

DNH4

Part Four of the
Haunting of Hastur Series

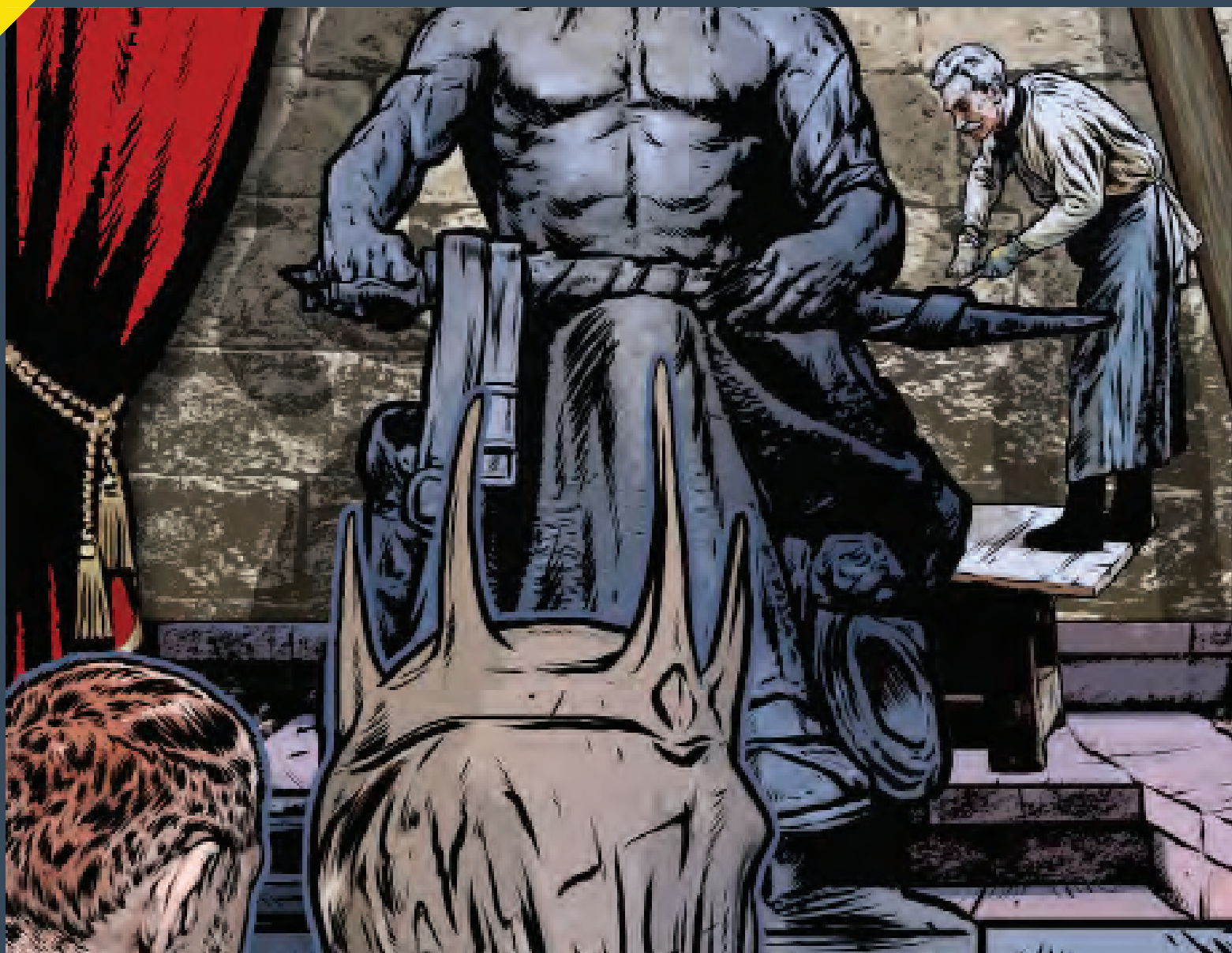
OSR
Edition

Confronting Hastur

Handout, Map and Illustration Book

by L. Kevin Watson

An Adventure for Characters Levels 10–11



Confronting Hastur is an adventure for 3–7 characters levels 10–11 and designed for use with most versions of the best known fantasy roleplaying game. It is optimized for the fifth edition and for 5 characters at level 10.



Dark Naga Adventures
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DNH4: Confronting Hastur

Dark Naga Adventures

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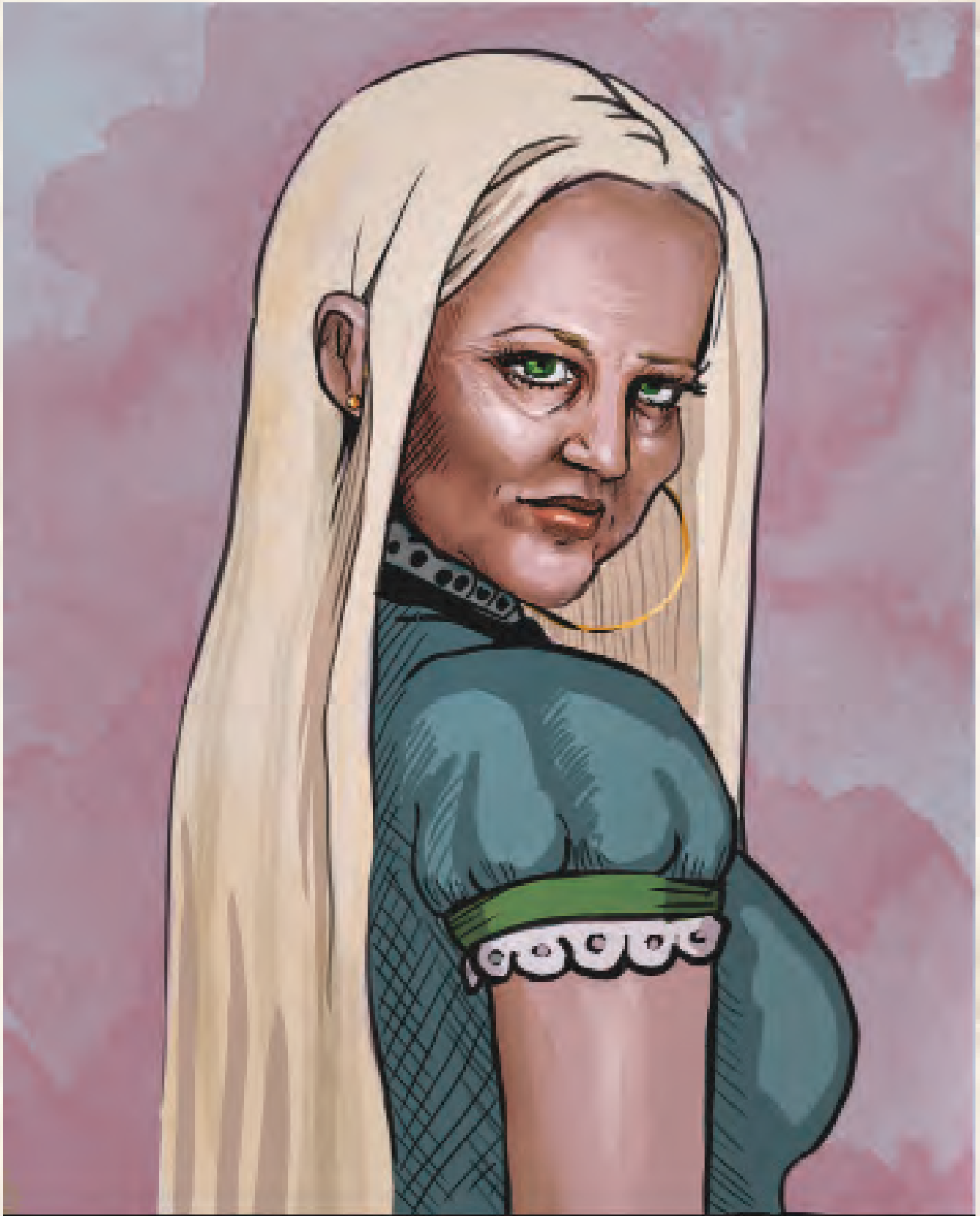
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MONTAGU MANOR



MAIN FLOOR

2ND FLOOR



OBSERVATORY LOFT

OBSERVATORY LANDING

BASEMENT



CORNWALLIS MANOR





GUILDHALL



STONESWORN
MANOR



CASTLE BRYTHA

9. CASTLE PUB

GROUND LEVEL



SECOND STORY



4. WELL HOUSE



5. GROUNDS KEEPER



8. CHAPEL

SANCTUARY

SECRET PASSAGE
TO CASTLE SANCTUARY



BELL
TOWER



6. BLACKSMITH

LOFT



WORKSHOP



7. GENERAL BARRACKS

GROUND LEVEL



SECOND STORY



BRYTHA CASTLE
COMPLEX

CASTLE BRYTHIA

INTERIOR - GROUND LEVEL

UP TO INTERIOR
2ND FLOOR (4)



UP TO WEST TOWER (1)
DOWN TO SUBLEVEL (3)

WEST WING

UP TO EAST TOWER (1)

EAST WING

CASTLE BRYTHA

INTERIOR - 2ND FLOOR

DOWN TO INTERIOR
GROUND LEVEL (A)





CASTLE BRYTHA EAST & WEST TOWERS



1ST FLOOR



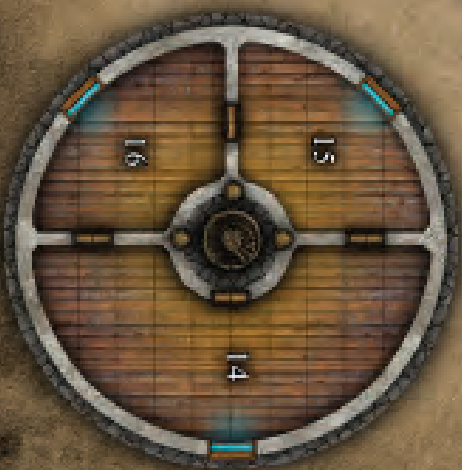
3RD FLOOR



2ND FLOOR



4TH FLOOR



5TH FLOOR

CASTLE BRYTHA

SUBLEVEL DUNGEON & CULT TEMPLE



Meawold Suspects

- Abet Malé (Female) – Court Scribe
- Ancis Rickenn (Male) – Leader of the Smiths' Guild – He has the means, but no interest in any gods.
- Answild Kater (Female) – Captain of the Personal Guards for the Bertio Family – Her loyalty to the family is beyond reproach.
- Anthohn Rowley (Male) – Captain of the City Guard – While a powerful man, his loyalty to Meawold is unwavering.
- Arran Esbyn (Female) – Captain of Customs
- Aten Dyley (Female) – Mistress of Assassins – “In a world run by an Old One, who would be hiring an assassin to thin the herd?” Wyatt writes in the margin, “I don't trust assassins, but see her logic.”
- Atrin Pyley (Female) – Leader of the Magic Guild
- Beatrix Cornwallis – Owner of a transportation empire
- Cassius Stonesworn – Leader of the Martial Training School
- Deallu Eryn (Female) – Leader of the Merchants' Guild – Anything without coin as thereward is not on her mind.
- Drichye Gedde (Male) – Smuggler operating under the guise of a very successful privateer
- Fay Commonbok – Owner of a farming empire
- Gavin Montagu – Power broker for smugglers
- Gerey Lodge (Male) – Leader of the Inns and Taverns Guild
- Hadrian Boulderdown (Male) – Lead instructor of artificers at the Magic Guild – While he is interested in arcane and esoteric knowledge, he is oblivious to the Old Ones.
- Mary Weselw (Female) – Lead Hospitaler – Found in a military barracks where the top two floors have been converted to a healing and recovery ward. Hospitaler is a specific order of paladin; they focus on healing the wounded, regardless of what side of a conflict they fought. “Insanity is a disease to be conquered, not one to conquer man.”
- Phely Gere (Female) – Leader of the Rogues' Guild – The idea of a destroyed world sounds incredibly boring to her.
- Raffolk Dratcley (Male) – Captain of the Wolves of Ovan, a mercenary company – He is too busy managing the clearing of the lands for Meawold to allow access to the Trade Nexus Network to scheme in such a manner.
- Sadon Truegust – Royal Explorer
- Tharder Page (Male) – Captain of the Meawold Keep Guard



About two millennia ago, Hastur nearly conquered the continent of Barestir before being defeated by a coalition army of humans, elves, dwarves, gnomes and halflings.

Since being cast from the world of Tumunzar late in the First Age of Man, Hastur has long sought to return. The elves of the Barestir continent offer an opportunity for Hastur to maintain an aspect indefinitely on Tumunzar.

Someone in Meawold is working to build a temple, build a host and pull an aspect of Hastur across from the beyond, where the Old Ones wait and plot their dreams of feasting on worlds. The Formene Elves detect this activity and ask the party members to investigate.

They are given a list of people who have the ways and means to build a cult or are acting suspicious and asked to investigate, confront, and find the person or persons involved in this horrible plan.