsensical gibberish. The ghoul is definitely distracted and considered surprised by the characters entering the room.

**Ghoul (undead)** - Armor Class 10 - 2 Hit Die - 2 attacks for 1d4 and 1d6 damage, a hit for 1d4 will also trigger a paralysis save, failure leads to 2d4 rounds of paralysis - Move 60' - Save F1 - Morale 12.

## 22 - Final Rest

This used to be the living quarters of the mage that created the undead. When they turned on him, they destroyed most of his body. However, his still-rotting head lies upon a severely damaged bed in the northeastern corner of this room. There are huge chunks missing from his face, both ears are gone, and so are his eyes. The hair is a matted and bloody mess.

**Treasure** : Beneath the remains of the bed is a small steel lockbox (+10 to force, +10 to pick). The key in *Room 23* opens the lock. Inside the lockbox is a chainmail pouch containing 4d6 pp and 10d6 gp. There is also a tiny satin bag that holds a flawless emerald worth 1,200 gp and three well-cut jade pieces worth 120 gp each.

## 23 - Smashed Wreckage

All the doors to this room are severely damaged and hanging off their hinges. There are three skeletons wandering around aimlessly here, but they will be drawn into any combat in *Room 20*. The floor is littered with debris; wood, metal, glass, and even some bits of clay and stone. All of it looks relatively recent. A full turn of searching will confirm it was a magic user's laboratory of some kind and produce a small brass key (used in *Room 22*).

**Skeletons (3, undead)** - Armor Class 8 - 1 Hit Die - 1 attack by weapon (1d6) - Move 90' - Save F1 - Morale 12.

## 24 - Reading Room

This appears to have been a reading room in the past. There are three bookshelves that have been pulled down. The books have been chewed and thrown up all over the floor by the ghoul, thus providing a sickening wood-pulp carpet of sorts. There are several small stone tables with reclined stone chairs.

**Treasure** : A small blue orb sits within a groove on one of the tables. This is a bead of the sea. It is revealed to be magical under cursory examination. When crushed, the bead unleashes 500,000 gallons of salt water (slightly smaller than an Olympic swimming pool). If a player carrying the bead is hit for more than 5 points of damage by a single physical attack, the bead has a 50% chance of breaking from the impact.

The water is not magical and reacts to gravity as you would expect. It can be thrown as if a weapon in combat, creating the water on impact instead of dealing damage to the opponent. This can have amazing results, so be prepared.

## 25 - Inessa the Fool

The door to this room is locked. There is a 6th level conjurer named Inessa on the other side. She is prepared for a fight, but will not attack if the party includes civilized races. Due to her own hubris, she has become trapped at this location and is desperately looking for a way to escape.

About three days ago, she arrived here with her bugbear escorts (*Rooms 31 and 32*). Inessa created a binding circle in *Room 26* and cast a demon summoning spell within it. Unfortunately, she accidentally insulted the demon and it now refuses to bargain with her. It is waiting for the binding circle to be broken so that it can murder her in retaliation.

To make matters worse, she had intended to use the demon to kill the bugbears and recover her 500 gold pieces. She doesn't actually have the extra 500 gold pieces that she promised them to escort her back home. If she leaves, the bugbears will likely free the demon and she will have two terrible enemies.

If the players get a decent reaction roll, she will offer the characters a payment of 1,000 gold pieces to guard the demon for a week (a lie). She claims that she needs to return home to retrieve the gold and return with a scroll of *stone shape* that can be used to completely remove the door to *Room 26*. She will not be satisfied with a simple door sealing spell, nor does she intend to return unless truly befriended by the players.

**Inessa** - Armor Class 5 - 6 Hit Dice - 1 attack by weapon (1d4) - Move 90' - Save MU7 - Morale 7.

**Treasure** : Inessa is wearing a *Cloak of Shining Grace* (AC 6) and carrying a steel dagger. If the players decide to attack her, she can cast spells as a 7th level Magic User. You can choose her set of currently memorized spells.



## 26 - Nurikt the Bound

This is a small room with a clean floor. It appears that Inessa did a little housekeeping in here before she created the binding circle. The circle itself is quite large and contains a snarling angry demon. When the door is opened, he hurls out a stream of expletives intended for Inessa. When he sees that it is actually not Inessa entering the room, he will immediately soften his personality and put on the charm.

Nurikt desperately wants out of the circle. He will promise a variety of things, including Inessa's valuable property after he finishes with her. He should be roleplayed as extremely compliant and kind, unless the characters make it clear that they will not help him. At that point, he will tell them that he remembers their faces and he will hunt them all down when he escapes from his prison.

If the players agree to release him, have them write down exactly the language that he agrees to honor. He will live up to this language exactly. However, you (the DM) should study the phrasing very carefully and look for any possible loopholes that he can exploit. He is a demon, after all.

**Nurikt** - Armor Class 1 - 15 Hit Dice - 3 attacks for 2d6 damage - Move 160' - Save MU15 - Morale 11.

## 27 - The Library of Tiverius

This door is quite sturdy and securely locked (+5 to pick or force open). This room looks very much like a wine cellar and has a deep earthy odor. It is filled with long racks of circular containers. However, instead of wine bottles these containers are filled with scroll cases.

This is the *Library of Tiverius*. It is a unique collection of scrolls detailing the early history of the Louvognian empire. These are clearly not magical scrolls. *Brother Calvus* will purchase this entire collection for 2,000 gp. However, do not tell the characters about this if they have not yet spoken to Brother Calvus about it.

The entire collection only weighs about 100 lbs., but it is very bulky. On foot, you will need at least 12 backpacks to carry them all simply because of the bulk added by each scroll case.

## 28 - Sacrificial Chamber

The floor of this room is stained dark red and tilts downwards to a small drain in the center. The drain flows away from the clanhome into a leeching field. This room is designed for animal sacrifice and the drain carries away the excess blood.

**Treasure** : A small shelf is affixed to the southern wall. An intricately carved dagger sits upon this shelf. It is obviously magical and has a constant red sheen to it as if covered in blood.

This is a *Dagger of Blood Rites*. It is a creation of Dothaine, the Dwarven god of revenge. If a bull is sacrificed to Dothaine using the dagger, it glows bright red. While so charged, it can be used to strike with a +2 to-hit bonus for 2d6 damage instead of its normal characteristics (as a standard dagger). If unused within a day, the effect will fade. Overuse of this ability may anger Dothaine. It is valued at 1,500 gp.

### 29 - Poisoned Well

This room smells strongly of sulfur. It used to be the primary water source for the clanhome. The stone walls of the well rise about two feet off the floor and the well itself drops at least fifty feet into the abyss below.

There is water at the bottom of the well, but it is highly toxic. It has a dark yellow color, the consequence of sulfuric acid contamination. The sulfuric acid is leeching in from a nearby iron mine that the Dwarves abandoned long ago. Restoring the well to full functionality is almost impossible at this point. Without an enormous amount of engineering work to cleanse the iron mine or powerful magic to purify the well water, this well is simply unusable.

### 30 - Cistern Room

There are nine large stone cisterns in this room. They extend about 10 feet below the floor and two feet above it. They are all empty. At one time, this was the reserve water supply in case of a disaster. The water has since evaporated.

If the well is cleaned in some manner, these cisterns will still serve as reliable storage vessels. They also make convenient holding cells for captured prisoners.

### 31 - The Bugbear Camp

A gnome corpse lies in the center of the hallway outside of this room. The door is almost closed, but not competely. There is an inch of space between the door and the frame. There is a narrow stream of smoke escaping out of this space and floating towards the exit. This smoke can be smelled between here and *Area 33* where it becomes too thin to be discernable.

There are four heavy crates inside the room that prevent the door from being opened competely. These crates weigh at least 500 lbs. as a group and are extremely difficult to move. They are impossible to move quietly.

Inside the room, two bugbears are playing dice against the southern wall while slow-cooking a stew over a low boil. If they hear or see anything alarming, they will awaken their leader and companions in *Room 32*. They are not hostile by default, but they will fight to defend themselves.

If observed for a while, one of the bugbears will lose a great deal of coin through poor wagers. After about 20 minutes, this will reach a point where he accuses the other of cheating and they will become embroiled in hand-to-hand combat. The victor (50% chance for either one) will knock the other out and leave him unconscious on the floor.

**Bugbears (2)** - Armor Class 8 - 5 Hit Dice - 2 attacks by weapon (1d10) - Move 90' - Save F5 - Morale 9.

**Treasure :** The crates contain an assortment of dry goods; linen, leather work, and so on. The entire haul can be sold to merchants for up to 1,400 gp. Each bugbear is also carrying a crossbow with 10 bolts and a large two-handed weapon.

### 32 - The Bugbear Barracks

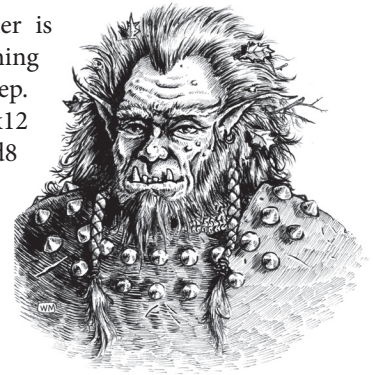
This is an otherwise empty room being used as sleeping quarters by the bugbears. The group escorted Inessa (in *Room 25*) to the Eagle's Eyrie about three days ago. They are getting a little bored and would happily leave, but Inessa has promised to pay them another 500 gold pieces to escort her out of here. Unless threatened, they are open to discussion. Their leader Gorrus will do all of the talking.

The bugbears are unaware of what Inessa is doing. They agreed to not ask questions. They are also unaware that she lacks the 500 gold pieces she promised and intends to betray them the first chance she gets. However, with the help of a few clever players this knowledge could easily find their ears.

**Bugbears (2)** - Armor Class 8 - 5 Hit Dice - 2 attacks by weapon (1d10) - Move 90' - Save F5 - Morale 9.

**Gorrus** - Armor Class 6 - 6 Hit Dice - 2 attacks by weapon (1d10) - Move 90' - Save F5 - Morale 11.

**Treasure :** The bugbear leader is wearing a hauberk and clutching two sacks of coins in his sleep. One of them contains 3d10 x12 cp, 2d4x10 silver pieces, and 5d8 gp. The other holds exactly 500 gp as a payment from Inessa for their protection. He is also lying on a bearskin worth 80 sp. Each bugbear is also carrying a crossbow with 10 bolts and a sturdy weapon.



There are two backpacks leaning against the wall in this room. One contains 20 days of rations. The other contains a set of lockpicks, flint & steel, a hammer, a pickaxe, 10 torches, and two bottles of fine wine worth 100 gp each.

### 33 - The Grand Doors

The doors here are intricately carved from red hardwood and depict a number of very well-dressed Dwarves at a festival. If approaching from the west, this is the first point at which the characters can smell the smoke from *Room 31*.

### 34 - The Eagle

The southern portion of this massive great hall bears an enormous eagle inscription on the floor. The ceiling is twenty feet high and supported by four columns. This area is not illuminated, but the light streaming down into *Area 35* provides enough light to see normally. The Clan Heart (*Area 37*) is clearly visible from here.

The intent of this area is to impress and awe visitors. The inscription on the floor is created by a million tiny pieces of obsidian arranged in mortar to create the eagle shape. It is a truly impressive piece of art.

### 35 - The Dome

The ceiling in the northern hall soars to a height of sixty feet. The circular shape on the map indicates the location of the domed roof at the top, which extends that height another forty feet. The interior of this dome is covered with tiles that have been enchanted with continual light. When first entering this area, the dome appears to actually be the sky.

However, everyone will realize after a few moments that it cannot possibly be the sky considering the depth of the room beneath the mountain. Close visual examination of the dome will reveal the truth within a few minutes, even when viewed only from the floor.

What cannot be seen from the ground is a narrow ledge that surrounds the base of the dome. A flying shock snake basks on this ledge. If it hears anyone below, it waits until they are occupied with other matters before descending to attack. It will try to grab targets separately, stun them, and carry them up to the ledge to be consumed. It is quite fast and can swoop down with a +3 initiative bonus in the first round of combat.

**Flying Shock Snake** - Armor Class 8 - 3 Hit Die - 2 attacks for 1d4 and 1d8 electrical damage, hit trigger a paralysis save, failure overloads the victim's nervous system and stuns them for 2d4 rounds - Move 150' - Save F3 - Morale 8.

### 36 - The Choir

These two areas are composed of sequentially higher stone steps. To any Dwarven characters in the party, they are obviously placed here for the presentation of an orchestral choir. The acoustics of this room are finely tuned so that the voices of anyone standing on these steps are effectively doubled in volume. This effect helps the Flying Shock Snake notice the characters, so mention it to the players in case they want to clear their throats and sing a few lines.

Behind the steps at 36b, there is the corpse of an elven male. He is recently slain and only has a slight smell of death about him. The odor is not detectable unless someone actually walks around behind the steps.

The elf is wearing chainmail armor and carries a longsword. He bears a strong bite wound to the shoulder, from which it appears he bled to death while sitting here leaning against the back of the choir steps. Anyone who touches him is shocked for 1 point of electrical damage. This is a latent static charge left from when this elf fought the Flying Shock Snake.

His traveling companion was consumed and he was too scared to flee. He died alone and in pain for this last act of cowardice.

### 37 - The Clan Heart

In the center of the back wall in the grand hall is a large stone shield bearing the eagle crest. It is colored in brilliant red by excellent paint that has endured the ravages of time. The crest's vibrant color should be described as strangely hypnotic.

The heart has a secret magical effect. Anyone within twenty feet of it feels a gentle magical compulsion to be compliant and agreeable. It can be resisted with a standard spell save.

The compulsion is so slight that it is always later viewed as personal weakness by the subject. They may even convince themselves it was the beauty of the room or the people involved that softened their mind. They may blame their diet or superstitions, but they will never suspect the heart.

The heart was originally crafted by the Dwarven clan elders to bend the will of emissaries and ambassadors. They had circlets which granted immunity from its charm, but those items have since been lost to history. The heart now stands as the final artifact of their reign.

### 38 - The Wolves' Den

The door to this room is wide open. The interior has become the den of a large wolf pack. The floor is muddy and the bony remnants of past meals lie scattered about haphazardly.

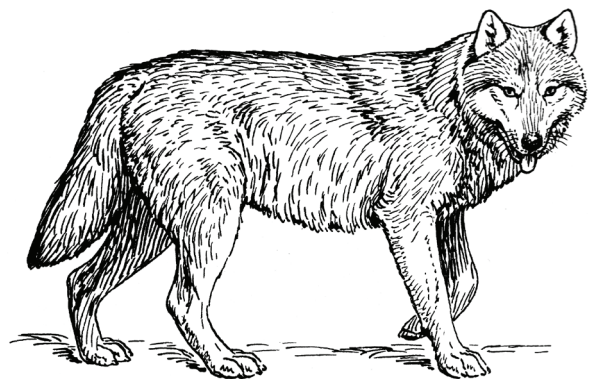
The males and females will jump into action to defend the den and attack intruders on sight. The pack is hungry. Their last large kill was over a week ago and the pups have begun to mewl in desperation. Any victims will be consumed within a few hours of their deaths, if the bodies are not recovered.

**Wolves (8)** - Armor Class 8 - 1 Hit Die - 1 attack for 1d4 damage (bite) - Move 120' - Save F1 - Morale 7.

**Alpha Wolf** - Armor Class 5 - 2 Hit Dice - 1 attack for 1d6 damage (bite) - Move 120' - Save F2 - Morale 10.

**Treasure** : There are quite a few items scattered around this room. It takes two turns to conduct a complete search. There is a small belt pouch with 2d8 silver pieces inside, a dagger, a whip, a gold necklace worth 350 gp, and a silver ring worth 85 sp.

There are also three wolf pups here. They will hide from any intruders, but can be recovered and raised by enterprising PCs. A pup can also be sold at market for 50 gp.



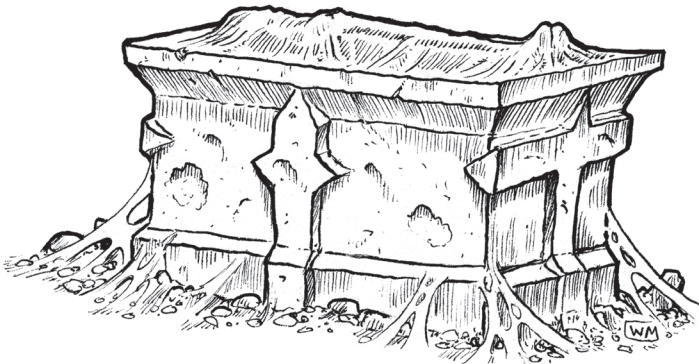
### 39 - Eternal Candles

The door to this room is securely locked (+5 to pick or force open). The interior is brightly lit by over 100 candles. There are two stone tables against the eastern wall, both covered in burning candles. Several free-standing candelabras also provide illumination. The air is sterile and contributes to an eerie mood.

All candles burning in the room will remain lit eternally, as long as they remain in the room. This effect will extend to anything burning that the players bring into the room. However, the burning objects cannot deal damage as weapons and will extinguish if such attempts are made. Once removed from this location, objects will burn down normally.

**Treasure :** One of the free-standing candelabras is made of silver and could be sold for 300 sp. The remainder are iron and not worth more than a couple silver pieces each. Each weighs about 2 lbs, but they are bulky and difficult to carry.

Mixed in amongst the candles on one of the tables is an amber gem worth 95 gp. It is partially covered by the molten wax and difficult to spot. It is only discovered by a willful search of that specific table, not a general search of the room.



### 40 - Not Quite Dead

This room is deathly silent. There is a large stone altar in the center of the room, upon which a body lies covered in a very thin shroud. The body is that of a human woman. She appears to be dead, but her body has not decomposed.

The woman is not actually dead, but in stasis. Divination spells will reveal this truth. The altar is magical and holding her in suspended animation indefinitely. She is one of many preserved vessels for a powerful Lich that roams the land. However, she does not know this sad fact.

If removed from the altar, she will awaken and tell a low detail story of capture from her family's farm. When you provide her with the date, she will realize that was over seven decades ago. Her entire family is now dead and she has nowhere to go.

The Lich will die approximately five years from the time that the player characters first arrive at the clanhome. If the woman is still alive, she will become the next vessel for the Lich. This will occur whether she remains in stasis or has been returned to the priory for safekeeping.

### 41 - Chapel

This is a large room designed for group religious services. There are long stone benches arranged in rows in front of a large dais. A stone podium sits upon the dais. The dais is flanked by two giant statues of Dwarven males, each with a substantial beard and stern facial expression.

**Treasure :** There is a stone drawer on the back of the podium. The contents of the drawer have long since been removed. However, the handle is made of a hardened clay material. The clay portion has a strong magical feel to anyone that touches it.

The handle is actually a Clay Rod that can be used to control the clay golems in *Room 60*. It is made specifically to control these golems and will not have any effect on other clay golems in the world (but do not tell the players this).

The rod can be removed from its fittings relatively easily. When held, telepathic commands can be willed to the clay golems without having to speak. The golems will not leave the clanhome, even if given a command to do so by the rod bearer.

### 42 - Blasting Room

This room was a magical workshop of some sort. However, it appears that something explosive detonated in the center of the room. There are bits of glass, metal, bone, and wood scattered all over the floor. The floor, walls, and ceiling are blackened with sharp soot all around the center of the room and fading out towards the edges.

**Treasure :** In the back corner of the room, a ring was blown into a tiny recess in the stone floor. It has a skull on the face and the players will probably approach it cautiously, considering the nature of the room. However, those concerns are for naught.



This is a *Ring of Protection from Undead*. Anyone wearing this ring has a +2 bonus to armor class against undead and is immune to any supernatural fear caused by undead monsters. The eyes of the ring will glow softly when undead are within 30 feet of the wearer. This light is roughly equivalent to a candle, but undead cannot see it. It is valued at 3,600 gp.

### 43 - Ambush

There is a goblin hiding here. He was a member of the goblin party in *Room 16*, but got separated from them after their fight with the dwarves. He did manage to grab a sack that one of the dwarves dropped during the fighting and, luckily, it contained 3 flasks of acid and 2 flasks of jellied oil. He has created a crude wick to turn the sack into an improvised grenade.

The goblin will demand anyone approaching "stop, turn around, and go away... or else." He will throw his improvised grenade at anyone fails to heed that warning. Treat this as a touch attack, with success dealing 2d8+2 damage to the victim and 1d4+1 splash damage to anyone within 5 feet. A miss deals half damage and moves the splash zone back a bit.

**Goblin** - Armor Class 7 - 1 Hit Die - 1 attack by weapon (1d6) - Move 60' - Save F1 - Morale 5.

#### 44 - Office

The door to this room is not locked, but it has warped from moisture and is stuck closed. It can be forced open with a standard force roll, no modifier.

The remains of a small office are inside. There is a wooden chair and desk that are so rotten they will break from the slightest impact. Dust and other debris cover the floor. It looks like this room has been undisturbed for a very long time.

**Treasure :** It takes a full turn to sift through the remains of the desk to find a scroll case holding three separate scrolls rolled up together; *invisibility*, *mirror image*, and *magic missile*.

#### 45 - Office

Unlike its companion, this door is actually locked (standard lockpick roll, no modifier). The remains of another small office are inside. There is a wooden chair and desk that are rotten. They will break from the slightest impact. There is nothing of value in the remains.

#### 46 - Small Library

The door to this room is not locked, but it has warped from moisture and is stuck closed. It can only be forced open with a standard force roll, no modifier.

The remains of a small library are inside. Books are strewn across the floor among the remains of several broken bookcases. The wood is horribly rotten and comes apart in chunks as the players dig through the remains.

**Treasure :** It takes a full six turns to sift through the entire library. Every two turns, you can make an attracted monster roll and throw out one of the following to the players. Roll 1d6 to determine their prize.

1. A rare book that details ancient Dwarven religious practices. The book is particularly focused on rituals surrounding death. It is valued at 2,500 gp.
2. A scroll case containing three scrolls of *magic missile*.
3. A Dicenian book of prayers worth 750 gp to the monks at Chaurillon (worth 250 gp elsewhere).
4. A book of rare poems worth 20 gp. If used to woo a member of the opposite sex, grant the character a +2 charisma bonus.
5. A damaged spellbook that has four spells still legible; *continual light*, *darkness*, *knock*, and *protection from evil*.
6. A trapped spellbook that bursts into flame when opened, dealing 1d6 damage to anyone holding it and destroying the contents completely.

#### 47 - The Troll's Feast

This used to be a great banquet hall. However, the northern wall has mostly collapsed, along with a substantial portion of the ceiling. The old stone tables have been tossed about and lay on their sides or overturned in most cases.



The debris from the collapse is mostly a rich juicy mud. It is just the kind of environment that giant centipedes enjoy and that is why there is a troll here looking for them. When the players enter the room, the Troll should be eating one of those centipedes. Describe it vividly to the players, the crunching of the body, and the fluids that flow down over the troll's jaws.

The troll is not interested in the characters. If it detects their presence, it will grumble and go back to its eating. The troll will attack brutally if they annoy or threaten it. Drawn weapons are a clear threat and so is any sort of flame.

**Timber Troll** - Armor Class 5 - 8 Hit Dice - 2 attack for 2d6 damage (bite & claws) - Move 90' - Save F8 - Morale 11.

The troll regenerates 3 hit points per round up to its maximum. Fire and acid damage cannot be regenerated, It is killed when fire and acid damage exceed maximum hit points or it reaches -25 hit points from any type of damage.

#### 48 - The Dwarven Fountain

This is a long narrow room with a fountain that is built into the rear wall. The fountain has the face of a merry Dwarf, from whose mouth a stream of clear water flows downward into a large basin.

The water is healthy to drink. It is brought in by pipes that are concealed within the statue and drained by similar pipes beneath it. The fixture is not magical and can be jammed with simple physical methods such as stuffing debris in the pipes. However, it is operating normally at present and proves useful to any thirsty characters.

## 49 - The Hadlian Statue

This is a large open room with a statue of a nude Dwarven woman in the center. She is reclined upon a rock, looking down into a small pond. She appears to be crying, her eyes are obscured by darkness, and she is holding her hands upturned in frustration at the gods. All of this is carved from gleaming white marble. Being in the presence of the statue is sublime and it is clearly magical to anyone who beholds it.

A priest may be able to recognize the divine influence in the statue as the mythic story of Hadlia. Hadlia's eyes were cut out by the gods as punishment after she dug her way into the nether to rescue her brother from undeserved torment.

The moment that anyone moves within ten feet of the statue, thick blood begins to flow from the eyes of the statue. It falls down from her eyes onto her upturned hands and then down into the pond. This will continue until pool is mostly filled with blood. The statue will not bleed again for at least a week.

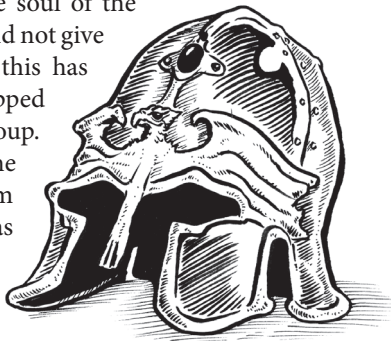
The first person who bathes in Hadlia's blood and covers their entire body can see perfectly in the dark as if it was clearly lit. This is magical vision. It has no range and much like normal vision it is only stopped by obstructions (remember that you can see the moon, despite the great distance to reach it). This effect lasts for 2d6 days.

After the first bath, there is not enough blood remaining to cover a second person. Players must wait until the statue bleeds again (in a week) to anoint another person.

## 50 - The Eagle Helm

There is a large helm lying in the center of the hallway here. It bears the bold eagle crest of the Watchthrift clan. There is a bloodstone placed in the center of the helm above the eagle, almost as if it were a third eye. The helm does not appear to be magical, however it is cursed.

Anyone who places the helm upon their head becomes possessed by the soul of the previous wearer. You should not give clues to the players that this has happened, since the trapped soul wants to fit into the group. Simply pass a note to the player who wears the helm and tell them to roleplay as a human sorcerer who is trying to fit into their body without arousing suspicions among their companions. Feel free to give them a few memorized spells.



The player will make "mistakes" in their roleplaying to try to hint their companions to the ruse. This is good because you don't want to deny them agency for too long. You want the oddity to be noticed.

The soul of anyone who dies while wearing the helm is bound within the bloodstone. The previous inhabitant is cast into the netherworld. This means that if the party kills the character's body, the human sorcerer will be destroyed and the soul of the player who put on the helm will be trapped in the helm.

If the bloodstone is removed, it will lift the curse. However, any trapped soul will be lost and cannot be recovered except through divine intervention.

## 51 - Tavern Room

This is an open room. It appears to be an empty tavern of sorts. There are several small stone tables scattered around, but without any chairs. The smell of rotting material is present in this room, but very faint. There is also a repetitive dull thumping noise about thirty seconds apart, but at this distance it is impossible to determine the direction of the sound.

**Treasure :** Someone has stuck a fine steel dagger (+1 to-hit) to the underside of one of the tables with a handful of melted wax (now hardened). It could be sold for 100 sp.

## 52 - Dry Goods

There are long stone shelves in this room. The remains of rotten sacks of grain, flour, and rice lie upon these shelves. A few rats can be seen scampering around on these shelves, but they pose no danger to the characters in terms of combat or disease. The odor of rotten food is quite strong here.

## 53 - The Food Storage

The door to this room has a standard lock. When opened, a foul smell rushes outward. A large stockpile of food was kept in this room, on the same type of long stone shelves as the previous one. This food has recently decayed and created the foul smell. It is not clear what kind of food it used to be. It is covered in maggots and worms. Anyone who remains in the room must make a poison saving throw every four rounds or vomit from the incredible stench.

Clever players will question how the food could be so recently rotten if this place has been abandoned for centuries. Allow them to speculate but do not give any details except to note that "it must have been more recently occupied."

## 54 - The Cellar

The door to this room has an exceptional lock (+5 to pick). It is very cool inside and filled with long wooden racks to store wine. There is a secret door behind one of these wine racks on the western wall. It can be discovered after 2 turns of searching.

**Treasure :** The wine racks are filled with wine bottles. Some are broken. Some are cracked and their contents dried on the floor. Most of the remaining bottles are of a fairly recent vintage, within two decades of the current date. Anyone who spends a turn looking through all the bottles will find a single bottle of 270 year vintage. This can be sold to a wine collector for up to 1,000 gp or to a merchant for 250 gp.

## 55 - Secret Storage

This is a secret room that has been undisturbed since left by the original Dwarven inhabitants. Its existence was probably only known to a few individuals who expected to come back for their secret belongings, but never did. Whoever it was, they left behind four skeletons to guard their stash. They immediately charge into battle.

**Skeletons (4, undead)** - Armor Class 8 - 1 Hit Die - 1 attack by weapon (1d6) - Move 90' - Save F1 - Morale 12.

**Treasure :** There are two sets of full plate mail and two longswords in a pile of wooden fiber and debris on the floor. The debris is the remains of the racks that once held them. The pieces are very rusty, but can be restored by a blacksmith for a few hundred silver.

There is also a fine steel chest (+10 to pick or force open) that is trapped. The trap is magical and thus undetectable except by the *detect magic* spell. It is triggered by anyone touching the chest without speaking the word "Tabernal" first (resist with spell save). The trap shrinks the subject to a quarter of their normal size. They retain all of their normal characteristics. However, this does not affect their possessions or equipment. The magical shrinkage can be removed by *dispel magic*.



The chest holds four small leather pouches carrying 500 silver pieces each, a set of gold bangles valued at 400 gp, and two unmarked potions. One is a *potion of angelic grace*. It causes angel wings to grow from the drinker's shoulders and allows flight up to 200 feet per round for 3 turns. The other is a *potion of salamander blood* that restores 1 hit point per turn for the next 24 turns. This will even regrow lost body parts.

## 56 - Antechamber

This is a small antechamber off the main tavern room. At one time, it was something akin to a coat room. It is now the hunting ground for a large Obsidian Ooze. The ooze is hanging from the ceiling and has thinned out to cover the entire surface area, making the ceiling appear to be pitch black. Do not mention this fact to the players unless they specifically look at the ceiling. The ooze will fall down upon the first person to enter the room to attack.

**Obsidian Ooze** - Armor Class 2 - 6 Hit Die - 1 attack for 1d8 acid damage, envelopes the target when struck, can only envelope a single target at a time, deals automatic 1d8 acid damage per round to enveloped target, attacks against the ooze that miss will strike the enveloped victim instead - Move 90' - Save C6 - Morale 12.

## 57 - Empty Hallway

This is a short hallway. The only thing of interest here is that the steady thumping sound is louder and clearly coming from the door on the eastern wall. Each dull thump is about thirty seconds apart.

## 58 - Winter's Labor

The door to this room is locked. Inside is a fully equipped kitchen. There is a man laboring in here and he is the source of the banging noise. His name is Garrald Winter and he is very obese. He is able to speak to the characters while he works, but his personality is that of a crazed, wide-eyed madman.

Winter used to maintain a secret hideout here for unsavory fellows, but he made the mistake of feeding almost-rotten food to a 8th level wizard named Razaq. In retaliation, Razaq set up this torture. He forced Winter to wear two cursed magical rings. One makes him ravenously hungry and the other allows him to live without sleeping. He cannot remove them voluntarily.

There is a barrel half-filled with a flour mix next to Winter in the kitchen. He takes the flour and place it into a small mold. This bangs against the counter with a loud thump. After packing a mold, he places it into an oven that has been enchanted to cook bread in a matter of seconds. Closing the door on this over causes another thump. After a few moments, he opens the oven again and pulls out the cooked bread.

In the spare seconds between his labors, he eats from cooked loaves and gulps from a barrel of water. He often soaks the bread to cool it down. This maddening consumption has been fattening him over time. He can stop eating but doing so causes severe pain. He only stops to take breaks at a privy located near the back of the kitchen. He has been doing this for almost a year.



There is a large binding circle around the entire kitchen. Winter cannot leave this boundary. The players can break the circle by disrupting the dust, but Winter will still be ravenous. The only ways to remove the ring are with a *remove curse* spell or by cutting off his finger.

Razaq returns to this place every three months to check on his victim and refill the water and flour supplies. His last visit was a little over a month ago. If you want to use Razaq, send him back to check on Winter in two months.

**Treasure :** Winter is wearing a *cursed ring of starvation* that compels him to feel ravenously hungry. If he fails to eat for more than five minutes, he will take 1 hit point of starvation damage per minute until he dies. He is also wearing a *cursed ring of lucidity* that allows him to live without having to sleep. He doesn't even feel tired. However, this does not remove the mind-bending side effects of not getting enough sleep. Winter appears to be borderline psychotic because of sleep deprivation.

**Razaq** - Armor Class 7 - 8 Hit Die - 1 attack by weapon (1d6) - Move 90' - Save MU8 - Morale 9. Casts MU spells.

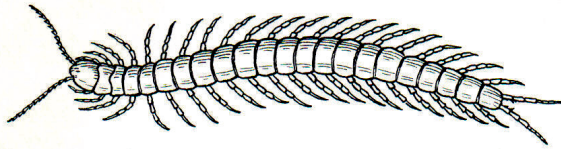
## 59 - The Muddy Bank

A large portion of the southern wall has collapsed in this room. This was caused by water leeching down from above. Small drips of water continue to flow downward, run across the floor, and pool in the southeastern corner. This pool can provide drinking water for several people, but it is quickly exhausted.

The collapsed portion of the room forms a thick muddy wall, similar to a river bank. The earth is very damp from the draining water. This has attracted a giant centipede. It will slither out and attack anyone who touches the mud.

**Giant Centipede** - Armor Class 5 - 3 Hit Die - 1 attack for 1d6 damage - Move 90' - Save MU1 - Morale 8

**Treasure** : Someone has hidden an iron-bound chest within the muddy bank. It takes a turn of digging to locate it. The chest has a standard lock. It contains 6,200 copper pieces and 1,500 silver pieces. The chest and contents together weigh about 50 lbs.



## 60 - The Clay Army

The door to this room is sturdy and securely locked (+5 to pick or force open). Inside are thirty-six dwarven soldiers carved out of clay, organized into a six-by-six square formation. Their bodies are intricately carved to reflect chainmail, helmets, battleaxes, and shields. These are clay golems that lie dormant awaiting activation. The following conditions will bring the golems to life:

1. Attacking a golem or casting a magic spell that negatively affects one will cause the entire squad to animate and attack the offender. Note that this does not necessarily mean their companions, unless those companions fight to defend them. A party could theoretically stand aside while the entire clay army chases their friend down.
2. Removing one from the room will cause that golem to animate and return to its place in the formation. It will not attack anyone during this process unless they attempt to stop it.
3. The Clay Rod in *Room 41* allows the user to command the golems. They will not leave the dungeon, even if commanded by the rod bearer.

**Clay Golem (36, Construct)** - Armor Class 10 - 1 Hit Die - 1 attack for 1d4 damage - Move 30' - Save F1 - Morale 12.

## 61 - The Amphitheater

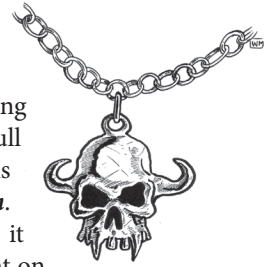
There is a depression in the center of this room, surrounded by shallow steps. This room was designed for the presentation of speeches. It feels like a tiny senate. The acoustics of the room are different from the rest of the complex and voices are amplified. However, this effect is nowhere near as strong as in *Room 15*.

## 62 - Musty Grave

This is a cramped musty closet. The door is locked. There are seven human corpses stuffed in here. They are jumbled up together as if thrown in haphazardly. Many of the bones have separated from their bodies and lie on the floor beneath the skeletons. It appears they were wearing common clothing. All that remains is scraps of frayed linen and leather.

They have been dead so long that they do not stink. Their skin is dried and their bodily fluids are long gone. However, the sight is ghastly and you may call for a poison save to avoid nausea and/or vomiting.

**Treasure** : Anyone who spends a full turn removing the bodies from the closet can find a necklace in the loose bone pile beneath them. It is shocking on its own, composed of a grisly skull with horns upon a silver chain. This is a *Necklace of Demonic Guardian*. When touched and willed to activate, it summons a small demon that will fight on your behalf for 12 rounds. It has 3 charges remaining. The necklace is valued at 4,500 gp.



**Demon** - Armor Class 4 - 5 Hit Dice - 2 attacks for 1d8 damage - Move 90' - Save MU5 - Morale 11.

## 63 - Preparatory Room

This room has many stone cabinets along the walls that may have held clothing at some point. The wooden doors are long gone. The only evidence of their passing are small rounded depressions in the stone where they were hinged.

The cabinets are not bolted to the floor and can be pulled around if enough force is exerted. There is a secret door concealed behind one of these cabinets, but it requires two turns of searching behind them to find it.

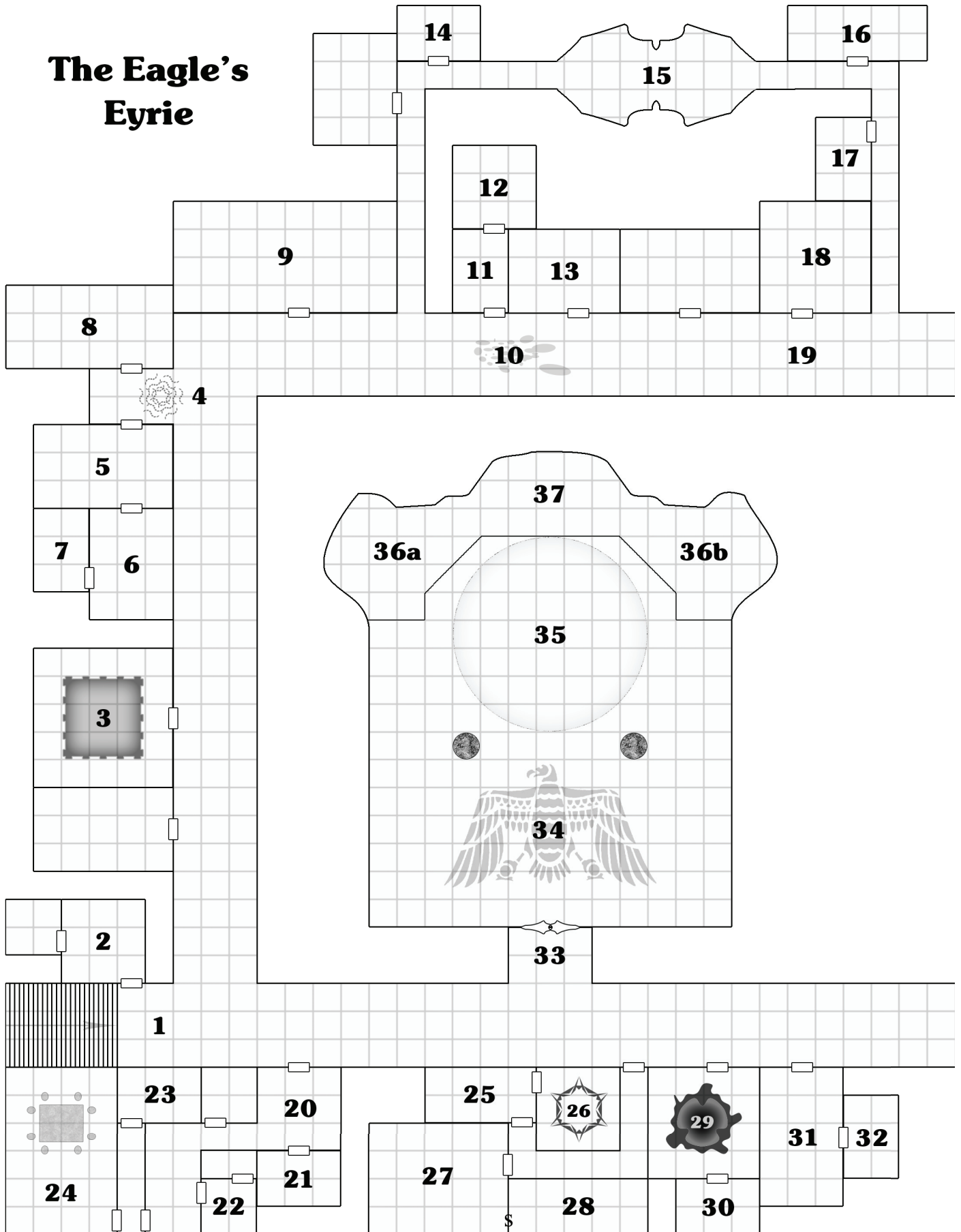
## 64 - The Last Stand

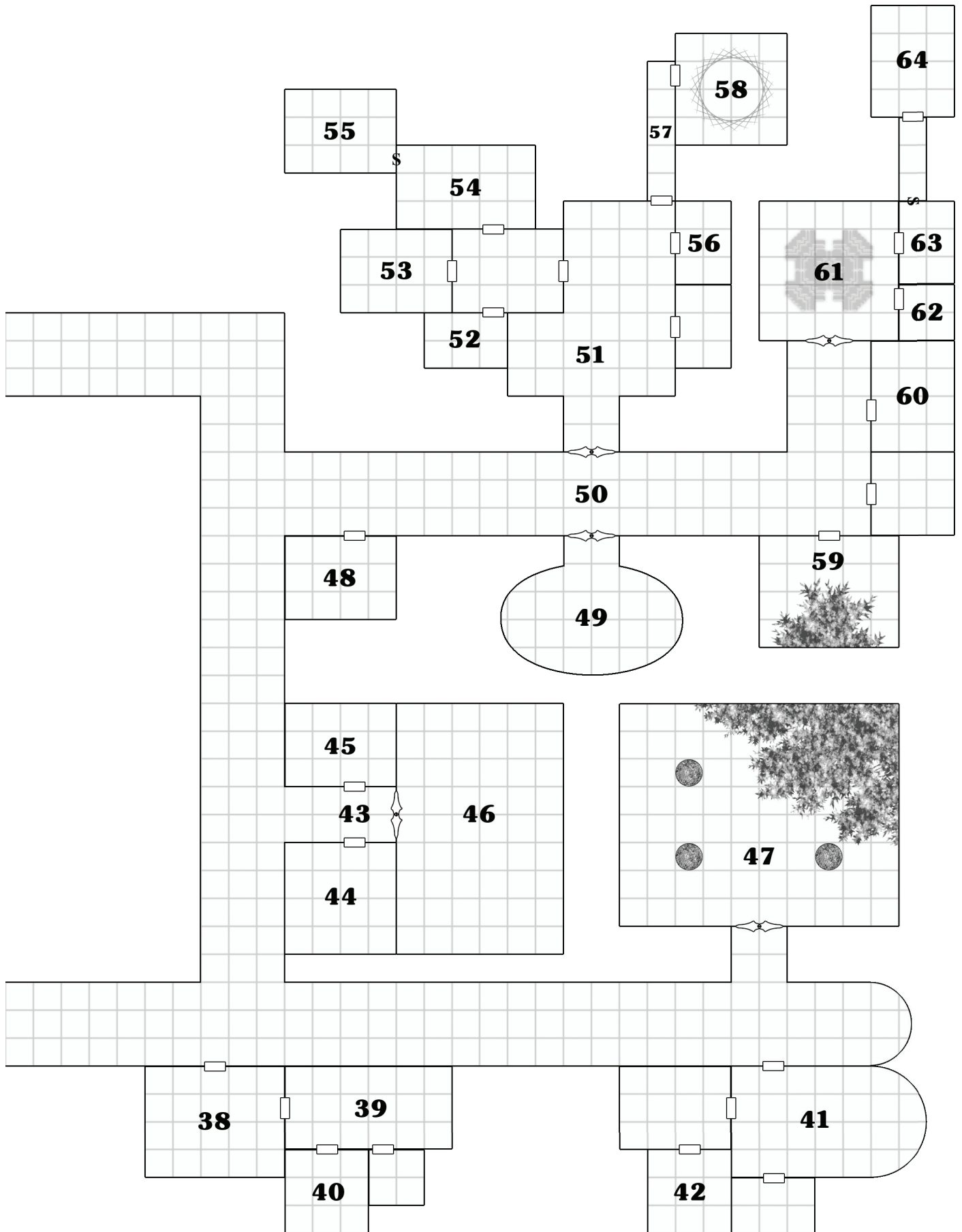
This is the fall-back position of the clanhome if they are overrun by enemies. The walls are covered in long spear racks. There are the rotten remains of over 200 spears here. All that is left now are tiny bits of wood and iron spear tips. There are also two large mounds of rotten leather armor, now useless.

**Treasure** : There is a small iron-bound chest in a corner. Inside the chest are five flasks that have a tiny bit of green goo at the bottom. These are the remains of acid flasks that have evaporated over time. There is also a long magical rod in this chest. It is unlabeled, but has a small button on one end.

This is a *Rod of Shielding*. When the button is pressed, a shield of translucent blue energy forms around the rod. The rod itself becomes the grip for this shield. When used in battle, it grants a +5 bonus to armor class. The shield is active for 6 rounds before fading. There are 5 charges remaining in the rod. It is valued at 6,200 gp.

# The Eagle's Eyrie





# Campaign Map



Metonne Steppe

Nimirwood

Cassécoteau

Drieuré de Chaurillon

Louvein Forest

Montonnerre

Chateaufleraud

Auxenon

Satrebome River

Cariton Plain

Arêton

Beechwood

Vitrenac

Haercoegh Plain



10 Miles