

In Defense of Thuil

by Thom Wilson



**For 3-5 Players
Beginner Level**



**Compatible with
OSR and TSRS**

THUIL

Feet
10 20 40

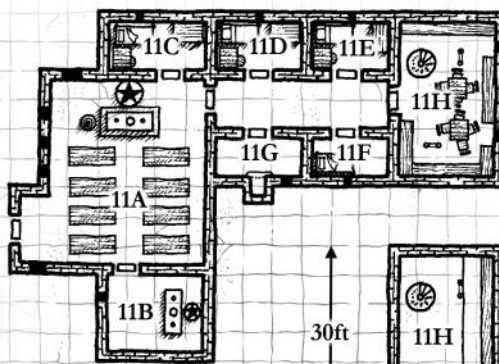
Plains Road

Moon Road

Sun Road

Sea Road

North



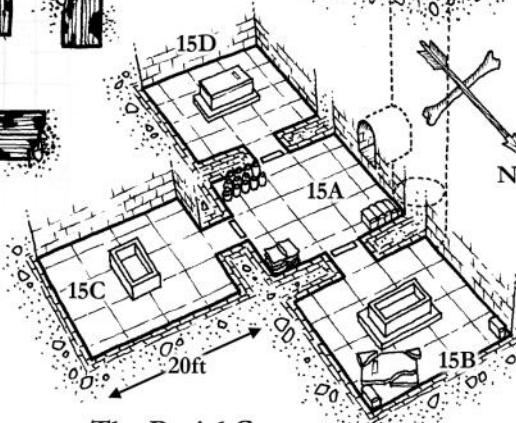
THE CHURCH

Study Chamber 2nd Floor

Study Chamber 3rd Floor

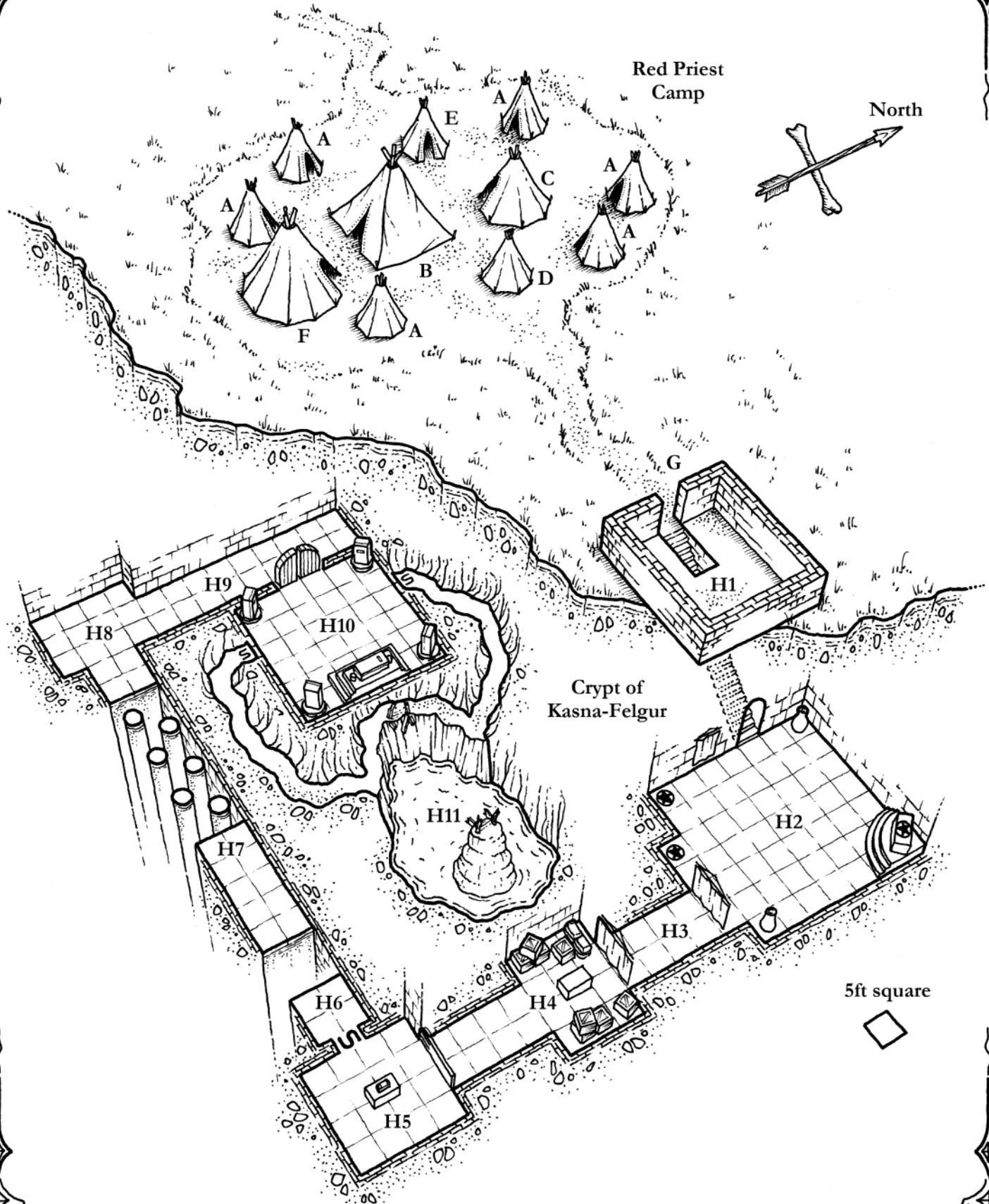
THE WELL

North



The Burial Crypts

CRYPT OF KASNA-FELGUR



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In Defense of Thuil

A moderately challenging adventure for 3-5 players.

Introduction

In Defense of Thuil is the first ThrowiGames campaign adventure released for three different systems: the TSRS Core Guidelines, first edition Advanced Dungeons & Dragons, and fifth edition Dungeons & Dragons. It is designed for three to five moderately experienced adventurers – the encounters found herein should be very challenging to a small group of players.

This book uses the following abbreviations to denote system specific details within the text: **TSRS™** for the ThrowiGames Simple Roleplaying System, **1E** for first edition AD&D, and **5E** for fifth edition D&D. Other systems are easily adapted to the contents of this book.

The contents of this book are broken into four sections: *Prepare*, *Play*, *Wrap Up* and *Appendix*. The *Prepare* section provides all the necessary details and background for the GM to get ready to run the adventure. The *Play* section details individual encounters, puzzles and challenges that the players will likely face. In the *Wrap Up* section, the GM can find concluding details for the adventure or additional hooks for upcoming adventures. The *Appendix* provides information such as player handouts, encounter sheets, new monsters and guidelines (specific to this adventure), and special magical items and treasures.

Enjoy!

Thom Wilson

Prepare

This section provides background information for the GM. If you plan on playing an adventurer within *In Defense of Thuil*, **stop reading now**. If you are the GM, keep reading.

Important Notes

This adventure is designed for a group of moderately experienced adventurers (**TSRS**: PR 28-32, **1E**: levels 2-4, **5E** levels 2-3). Adventurers should have a good mix of skills or specializations, with at least one to two adventurers trained in melee combat. This scenario requires group coordination for the players to succeed.

Adventurers with healing magic will help the group tremendously. There are plenty of encounters that will challenge the players, and one large battle in which adventurers may get hurt. Additionally, the players should have good problem solving skills for the puzzles and traps in the crypt of Kasna-Felgur.

Materials Needed

As the GM, you will want to be familiar with the rules or guidelines of the system you're using to run the adventure. Knowing how to run this game is important! Although not necessary, reviewing the **Terra Minor World Guide™** map will be helpful with the location of Thuil and the nearby towns of Wynhelm.

The players should have the appropriate character sheets, dice and miniatures (if desired) to make game-play easier. As the GM, you can use any additional aids to make game play smoother. TSRS materials can be found at throwigames.com free of charge.

Adventure Background

Swamp raiders from the jungle province have been harassing the small border towns of Wynhelm for years, with Thuil being a frequent target. Raiders no longer attempt to invade Wynhelm over the many small bridges spanning the Black River, but have taken to rafting large groups of warriors through the calmer sections of the water. Raiding parties of a dozen or so desperate bandits have turned in to organized troops of lizardmen and red cloaked priests. The snake god Sshanasa is surely behind these recent attacks!

Facts

The town of Thuil can be found at the easternmost edge of Wynhelm, near the border of Nolgur-Wul. As one of the closest villages to the Black River, they often feel the brunt of Sshanasa raiders. The Red Priests of the Snake God have recently taken up residence in an abandoned crypt a mile northeast of Thuil. They are planning a massive raid on the village once enough lizardmen and priests have gathered near the crypt hideout.

The Red Priests are led by Ithnax-Nasasa, a Minor Priest of Sshanasa. He commands three Red Acolytes and has recruited three dozen fierce lizardman raiders. Although the main purpose of the raids is to wipe out all non-believers, Ithnax-Nasasa is using this opportunity to establish a foothold in eastern Wynhelm. He believes that he can recruit additional forces once the small eastern villages fall. The acolytes and Ithnax-Nasasa all wear black cloaks with red hoods. If they have time to prepare for battle, they will soak their spiked clubs with snake venom that causes temporary paralysis.

Like all Red Priests, Ithnax-Nasasa has survived the Snake Bite, a ritual that gives them reptilian abilities. His skin is moderately scaly, his tongue is forked, and he has two overly large incisors, very much like the snake he is slowly becoming. If he is near death, he can utter the Red Snake Curse (see the **Terra Minor World Guide™** for more details).

The village of Thuil is a desolate place; only the most devoted of the villagers remain to defend the town. Most of the buildings in town are partially burned, with many completely gutted and uninhabitable. Only the Temple of Hessa remains unscathed. Priestess Worganna and her two young acolytes, Tynna and Ghessi, remain to guard the temple and village. The immense blacksmith Kastok works night and day to arm the villagers with steel. He is the brother of Avralok the Hunter in Vasna-Tul. The magistrate's wife, Wyndilia, remains in town to help, even after her husband perished in a recent raid. Seven additional villagers remain to defend the town; the rest have fled west.

Priestess Worganna will welcome the help of most strangers, but Kastok and Wyndilia will be suspicious of anyone they do not know. Adventurers who volunteer to help, especially with dangerous tasks (e.g. scouting, defending posts, engaging enemies) will quickly win over the untrusting duo. Kastok can provide very basic blacksmith services but he is extremely busy creating weapons and armor, and bolstering the town defenses.

Hooks

There are several ways for players to begin this adventure. The list below offers a few suggestions for GMs.

- The adventurer is passing through town just before the raid and gets recruited to help repel the raiders.
- Nearby villages are sending recruits to Thuil to help defend the town from the impending raid.
- The adventurers stumble upon the lizardman hideout.
- They somehow have heard of the long forgotten crypt, now used as the Red Priest temple.

Of course, the GM can add this adventure as a side excursion or quest as part of a larger campaign.

Encounter Areas

Although the main storyline focuses on the lizardman threat and saving the town of Thuil from final destruction, there are two separate yet related encounter areas in this book. The final resting places of the fabled explorer Kasma-Felgur and his family are near and in the town respectively.

Within Thuil, Structure 15 (the town well) leads to an impromptu burial crypt, now home to Kasma-Felgur's undead family members. A decent in to the well and crypts beyond will reward brave adventurers with riches and magical items, if they can get past their current residents.

The makeshift temple of the Red Priests is actually the entrance to Kasma-Felgur's tomb. The jovial explorer knew that grave-robbers and looters would search for his legendary treasures. He filled his tomb with traps and puzzles to dissuade all but the bravest adventurers from finding his ancient desert treasures.

Adventurers may discover one or both of these side excursions on their own, but likely will need encouragement to explore them beyond the initial areas. Both of the side quests are far from easy; it will be up to the GM to decide if they should even attempt them.

The following table lists the main encounter areas:

Area	Difficulty	Foe(s)
Thuil Town Well	Moderate	3 Wights, faced individually
Thuil	Moderate	Lizardman attack
Red Priest Camp	Moderate	Various foes
Red Priest Temple	Moderate	Ithnax-Nasasa, lizardmen
Crypt of Kasma-Felgur	Hard	Traps, Puzzles

Table 1-1

Statistics for foes and challenges can be found in their respective sections. Modify these as needed for the adventuring group.

Hints to Playing the Main Villain(s)

It's likely that most adventurers have faced trivial foes or simple creatures that have limited abilities. Ithnax-Nasasa and his acolytes are devoted fanatics and are well trained in their skills and specializations. If played properly, they should challenge even the most experienced players. Most Red Priests attempt to convert foes before destroying them; adventurers failing their DR/DC checks may temporarily become the instruments of Sshanasa. Those that pass their DR/DC checks aren't "worthy" of Sshanasa and will be targeted for death.

Ithnax-Nasasa believes he is well protected by the Snake God, and will likely be overconfident in most situations. In direct confrontation with foes, he will never flee but fight to the death, uttering the Red Snake Curse to scar his enemy. If he strikes a foe down with his mace, he may leap upon them, tearing at any exposed flesh with his snake fangs. If the adept is well protected, he will use his spells and other powers to eradicate foes.

He wields a spiked mace, often dipped in snake venom. He wears leather pants and shirt under his black cloak. He wears a snake god medallion which provides a magical bonus for devout followers (**TSRS**: +2 MP, **1E**: one extra spell per day, **5E**: two extra spell slots). This medallion provides no bonuses to non-believers.

The three acolytes wear no armor under their cloaks but wield similar black maces. They will flee if Ithnax-Nasasa falls.

The lizardmen are led by Chief Ghuktaknaz, a scarred old veteran of the Swamp Wars. He has been convinced by Ithnax-Nasasa to lead his lizardmen in this large, final raid, for the typical rewards; human plunder and human flesh. He will fight hard for Ithnax-Nasasa but if the battle goes poorly, he will retreat with his tribe. Statistics for Ghuktaknaz and his horde of lizardmen can be found in the back of the book.

Hints to Playing the Thuil Villagers

There are enough notes within the Thuil and Battle sections of this book to provide insight on how to run the villager leaders. Statistics of each prominent villager and village leader are found in the **Battle for Thuil** section in the back of this book.



Play

There are three parts in this section of the book, and play begins wherever the adventurers enter the area – the Thuil section describes the town and its inhabitants, and the Red Priest Camp section provides details of Ithnax-Nasasa’s reading party. The Crypt of Kasna-Felgur is now used as a converted Red Priest temple but contains much more than that if the adventurers delve deeper.

Note that the final raid on Thuil will occur three days after the adventurers enter this area of Wynhelm. The following timeline provides more information about the impending raid on Thuil:

Timeline		
Time	Location	Event Details
Adventurers Start	Red Priest Camp	Chief Ghuktaknaz arrives at the Red Priest Camp with one dozen lizardmen.
Morning of the next day	Near Thuil	6 lizardmen scout Thuil
Morning of the second day	Red Priest Camp	12 more lizardmen arrive at camp
Evening of the second day	Red Priest Camp	Ithnax-Nasasa and his 3 acolytes spend all night in prayers to Sshanasa, deep within the crypt.
Morning of the third day	Red Priest Camp	The last 12 lizardmen arrive at camp
Afternoon of the third day	Thuil	Ithnax-Nasasa’s raiding party enters Thuil

Table 1-2

Thuil

As the adventurers approach the town from any direction, read the following:

Your eyes quickly spot smoke billowing from structures in the distance. As you scan the area, you see the remains of a small village set in the rolling hill-plains of Wynhelm. Several buildings appear gutted and blackened, but you do not see any one of them ablaze at the moment. The largest structure in the village, a white two-story building, stands out as the only place untouched by fire. No movement within the village is apparent.

If the adventurers get within 100 feet of the village, they have a decent chance to encounter one of the last Thuil residents [TSRS: DR: Moderate, 4 – Mental Strength; 1E: a roll under Wisdom score; 5E: DC Medium, 15 - Perception]. One villager patrols the perimeter, moving between all sides of the village every 15 minutes.

Time	Villager
Sunrise to noon	Hondok
Noon to dinner	Fessil the Quick
Dinner to midnight	Thumus
Midnight to sunrise	Gundarsun

Unless the adventurers are moving stealthily (trying to hide), the scouts will likely see any approaching parties. Anyone approaching Thuil will not be trusted and will be asked to leave. The scouts will not attempt to engage any potential foes, but will retreat back to the center of the village where Priestess Worganna and Kastok are working.

When the adventurers encounter the primary Thuil residents, they will have to convince the Priestess, Kastok, and Wyndilia that they are not there scouting for the Red Priests. How the adventurers answer their questions determines what happens next – either they will be asked to leave or be received, but under some suspicion. The adventurers will have to prove their worth to gain the trust of the Thuil residents.

The Thuil villagers have much to do to prepare for the next raid. There have been so many raids in the last few months that they know more will come. They also know that they can only hold out against one or two more raids before they will fall to the raiders. Of course, they do not know that the Red Priests have enlisted the help of three dozen lizardmen.

Building 1: Goosup’s Supply Shop. This building has been gutted by numerous fires, and is extremely unstable. Missing the entire second floor and roof, each wall barely stands on its own. Goosup’s wares were plundered long ago by raiders and villagers both, after Goosup was killed in one of the first large raids on Thuil.

The building barely serves as a defensible area; any significant pressure on a wall could bring the entire structure down. Rummaging about the ruins may also bring a violent collapse of what is left of the supply shop. Adventurers willing to risk possible injury may search and find a few items [TSRS: DR: Moderate, 4 – IN; 1E: roll under the Intelligence score; 5E: DC Medium, 15 – Investigation].

Items Found (roll d6)	
Roll Result	Item(s)
1-3	Nothing found
4	50’ rope or large sack or pick or 3 spikes
5	Tinderbox or flask of oil or lantern
6	Goosup’s cash box (22sp, 2 gp)

Table 1-3

For each minute spent rooting around in the debris, there is an increasing chance of structural failure. Use the adventurer’s Coordination or Dexterity scores (checks) to avoid injury.

Building 2: Residence. This was once a two-story wooden home for four families, but now is more than a shell of a building, with only two walls left standing. Everything within this building is blackened from fire, with piles of ash and debris filling the entire first floor. A portion of the second floor remains facing southwest, and is surprisingly stable. The second floor cannot be reached without a ladder or rope (the stairs are long gone, burned to ash). Searching the debris will reveal the remains of one of the families who were unable to escape the flames [TSRS: DR: Difficult, 5 – MS; 1E: roll under Intelligence or Wisdom; 5E: DC Difficult, 20 - Investigation].

Building 3: Kissel’s Warehouse. The former owner of this warehouse fled months ago, and left all within it behind. The villagers have used everything within it to fortify and repair the town between raids, and little remains within the building. The warehouse has been touched by fire several times and besides the roof, remains mostly intact. A careful search will reveal a locked door in the floor in the south east corner [TSRS: DR: Very Difficult, 7 – MS to find, DR: Difficult, 6 – Locks – to unlock/relock; 1E: as Find Traps/Pick Locks; 5E: DC Hard, 20 - Dexterity]. Once the metal door is opened, a small compartment can be found, which contains a bag of coins (123 sp, 7 gp) and a small flask of sweet liquid (TSRS / 1E / 5E: **Flask of Courage**, adds +1 resistance to poison, illusion checks, and initiative – lasts 1 hour).

Building 4: Residence. This one story, stone house has weathered the raids quite well, providing protection from attacks as well as sleeping quarters for half the remaining villagers. Although the previous residents perished months ago, the interior of this home remains clean and orderly. With the villagers taking turns on watch day and night, at least one person can be found here asleep at any given time.

Building 5: Kastok's Forge. During the day, the sounds of a hammer on anvil can be heard emanating from this single story stone building. A sign, attached only by one of its two hooks, dangles above the door. A weather stained painting of a huge forearm holding a hammer is barely visible on the wooden placard. Kastok the blacksmith still resides here, and is often working furiously on replacement weapons and armor for the remaining villagers. His is a formidable man, nearly six and half feet in height, and weighing close to 250 pounds. He is no stranger to battle as the many scars on his arms, chest and face will indicate. He protects the village of Thuil as if it were his only child - he will defend it to death.

Kastok shares decision making with Priestess Worganna and Wyndilia. While the other two are more likely to accept help from strangers, Kastok will prefer to dismiss visitors before they become threats or liabilities. If the adventurers are willing to help Thuil, they will have to prove their worth to Kastok.

Kastok has very little for sale as most of his steel wares go to arming the villagers. He also has very little time to repair the adventurer's gear - until they've proven their worth to the village. If the adventurers press him for supplies, he may hint about the crypt of the elders within the well (see area 15). Note that neither Wyndilia nor Priestess Worganna has been able to solve the puzzle and gain access to the crypt.

Building 6: Residence. Gutted to the base foundation, this area was once a home for two or more families. Blackened stones and ash are all that remain.

Building 7: Residence. Unlike the building next to it, this structure has survived multiple raids fairly well, with most of the walls and roof intact. Although the interior has been stripped of useful materials to repair other structures, it remains a useful and defensible lookout position. A knotted rope provides access to the second floor, and a third floor can be reached by a crude ladder. Two villagers take turns watching from this area, and will use an owl's hoot to alert scouts on the ground to any movement from the east or south.

Time	Villager
Dinner to sunrise	Gibbins
Sunrise to dinner	Julles the Round

Both Gibbins and Julles are excellent bowmen (TSRS: trained in Missile) and may fire arrows upon any group that moves toward the village.

Building 8: Magistrate's Home. The former magistrate, Ulesis and his wife Wyndilia lived here before the raids began last year. Ulesis fell in a recent raid but his valiant wife remained to defend her home and village. Although the second story has been badly damaged by fire, Wyndilia still resides in the first floor of this home. She has dedicated one room in the front of the house as a meeting chamber for herself, Kastok and Priestess Worganna. They meet here twice a day at minimum to discuss plans or make decisions.

Although Wyndilia is in her fifties with graying hair, she is a survivor. She is trained in combat [TSRS: Melee and Missile; 1E/5E: as a first level Fighter] and is no stranger to death. Only Kastok has slain more bandits and lizardmen than Wyndilia. Although hardened by months of deadly raids, she can be compassionate and trusting to those who she believes can help Thuil. If the adventurers wish to help, and they appear trustworthy, she can convince Kastok to accept them.

Building 9: Yeggel's Tavern and Inn. The sign hanging over the door of this building faintly illustrates a portly, balding man riding a beer keg like a horse. Although moderately damaged by fire, this structure is used little by the villagers. All food and drink have long since been used and most of the bar and tavern furniture has been burned for warmth and cooking fires months ago. A casual search of the bar area may turn up the tavern lockbox [TSRS: DR: Moderate, 4 - MS; DR: Locks, 3; 1E: as Find Traps/Pick Locks; 5E: DC Medium, 15 - Dexterity]. The locked box contains 22 sp, 2 gp, and note that reads:

Yeggel, I appreciate your discretion in this matter. My wife need not know about my visitor tomorrow. Please see that we are not disturbed. Thank you my friend, U

Savvy adventurers may connect the signature 'U' to the former magistrate, Ulesis. Although this note seems adulterous in nature, it was actually a meeting between the magistrate and Ithnax-Nasasa before the raids began. Ulesis tried to negotiate for the village's safety but failed. In fact, Ithnax-Nasasa gained valuable information about the town which he has now used to his advantage. Wyndilia knew nothing of this meeting between her husband and the Red Priest.

If the adventurers attempt to use the dilapidated stairwell to access the second floor, there is a chance that the stairs will completely collapse (roll 1-2 on a d6, 33% chance). Much of the upstairs has been pillaged of supplies; beds, dressers, are doors are missing. If the adventurers search the northwestern most room, they may find a loose floorboard [TSRS: DR: Difficult, 6 - MS, 1E: roll under the Intelligence score; 5E: DC Hard, 20 - Investigation]. Underneath the floorboard is a small bag of 25 semi-precious stones, worth 50 sp total.

Building 10: Residence. Partially destroyed by fire, this single story home was once inhabited by a well-to-do family, long since fled from Thuil. Anything that could have been used by the villagers has been used long ago. What remains in home are non-essentials such as fancy plates, fine linens, and artwork. The villagers have made brief forays in to the home for supplies and have not thoroughly searched the home beyond that. A careful search may reveal a trapdoor in the kitchen that leads down to a well stocked wine cellar [TSRS: DR: Very Difficult, 7 - MS or IN, 1E: a d20 roll of 17 or better; 5E: DC Hard, 20 - Investigation]. Dozens of fine wines from vineyards across Wynhelm can be found in the spacious storeroom. Several bottles may fetch good prices in larger towns in the province. Additionally, several wheels of aged cheese and a couple of barrels of ale are tucked away in the corners of the room.

Building 11: Temple of Hessa. This three story structure stands out among the other buildings in the village as it is completely untouched by fire or damage from the raiding parties. Approaching the temple gives all but the vilest of beings a feeling of warmth and comfort. Priestess Worganna and her two acolytes, Tynna and Ghessi, provide physical and spiritual healing to the villagers as needed. In fact, Hessa herself has taken an interest in this small village and inhabitants. She has blessed the temple such that it cannot be harmed by normal fire.

Hessa cannot interfere with the day to day life and death struggles of the villagers and raiders (i.e. she cannot protect Worganna and her acolytes from injury without upsetting the balance of things), but can at least extend her protections to the temple. All within the temple will have protection from external attacks – note that this does not prevent raiders from entering the temple.



Area 11A: Sanctuary. This main area provides enough seating for fifty worshippers or more if people share the soft seating pillows. A silver altar stands before a ten foot granite statue of Hessa – she is depicted cradling a nursing baby in one arm while placing a hand upon a small child’s head. A silver pitcher and four chalices sit upon the altar.

The priestess and her acolytes continue to hold regular services for those that remain in the village. In fact, all who remain except Kastok are devout followers of Hessa. The blacksmith follows Lintenor, god of Justice. The priestess holds services at noon each day and a special service following any raid.

A donation urn stands next to the altar, and contains 124 sp.

Area 11B: Private Worship Chamber. Those that wish to pray to Hessa in private or seek counsel from the Priestess can use this chamber. A small silver altar and two foot granite statuette of Hessa (similar to the one in Area 11A) are to one side of the room. Several pillows for sitting or kneeling are found on the floor.

Area 11C: Priestess Worganna’s Quarters. This sparse room contains only a few pieces of simple furniture. A small bed, desk and chair, and wardrobe are all that are in this room. The wardrobe contains five white robes, the typical dress for a priestess of Hessa. Priestess Worganna has no personal belongings or wealth. A book entitled “Pedagogical Approaches to Hessa’s Ministry” lays open upon her desk.

Area 11D: Tynna’s Quarters. Tynna’s room is much like Priestess Worganna’s in design. Letters from her family in the Golden City sit on her desk, along with an empty parchment and writing quill.

Area 11E: Ghessi’s Quarters. This room is similar to Area 11D. Ghessi does have a beautiful gown tucked away in the back of her wardrobe.

Area 11F: Empty Quarters. A room for a third acolyte remains empty. Priestess Worganna will sometimes allow devout travelers to stay here overnight if necessary. Currently, this room is used for storage.

Area 11G: Small Kitchen. A small kitchen contains the barest of materials for meal preparation including a small fireplace, a few pots and pans, and a butcher block table. There is only a small loaf of bread

here; all of the temple food reserves have been used by the village months ago.

Area 11H: Study Chambers. This two story room in the back of the temple contains hundreds of tomes and parchments related to religion and faith. Shelves line the walls from floor to ceiling, and two long ladders enable access to the uppermost areas. Two square tables and eight chairs fill the open room, and provide enough study space for the acolytes, priestess, and other followers. A spiral staircase leads to a third floor.

Tomes on all Terra Minor religions can be found on the shelves of this study chamber. Priestess Worganna believes that true faith comes from an understanding of all religions and deities, not just the study of works on Hessa. She is quite versed in most of the major deities in the nearby provinces but of course, steers discussions toward her belief in Hessa. Naturally, the many books and parchments that focus on Hessa are the easiest to reach; works on other deities, including the very opposite in beliefs, are found nearest to the ceiling.

A lucky glance or careful search could reveal an interesting tome entitled “*Kasna-Felgur, the Founder of Thuil*” [TSRS: DR: Difficult, 5 – IN or DR: Moderate, 4 – Luck, 1E: roll under the Intelligence score; 5E: DC Hard, 20 – Investigation; 1E/5E (optional): 5 or lower on a d20 roll]. This ancient volume details the history of Kasna-Felgur, an explorer commissioned by the King of Wynhelm, who traveled to this area hundreds of years ago. He eventually settled here, building a small border town that catered to hunters and trappers. Before settling here, the book claims that he traveled farther east into the deserts of Lunramal, and returned with “*wagons full of treasure*”.

A skim of the end of the book (30 minutes) will provide information about the abandoned crypt to the east – now used by the Red Priest raiding parties. It is also mentioned that Kasna-Felgur’s tomb is hidden to the normal eye and contains nearly all his wealth.

A more detailed read (2 hours or more) will also hint to a stash of treasure buried deep in the town well. Apparently, Kasna-Felgur’s wife and two sons fell victim to an ancient curse and died. Kasna-Felgur had secretly built a vault within the well to stash part of his vast wealth, but decided to put the remains of his family there instead. The book does not indicate exactly why or when this occurred. One passage reads, “*Therein the bodies were placed so as not to plague the hamlet of Thuil after their return.*” Priestess Worganna has read this book and has shared this information with Kastok and Wyndilia; only they know of the vault within the well.

Area 11I: Temple Storage. The third story section contains dozens of chests, crates, and shelves, which contain worship items, extra robes, and costumes for the annual Peace Festival. A few dusty books can be found on one of the lower shelves, including a volume on testing faith entitled “100 Questions for the New Believer”. There is nothing else of real value in this area.

Building 12: Residence. In stark contrast to the temple next door, this building barely stands, completely in ruin. It will amaze most who look at the two buildings side by side that the temple is untouched by the fires that utterly destroyed the two-story building here. A search through the debris piles may yield a few odds and ends, but nothing of real value.

Building 13: Meeting Hall. Now completely without a roof or west wall, this large building once served as a meeting place for the town residents. Searches within the first floor will be fruitless; the villagers have removed everything of value months ago. Access to the second story is possible but very dangerous as the grand stairwell is missing a large section in the middle. The town offices on the second level are empty with the exception of the wall safe in the tax collector's office. This wall safe is completely buried by remnants of the ceiling and is extremely difficult to find [TSRS: DR: Very Difficult, 8 - MS; 1E: a d20 roll of 17 or better; 5E: DC Very Hard, 25 - Investigation]. If found and unlocked [TSRS: DR: Very Difficult, 8 - Locks; 1E: Find Traps/Pick Locks; 5E: DC Very Hard, 25 - Dexterity], it will contain 367 sp, 49 gp, 5 silver bars (20 sp x 5 = 100sp), and the deed to Kastok's Forge. Kastok was deeply in debt and had signed over his smithy to the town until he could pay his taxes.

Building 14: Residence. This once beautiful home is almost completely destroyed; only its north wall remains standing. The roof and three other walls have crumbled inward leaving a massive pile of rubble in the center of the home. If adventurers dig through the pile for four hours or more, they may find an old helm that survived the devastation [TSRS: DR: Difficult, 5 - MS; 1E: roll under the Intelligence score; 5E: DC Hard, 20 - Investigation]. It is actually a magical leather helmet (TSRS: **Leather Helm of Superior Absorption**, provides 4 additional DP of protection beyond the normal 1 for a leather helm for 5 DP total; 1E/5E: **Leather Helm of Superior Protection**, negates natural 20 attacks to wearer once per day - makes the roll a 19).

Structure 15: The Town Well. A large, stone well is in the center of Thuil and provides villagers with clean water. Although the cover is missing, a temporary rope and bucket system allows villagers to fetch water from over 50 feet below. The rope is strong enough to hold about 150 pounds and the bucket can fetch about 2 gallons of water at a time. The well is nearly 60 feet deep (the water at the bottom is about 10 feet in depth).

Town residents will behave strangely near the well, fetching their water as quickly as possible. If asked, they will tell the adventurers that strange noises occasionally emanate from the well. The sounds include pitiful wailing and horrifying screams in an unknown language. Priestess Worganna has told the villagers that it is likely that the sounds they hear are the wind whistling through the well. If the adventurers press the Priestess with more questions, she will hint that there may be more to these noises than anyone cares to know. If she is on good terms with the group, she may suggest that they look through the books in the church's study chambers.

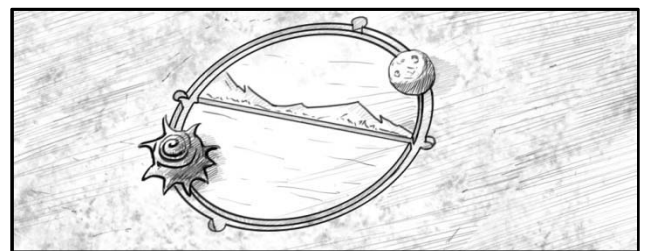
A small door is hidden about 40 feet down from the top (or 10 feet from the water line). This door leads to the burial chambers of Kasna-Felgur's family (story found in Area 11H). It is extremely difficult to see from the top of the well [TSRS: DR: Near Impossible, 9 - MS; 1E: a d20 roll of 17 or better; 5E: DC Very Hard, 25 - Investigation] but can be discovered through careful observation within 20 feet of it [TSRS: DR: Very Difficult, 7 - MS or IN; 1E: a d20 roll of 16 or better; 5E: DC Very Hard, 25 - Investigation]. Any adventurer climbing down the well should make a DR check for every 10 feet he or she descends due to the slipperiness of the rocks in the well [TSRS: DR: Difficult, 6 - CO; 1E: a roll under the Dexterity score; 5E: DC Hard, 20 - Dexterity]. If the adventurer falls, normal falling damage rules apply [TSRS: 1 DP per 10 feet, roll for random body location for each DP; 1E/5E: d6 per 10'

fallen]. The GM can use a Luck check to change the result to subdual damage due to a water landing.

If an adventurer finds the east facing secret door and makes their way down the well successfully, read the following:

Your intuition was correct; the large stone that seems out of place has an intricate, three dimensional sculpture upon it. Two symbols that look like a moon and a sun rest on eastern and western horizons respectively. Further inspection indicates that the moon and sun symbols might move within a groove set in to the rock face.

If the moon is slid to the highest position between the horizons, and the sun is slid directly opposite of the moon to the lowest position, the rock door will open inward enough to be pushed aside [TSRS: DR: Difficult, 5 - PS; 1E: roll under Strength score; 5E: DC Hard, 20 - Strength]. Reversing the positions will close the door (the same diorama is on the inside of the door as well). All but the largest of humans can squeeze in through the opening once the door is open.



Area 15A: Entry Chamber. The door to this chamber is two feet off the ground and will surprise any adventurer entering without a light source. Dust covers everything in this room - it is likely that no one has entered this area since Kasna-Felgur laid is family to rest hundreds of years ago. The room contains twelve ancient clay jars, four elaborate wooden boxes, and eight hardened leather sacks, most of which have been neatly and evenly piled in the corners of the chamber. The clay jars are easily opened, and used to contain various spices and grains, long since spoiled. The small wooden boxes contain silver bars, totaling 24 in number. Finally, the leather sacks contain numerous articles of clothing and various traveling supplies. A small parchment depicting three strange patterns can be discovered within one of the sacks [TSRS: DR: Moderate, 4 - MS; 1E: roll under Intelligence score; 5E: DC Medium, 15 - Investigation]. These patterns are actually instructions to open the individual family crypts (Areas 15B, C, and D). The parchment has a drawn arrow indicating north.

Three closed doors, each with a single symbol carved in to it, and similar in size and shape to the entry way, face north, west, and south. These doors have been closed magically and can only be opened by reversing the magic spell cast upon each door years ago, using enough magical energy (TSRS: roughly 10 MP per door) to force each door open, or arranging the stars upon the door frame in the same pattern found upon the parchment.

Each door frame has two dozen small holes evenly placed around each crypt entrance. Placing stones, gems or any other item that fit the holes in the proper place will open the door to that crypt.

Note that loud noises in any of the four chambers will "awaken" the family members; they will be prepared to act once their doors open. The wights will make enough noise to be heard in the entry chamber.

Area 15B: North Chamber, Imnateesa “the Flower”. A simple rose is carved in to the door of this chamber. Once opened, the smell of death and decay may overwhelm the faint of heart. Beyond the doorway lies a stone coffin upon a marble dais. The lid has been slid off the coffin and lies broken upon the floor. Two stone chests are in the farthest corners of the chamber.

Kasna-Felgur’s wife was often referred to as a beautiful flower – her beauty was unmatched in Terra Minor. Unfortunately, Imnateesa has lost her looks in death. As a wight, she is a horror to look upon. Once the door to her chamber opens, she will slowly rise up in her coffin and stare blankly at the intruders. After a few seconds, she will fully “awaken” and spring from her resting place.

[**Wight**, Imnateesa - **TSRS**: PR 26, DR 5, Init 6, TH +1, Dam: 4 DP, MS4 IN1 QU5(+1) CO5(+1) HE4 PS7(+3), DP: he3 ch4 la2 ra2 lh2 rh2 st3 ll2 rl2 lf2 rf2, spec: HE drain (1); **1E**: AC5 HD 4+3 HP 23 MV 12” Dam 1-4 Special: Energy Drain; **5E**: AC 14 HP 45 Speed: 30, STR 15(+2) DEX 14(+2) CON 16(+3) INT 10 WIS 13(+1) CHA 15(+2) Skills: Perception +3, Stealth +4, Damage Resistance: Necrotic; Bludgeoning, Slashing, Piercing non-magical and non-silvered weapons; Immune to Poison; 60’ Darkvision; Life Drain (+4 TH) – Dam 5 (d6+2) necrotic, Save DC13 or target’s maximum HP reduced by hit damage (perm); Challenge: 3 (700 XP)]

The stone chest in the northwest corner is unlocked and untrapped, and is filled with coins and gems. The adventurers will find 1,466 sp and 246 gp. There will also be 124 rubies (50 sp ea) and 48 emeralds (100 sp ea).

The chest in the northeast corner is unlocked but trapped with a vial of poisonous gas (triggered when the lid is opened) [**TSRS**: DR: Difficult, 4 – Traps or DR: Very Difficult, 8 – IN; **1E**: as Find Traps/Pick Locks or a d20 roll of 19 or better; **5E**: DC Hard, 20 – Dexterity or DC Very Hard, 25 – Intelligence]. If the trap is sprung, any adventurer too close to the chest when it is opened must make a Health check [**TSRS**: DR: Difficult, 5 – HE, **1E**: saving throw versus Poison; **5E**: saving throw, DC Hard, 20 – Constitution] or fall unconscious for 12 hours. The poisonous gas dissipates after 2 hours but may travel outside this chamber to Area 15A.

A jeweled tiara sits upon a soft pillow inside the chest. Large colorful gem stones have been carefully embedded in the silver crown. If sold, this tiara could bring as much as 5,000 sp. If the adventurers successfully detect magic, they will find that this tiara does have magical properties. If properly identified, they will determine that this is a **Tiara of Mental Fortitude**. This magical item provides bonuses to the wearer when faced with illusions and mental challenges. See the Appendix for more details.

Area 15C: East Chamber, Kastal-Felgur “First”. Kasna-Felgur’s firstborn son was placed to rest in a black onyx, lidless coffin. At nineteen and full grown, Kastal-Felgur was a large man. The stone walls of the large crypt have been scratched by the wight’s razor-sharp nails. If he isn’t already at the door waiting to exit, he’s moving about the chamber aimlessly. Two small wooden chests have been smashed open, spilling their contents on the floor. A partially broken and empty weapon rack barely hangs on the east wall.

[**Wight**, Kastal-Felgur - **TSRS**: PR 26, DR 5, Init 5, TH +/-, Dam: 5 DP, MS4 IN1 QU4 CO4 HE4 PS9(+4), DP: he4 ch3 la2 ra2 lh2 rh2 st3 ll2 rl2 lf2 rf2, spec: HE drain (1); **1E**: AC5 HD 4+3 HP 27 MV 12” Dam 1-4

Special: Energy Drain; **5E**: AC 14 HP 45 Speed: 30, STR 15(+2) DEX 14(+2) CON 16(+3) INT 10 WIS 13(+1) CHA 15(+2) Skills: Perception +3, Stealth +4, Damage Resistance: Necrotic; Bludgeoning, Slashing, Piercing non-magical and non-silvered weapons; Immune to Poison; 60’ Darkvision; Life Drain (+4 TH) – Dam 5 (d6+2) necrotic, Save DC13 or target’s maximum HP reduced by hit damage (perm); Challenge: 3 (700 XP)]

Kastal-Felgur’s years of unending hatred and confinement have led to the destruction of most of the items in his crypt. He has smashed the wooden chests to bits and pulled down the weapons from the rack (now lying about the room in various places). The adventurers will find hundreds of coins (376 sp and 26 gp) and 27 silver bars [**TSRS**/ **1E**/**5E**: 20 sp each bar] strewn throughout the burial chamber. A careful search may reveal the weapons from the damaged weapon rack [**TSRS**: DR: Moderate, 4 – MS; **1E**: roll under Intelligence score; **5E**: DC Medium, 15 – Investigation]. An ornate broadsword lies under a pile of rubble in the northeast corner of the room, and a twelve inch, gem-encrusted rod lays parallel to the eastern wall.

The broadsword is “**Flame Dancer**”, +1 to attack rolls and damage. When pulled from its scabbard, blue-green flames envelop the blade. These flames will appear even if the blade is underwater.

The rod is a magical device that can extend to three different lengths when the command words are given: “KazTa” causes the rod to extend to three feet, “BakNa” extends the rod to ten feet, and “HokFa” lengthens the rod to twenty feet. The rod is strong enough to support 250 pounds at any length.

Area 15D: South Chamber, Kiinsav-Felgur, “Second”. The second son of Kasna-Felgur and Imnateesa was a young teenager at the time of his death. His small form is still confined to his stone coffin; the adventurers will hear the clawing and screeching sounds within marble box when they enter the chamber. Kiinsav-Felgur will not be able to remove the lid unless the adventurers provoke him – then he has a one in six chance of finally breaking free (1 on d6).

[**Wight**, Kiinsav-Felgur - **TSRS**: PR 26, DR 5, Init 8, TH +2, Dam: 2 DP, MS4 IN1 QU6(+2) CO6(+2) HE4 PS5(+1), DP: he3 ch2 la3 ra3 lh2 rh2 st3 ll2 rl2 lf2 rf2, spec: HE drain (1); **1E**: AC5 HD 4+3 HP 20 MV 12” Dam 1-4 Special: Energy Drain; **5E**: AC 14 HP 45 Speed: 30, STR 15(+2) DEX 14(+2) CON 16(+3) INT 10 WIS 13(+1) CHA 15(+2) Skills: Perception +3, Stealth +4, Damage Resistance: Necrotic; Bludgeoning, Slashing, Piercing non-magical and non-silvered weapons; Immune to Poison; 60’ Darkvision; Life Drain (+4 TH) – Dam 5 (d6+2) necrotic, Save DC13 or target’s maximum HP reduced by hit damage (perm); Challenge: 3 (700 XP)]



Kiinsav-Felgur's chambers are still neat and orderly. Two small chests lay at the foot of the coffin while a shortbow and quiver hang on a peg in the south wall. The chests are untrapped and unlocked and contain a mixture of silver coins and shiny toy soldiers. In total, there are 188 sp and 46 toy soldiers made of silver (each is worth 5 sp).

The shortbow is a magical device found by Kasna-Felgur in the dune tombs of Lunramal. Once an arrow is fired from "**Foechaser**", the missile will continue after the target until it is stopped or it misses. Arrows will actually turn corners and go up or down stairs to follow the target. If it is successfully dodged, the arrow will stop chasing the target. The target must initially be within the bow's range and the arrow must have enough room to navigate changes in direction. If a sudden obstruction appears in the path of the arrow's flight (e.g. a door closes), the arrow stops chasing its foe. The twelve red-feathered arrows in the quiver are **Arrows of Pain** (+1 damage).

Red Priest Camp

While awaiting reinforcements from Nolgur-Wul, Ithnax-Nasasa prepares the plans for one final raid on Thuil. He has set up a semi-permanent camp near a long forgotten crypt (see Crypt of Kasna-Felgur) and meets with Chief Ghuktaknaz several times each day to review battle plans. He will wait only three more days before attacking Thuil.

During the day, the vast majority of the lizardmen are asleep in their tents with only two to four lizardmen guarding the perimeter. Ithnax-Nasasa, his three acolytes, and Chief Ghuktaknaz will be awake during the daylight hours. At night, the lizardman are awake, roaming about the village, practicing, gambling, and scouting Thuil.

Area A: Lizardman Tent. Each lizardman tent sleeps four warriors and contains the basic trappings for a soldier on the march. Spears, wicked swords, tridents, and whips are found aplenty, as well as bits and pieces of leather armor. Refuse, rotten food, and other undeterminable foul items are likely to be found strewn about the tent.

Area B: Mess Hall. This central tent provides meals for the camp twice per day, after sundown and before sunup. Ithnax-Nasasa and his acolytes eat separately from the lizardman as their taste in food is so dissimilar. Beyond the salted beef and breads for the humans, there are various meats of unknown origin for the lizardmen. Each lizardman warrior takes a turn in the Mess Hall.

Area C: Tent of Chief Ghuktaknaz. Second only in size to that of Ithnax-Nasasa's, Chief Ghuktaknaz's living quarters are quite nice for a lizardman. A plush bed of reed filled pillows occupies the center of the tent, while the outer edge contains equipment, a table and two chairs, and several storage trunks.

The lizardman chieftain is here much of the time, going over battle plans and maps (see the schedule below for details). A simple search of the tent will reveal a crude map of Thuil with various markings indicating possible human locations and treasure points [TSRS: DR: Moderate, 3 - MS to find the map on the table, DR: Moderate, 4 - IN to interpret the markings; 1E: roll under Intelligence score; 5E: DC Medium, 15 - Intelligence]. The map also indicates possible attack locations around the town. The map shows ten tally marks at the north and south sides, and twenty tally marks in the east side. No tally marks are found on the west side of Thuil.

A careful search of the storage trunks may reveal seventeen tribal necklaces, strung with the teeth of vanquished foes, and semi-precious gemstones [TSRS: DR: Moderate, 4 - MS; 1E: roll under Intelligence score; 5E: DC Medium, 15 - Investigation]. Each necklace was created after a successful operation; Ghuktaknaz and his tribe are seasoned veterans of the Swamp Wars, and now hire themselves out as mercenaries to the highest bidder, for the rewards of treasure and human flesh.

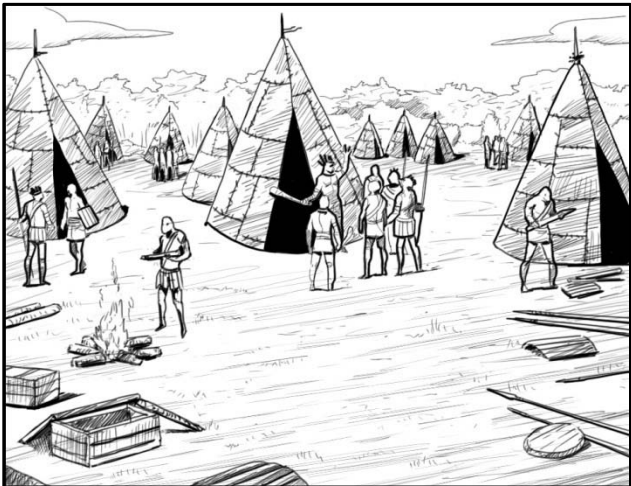
Time of Day	Location (%)
Early Morning	Asleep or morning meal (100%)
Late Morning	Camp inspections, discussing orders with troops (80%)
Late Morning	His tent (20%)
Mid-day	Mess hall (100%)
Afternoon	His tent (50%)
Afternoon	Camp inspections, discussing orders with troops (50%)
Early Evening	Ithnax-Nasasa's tent, morning meal (50%)
Early Evening	His tent (50%)
Midnight	Converted temple, prayers (100%)
Late Evening/Morning	Asleep in own tent, (70%)
Late Evening/Morning	Checking on camp, (30%)

Table 2-1

Note that Chief Ghuktaknaz's schedule loosely parallels that of Ithnax-Nasasa's.

Area D: Acolyte Tent. Ithnax-Nasasa's three acolytes share this sparsely furnished tent. The acolytes are rarely in this area except for several short rest periods - most of their time is spent in the temple, preparing for services or strengthening their own faith through constant prayer to the Snake god. They tend to Ithnax-Nasasa's needs as necessary and have little to no idle time. There is nothing of real value in this tent.

Area E: Supply Tent. Normally guarded day and night by at least two lizardmen, this tent contains hundreds of tribal spears, wicked swords, and pieces of leather armor (created for the lizardman anatomy). The center of the tent contains several storage trunks with various spices, plants and vegetables used in cooking meals for the humans.



Area F: Ithnax-Nasasa's Tent. The largest tent in the camp belongs to the Priest Ithnax-Nasasa. There is always at least one lizardman guard at the entrance to the Red Priest's tent. Luxurious accommodations befitting royalty are found within. Several large cushions circle a small stove, and many urns burning strange smelling incense are located throughout the tent. A table with two chairs occupies one area; several maps of the area are stacked or rolled up on the table. An ornate bed is opposite the entrance and is covered in silks and furs from exotic places.

The table has detailed maps of Thuil and the southern portion of Wynhelm in plain sight. The adventurers will likely recognize the town structures and lizardman camp on one or two of the maps. Additionally, three short handwritten notes are found under the maps. Each one is from Yilbisha-Kaldiss, an important priestess of Sshanasa [additional information about this priestess and the Snake God's order will be found in future books in this series, specifically in "Trail of the Serpent Queen"].

If the adventurers examine the notes, read the following:

Note 1 - "I have heard that the town still stands. I will arrange for additional troops as you request, but make no mistake, postulant. Failure is not an option. - Y"

Note 2 - "I have not received word of your success in gaining the position needed beyond the Black River. Perhaps I should send the Deathscapes to complete the work you cannot seem to finish? - Y"

Note 3 - "Disappointment does not even begin to describe how the Order feels about your progress in our western expansion. If I do not receive word of the complete annihilation of the town in the next few days, I will assume you've failed me... again. - Y"

The adventurers should figure out that the Red Priest Ithnax-Nasasa is merely a puppet in a greater scheme. The GM can use these notes to continue this campaign eastward, into the jungles of Nolgur-Wul.

Two large trunks and a small brass chest can be found in plain sight on the western side of the makeshift quarters. The trunks are not trapped or locked, and contain various travelling clothes and religious robes. The brass chest is locked and trapped however [TSRS: DR: Difficult, 5 - Locks and DR: Very Difficult, 7 - Traps - to detect and disarm; 1E: as Find Traps/Pick Locks; 5E: DC Very Hard, 25 - Dexterity]. The trap releases three small darts dipped in Swamp Serpent venom [TSRS: DR: Difficult, 6 - HE; results in death within 60 minutes if failed; 1E: saving throw versus Poison; 5E: saving throw, DC Hard, 20 - Constitution]. The GM may elect to allow the unsuspecting adventurer a chance to dodge the missiles (+2 to hit on attack roll). Once opened, the chest will reveal two leather pouches, a small wooden box, and rectangular shaped steel tube.

The two leather pouches contain 175 sp and 150 rubies respectively. The rubies are each worth 10 sp. The wooden box contains three vials with liquids colored green, pink, and white. The green liquid is a **Potion of Poison Cancellation**, the pink vial is an **Elixir of Complete Healing**, and the white liquid in the last vial is the antidote to the Swamp Serpent venom in the trap. The steel tube contains a twelve

inch wooden wand. This wand was created by the Red Priests and is extremely valuable to Ithnax-Nasasa. The **Wand of Snake-shifting** turns any creature that fails a check or saving throw into a snake of similar size [TSRS: DR: Very Difficult, 8 - HE; 1E: saving throw versus Magical Wands; 5E: DC Hard, 20 - Constitution]. The effects of the snake transformation last for 24 hours (reduced by one hour for each point of the target's HE score) and as a snake, the target retains no memory and skills from their previous form. The command word to Ithnax-Nasasa's wand is 'Sshanasa', named after his god.

Well hidden under several blankets near Ithnax-Nasasa's bed, is a wide yet flat crate that contains twelve silver bars [TSRS: DR: Difficult, 6 - MS; 1E: roll under Intelligence score; 5E: DC Hard, 20 - Investigation]. These bars and the rubies found in the chest are the payment to Chief Ghuztaknaz once Thuil falls.

Ithnax-Nasasa's general schedule is listed below.

Time of Day	Location (%)
Early Morning	Asleep or morning meal (100%)
Late Morning	Converted temple, prayers (80%)
Late Morning	Chief Ghuktaknaz's tent (20%)
Mid-day	His tent, mid day meal (100%)
Afternoon	Chief Ghuktaknaz's tent (50%)
Afternoon	Converted temple, evening preparation (50%)
Early Evening	His tent, evening meal (50%)
Early Evening	Chief Ghuktaknaz's tent (50%)
Midnight	Converted temple, prayers (100%)
Late Evening/Morning	Asleep in own tent, (80%)
Late Evening/Morning	Hunting in snake form, (20%)

Table 2-2

Area G: Entrance to the Converted Temple. A well trodden path from the lizardman camp leads to this entrance. A small building with iron double doors is nothing more than a covering to an underground crypt. The doors are always open during evening hours but are locked during the day [TSRS: DR: Difficult, 5 - Locks; 1E: as Pick Locks; 5E: DC Hard, 20 - Dexterity]. The lock can also be opened with one of five keys found with Ithnax-Nasasa, the three acolytes or Chief Ghuktaknaz. Note that the padlock to the doors is not original to the crypt.

Lizardmen worship at the temple each day at midnight. Those that are off duty will still attend regardless of their activity. Worshippers will begin making their way to the temple no later than 15 minutes before midnight. Ithnax-Nasasa and his three acolytes will enter the temple in the afternoon for a short time to prepare the temple for worship, and will return to temple an hour before the service begins. More information specific to the temple and service can be found later.

If the entrance looks odd for a temple, that's because it was originally a crypt. Ithnax-Nasasa needed a place for the lizardmen to worship Sshanasa and the hidden vault was the right fit for his need.



Crypt of Kasma-Felgur

Few local inhabitants in this area recall the great explorer Kasma-Felgur, let alone his burial place. Kasma-Felgur brought in dwarves from the northern hills and paid them large sums of gold to secretly build his burial chambers. Although many knew he had built his final resting place in this area, no one knew that he had built two sets of chambers. There are fake rooms meant to fool tomb robbers, and his actual burial cavern far deeper in to the earth.

Indeed, tomb robbers of old have long since plundered the antechambers of the vault. The first several rooms originally had enough treasure to fool the thieves, and any who entered thereafter probably thought the vaults already emptied of wealth. Little did they know that Kasma-Felgur paid highly for dwarven ingenuity and magical defenses. Parts of his real tomb have only been found by a few bright and fearless adventurers, all who have perished within the trap laden and obstacle filled approach to his actual burial chamber.

Great wealth can be found in the final chamber of the crypts, but much of it may be lost if the adventurers act rashly (see Area H10).

Area H1: Stairwell. A narrow set of stairs descends thirty feet sharply in to the earth. Lit torches on each side of the stairs provide enough vision to navigate the area safely. If service to Sshanasa is underway in the converted temple, it can be easily heard from the top of the stairs.

Area H2: Converted Temple. The stairs empty in to 35'x35' foot room from the west. The northeast corner of the antechamber has been converted in to a shrine to the vile Snake god. An ancient stone sarcophagus has been flipped over and used as a table on a three step dais. An ebony snake totem sits upon the overturned coffin, its emerald eyes peering down upon the several rows of straw mats that encircle the corner.

The snake statue has been cursed by Ithnax-Nasasa. If gazed upon by any who lack strong faith in their own god (or follow no god whatsoever), there is a chance of Conversion [TSRS: DR: Moderate, 4 - MS or DR: Easy, 2 - Conversion; 1E: save versus Charm Person spell; 5E: same save, DC Medium, 15 - Wisdom]. Those converted to Sshanasa will begin to follow his vile order to kill and devour humans.

Those that can successfully repel the urges to follow the reptile god will likely notice that the green eyes of the snake statue are actually giant emeralds. Each gem is worth 1,000 sp. It requires a delicate hand to remove the emeralds without damaging them [TSRS: DR: Difficult, 5 - CO; 1E: a roll under Dexterity; 5E: DC Medium, 15 - Dexterity].

Several tapestries of horrible scenes depicting snakes conquering humans and other creatures line the four walls of this room. These floor-to-ceiling tapestries each weigh two to three hundred pounds and would probably fetch a few hundred silver pieces each from the right buyer.

The northwest and southeast corners contain copper urns filled with blood from conquered foes and is used in the service by Ithnax-Nasasa. The southwest corner has two small snake statues with hidden candles that when lit, emit a pungent smoke from the snake's nostrils. The candles are lit in the afternoon and are extinguished after the midnight service concludes. Any who fail a Health check when

breathing in the smoke will function at -1 to all actions for four hours [TSRS: DR: Moderate, 4 - HE; 1E: saving throw versus Spells; 5E: DC Medium, 15 - Constitution].

If the overturned sarcophagus is thoroughly examined, a secret riddle etched in to the top edge may be discovered [TSRS: DR: Very Difficult, 7 - IN; 1E: a d20 roll of 18 or better; 5E: DC Hard, 20 - Investigation]. This riddle is in an ancient form of the current common tongue Terran [1E/5E: Common dialect].

"One, two, three, and reverse of 'E',

Look high, not low, be light of toe,

Jumping white escapes the bite,

Instead of taking, think of breaking,

Look to live, steal to die,

Sinking treasure, say goodbye."

This riddle was Kasma-Felgur's way of challenging would-be tomb robbers. Those smart enough to follow the directions of the riddle might just survive the obstacle course that follows the antechambers.

Note that this area can be busy at times - see the following schedule for details. If the adventurers enter this area during service, any followers of Sshanasa gain +1 to all actions.

Time of Day	Event	Occupants
Afternoon	Service Preparation	Ithnax-Nasasa, three acolytes
Midnight	Service	Ithnax-Nasasa, three acolytes, Chief Ghuktaknaz, and all lizardmen in the camp
Other Times	Cleanup or Quiet Prayer	One or two acolytes, a few occasional lizardmen, slight chance of Ithnax-Nasasa

Table 3-1

The acolytes or Ithnax-Nasasa may retreat to the southern storage rooms if their exit to the camp is blocked.

Area H3: Hallway to Further Burial Chambers. After finding a part between the large tapestries on the southern wall, the adventurers will discover a hallway leading south. Kasma-Felgur originally intended to use the small chambers (Areas H4 and, H5) as burial chambers for his family - their early deaths changed his plans (see Structure 15 in Thuil for details).

The hallway extends south for 20' before Area H4.

Area H4: Burial Chamber. The hallway opens into a 15'x20' room filled with wooden crates and large sacks. In the center of the room, a large rectangular marble block serves as an impromptu table, holding temple supplies and artifacts. An ornate archway in the south wall is the only other exit from this room.

Ithnax-Nasasa uses this room to store items for temple service and food for the human acolytes in the camp. The sacks and crates will contain various salted meats, sour bread, and swamp wine.

The hallway from the south exit extends 20' before reaching Area H5.

Area H5: Burial Chamber. The archway to this area is blocked by a low solid gate, spiked into the walls. When the adventurers peer over the four foot high obstruction, they will see hundreds of small snakes slithering around the chamber. In the middle of the room stands another marble block, much like the one found in the room before. Sitting upon the marble block is a small golden chest.

Although small, the snakes are venomous. A successful bite may cause a temporary full body paralysis if a Health check is failed [TSRS: DR: varies, see table below – HE; each subsequent bite increases the *value* of the difficulty check by 1].

Snake Bite	TSRS - Health Check
First	DR: Easy, 1 – HE; fail results in paralysis, 15 minutes
Second	DR: Easy, 2 – HE; paralysis, 30 minutes
Third	DR: Moderate, 3 – HE; paralysis, 1 hour
Fourth	DR: Moderate, 4 – HE; paralysis, 2 hours
Fifth	DR: Difficult, 5 – HE; paralysis, 4 hours
Consecutive	Increase DR Value by 1; paralysis time doubles...

Table 3-2

[1E: a d20 roll of 10 or lower, adding in any Constitution bonus, for the first bite, subtracting 1 for each consecutive bite, e.g. 9 for the second, 8 for the third, etc.; 5E: the first two bites are considered DC Easy, 5 – Constitution, and increase in difficulty every 2 bites, progressing through the Difficulty Class chart]. Up to d6 snakes can attack an adventurer at a time. Each bite doubles the length of full body paralysis.

If the adventurers manage to get to the marble block in the center of the room, they will find that the golden chest is untrapped and unlocked. Once opened, they will find five vials of snake blood. Ithnax-Nasasa uses this blood in his pursuit of permanent snake transformation. To those not under the servitude of Sshanasa, the snake blood is nothing beyond a vile substance. To the priests and acolytes of the snake god, this blood represents eternal life. They will protect it at all costs.

If the west wall is thoroughly searched, a secret portal may be found [TSRS: DR: Difficult, 6 – IN; 1E: as Find Secret Doors; 5E: DC Hard, 20 – Perception]. This secret door is actually the first part of the riddle found in Area H2, “One, two, three, and reverse of ‘E’,” – it is the third room on the west wall. The door is not too difficult to operate [TSRS: DR: Moderate, 3 – IN to use, DR: Moderate, 3 – CO to open] and will open to reveal Area H6.

Area H6: Ancient Hallway. After passing through the secret door from Area H5, the adventurers will quickly notice a difference in smell and temperature in this hallway. Whereas the previous rooms were warmer and had a reptilian smell, this area is cold and smells of antiquity. This area is devoid of light; the adventurers must create their own light source or fumble around in the dark. Note that Area H11 is naturally lit.

Ten feet west of the secret door, the hallway floor ends in a ten foot gap before resuming westward. The gap in the floor drops in to a very deep pit, nearly 100’ below the hallway. Foul smells emanate up from the darkness below.

A brave adventurer can leap the span with a successful Coordination check [TSRS: DR: Difficult, 5 – CO, a failed attempt results in a 100 foot fall, dealing 1 DP damage for each 10 feet (10 DP), with body part

location damage randomly determined; 1E: a roll under Dexterity, 10d6 damage; 5E: Medium, 15 – Dexterity, 10d6 damage]. It is possible to survive the fall but the adventurer will likely be too injured to escape the pit.

Additionally, a small hidden lever can be found near the ceiling on the south wall [TSRS: DR: Moderate, 4 – IN or MS; 1E: a roll under Intelligence score; 5E: DC Medium, 15 – Perception]. Pulling this lever will extend a narrow bridge from the east to the west side of the hallway. This bridge can only hold around 500 pounds of weight before failing. The bridge slowly retracts after 15 minutes. A similar lever can be found on the opposite of the gap. These levers are part two of the riddle, “Look high, not low”.

At the bottom of the pit, several slumbering cadaver worms will be awakened by any adventurer landing amidst the bones, armor, and debris. See the Appendix for more details on this new creature type.

Although most of the equipment found on the bodies of those who’ve fallen previously has rotted with age, three items of worth may still be found. Each item can be found with a five minute search [TSRS: DR: Moderate, 4 – IN or MS; 1E: a roll under Intelligence score; 5E: DC Medium, 15 – Investigation]. A small metal box containing 100 small diamonds (worth 50 sp each) is found under a skull of an unfortunate victim. On the skeletal remains of a poor soul a few feet away, a silver bracelet hangs loosely from a broken wrist. This bracelet is magical; it vibrates on the arm once when within the proximity of evil (50’). Lastly, the tattered remains of a leather quiver holds 10 broken arrows and 2 unbroken, steel-shafted missiles. These are of an unknown origin yet are magical in nature. When one of these arrows hits its target, it deals additional damage (**Arrows of Extreme Pain**, +2 to damage).

The sides of the pit are smooth and nearly impossible to climb [TSRS: DR: Near Impossible, 9 – CO; 1E: as Climb Walls; 5E: DC Very Hard, 25 – Dexterity]. Several small holes in the walls allow the cadaver worms to travel underground. These holes are too small for human sized creatures.

Area H7: Hallway of Pedestals. Twenty five feet west of the bridge, the corridor changes; the ceiling doubles in height and the floor again disappears in to darkness. Six pedestals are evenly spaced across a thirty five foot gap in the hallway. The distance between each pedestal is roughly five feet, making a jump from one to the other a fairly simple task. In total, adventurers will have to make seven jumps (from the east edge to the first pedestal, and each pedestal all the way to the western edge). Each jump requires a difficulty check [TSRS: DR: Moderate, 3 – CO, falling damage is 10 DP total, assigned randomly; 1E: a roll under Dexterity score, 10d6 damage; 5E: DC Easy, 10 – Dexterity, 10d6 damage]; any failed attempt and the adventurer plummets to the bottom of another 100’ pit. Part three of the riddle, “be light of toe”, is in reference to this area of the vault.

Much like the pit in Area H6, the floor is littered with the broken remains of uncoordinated and unfortunate victims. There is a 50% chance that more cadaver worms will be slumbering here. Several remains have valuable items; a thorough search of the many skeletons and corpses should reveal a few interesting and useful trinkets [TSRS: DR: Moderate, 4 – IN or MS; 1E: a roll under Intelligence score; 5E: DC Medium, 15 – Investigation].

The following items can be found in this area: strapped to the thighbone of a fallen tomb raider is a metal wand case. The steel cover is magnetic and opens with a slight pull of the lid. Inside, a **Wand of Lightning** with 10 charges can be found. If the command word "Thunder" is used, the wand will move itself from the case to the wearer's hand. "Strike" sends a small lightning bolt at the target [TSRS: 1 DP per charge; 1E/5E: 1d6 damage per charge]. Note that this wand can only be used outdoors.

A gold band can be found on a nearby crippled corpse's middle finger. Closer inspection reveals tiny red lines intertwining throughout the ring. This is a **Ring of Fire Assistance**. This ring provides a +1 bonus to any fire related magical attack. Unfortunately, the ring makes the wearer more susceptible to fire damage too. Add 1 to damage for any fire attack successfully affecting the wearer. See the Appendix for more details on this magical ring.

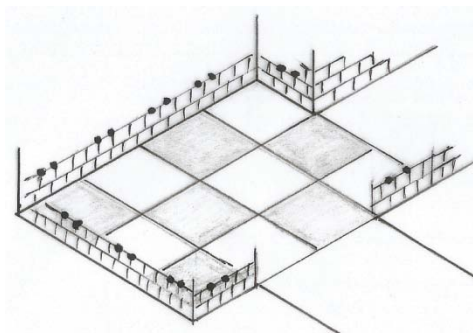
An onyx band encircles the bony finger of another fallen victim several feet away from the last. This is a **Ring of Dark Energy**, which adds magical powers to any wearer who is a spell caster. Unfortunately, the evil nature of this magical ring also hinders the wearer's physical abilities. See the Appendix for more details.

Several normal items may be found amidst the debris and fractured remains. Unbroken steel items such as daggers, swords, and shields are likely to be found.

Several niches in the northern wall will let an adventurer climb back up to the eastern side of the corridor [TSRS: DR: Easy, 2 - CO; 1E: a roll of 5-20 on a d20; 5E: DC Very Easy, 5 - Dexterity].

Area H8: Checkerboard Hallway. When the adventurers enter this area from the east, they will notice a black and white checkerboard pattern on the floor. Each five foot tile alternates in color throughout the room. Initially, each white tile activates a dart trap from the west and south walls of the room; one small dart from each side of the room will fly toward the associated square. Each dart deals 1 point of damage if unsuccessfully avoided. Once a square is activated, it flips the pressure sensory to the opposite color squares. Any existing or new pressure to the 'active' squares releases more darts from the walls. Note that there are only 4 sets of darts for each square left in the walls. Once they've been fired, pressure on that square no longer releases darts. The trajectory of the darts is a straight line so anyone between the wall and the depressed square is directly in the way of the incoming dart. The dart trap can be discovered by adventurers [TSRS: DR: Moderate, 3 - Traps; 1E: as Detect Traps; 5E: DC Medium, 15 - Perception]. The trap resets to white square pressure after 5 minutes.

The third line of the riddle, "*Jumping white escapes the bite,*" refers to this area.



Area H9: Entrance Hallway. This hallway runs south to north and is over forty five feet in length. Just past midway, two doors on the east wall lead to the next area. Both doors are locked [TSRS: DR: Moderate, 3 - Locks; 1E: as Pick Locks; 5E: DC Medium, 15 - Dexterity]. Between the double doors, a pressure plate runs perpendicular the width of the hallway. Any weight on this plate will activate a trap in the northern wall of the hallway, releasing 10 poison arrows at various heights (but each about a foot apart from the next covering the full width of the hallway). The arrows were dipped in rare scorpion venom that causes the afflicted to be extremely disoriented. Affected adventurers receive a -1 penalty to all Coordination/Dexterity checks for the next 24 hours. Multiple arrow strikes compounds the penalty. This trap is not listed in the riddle; Kasma-Felgur apparently had an odd sense of humor. The trap can be detected by a thorough searcher or lucky adventure [TSRS: DR: Moderate, 3 - Traps or d6 roll under Luck; 1E: as Detect Traps; 5E: DC Hard, 20 - Perception].

Area H10: Burial Vault. This large chamber is 30' by 30' square, and contains the final resting place of Kasma-Felgur. In each corner of the room, an ancient sarcophagus sits upon a short marble pedestal. A gilded stone coffin rests upon a three step dais on the east wall. A towering statue of a man, arms folded upon his chest and wearing a huge grin, stands behind the coffin.

Two massive diamonds sit upon marble clocks on the north and south sides of the coffin. Each uncut diamond is roughly the size of a human skull. If either diamond is removed from its stand, each sarcophagus will open and a skeletal guardian will exit. These skeletal guardians are wrapped in linen and wield massive great-swords. Additionally, if either diamond is removed from its stand, the main doors of the room will relock (requiring another attempt to unlock).

[Skeletal Guardians (2) - TSRS: PR 20, DR 3, Init 3, TH +1, Dam: 3 DP, MS1 IN0 QU4 CO5(+1) HE5(+1) PS5(+1), DP: he3 ch3 la2 ra2 lh1 rh1 st2 ll2 rl2 lf1 rf1, spec: unaffected by limb loss; 1E: AC6 HD 3+3 HP 20, 18 MV 6" Dam 1-10, Special: ½ damage from edged weapons; 5E: AC 15 HP 20, 18 Speed: 15, STR 11 DEX 12(+1) CON 14(+2) INT 10 WIS 11 CHA 10 Skills: Perception +1, Stealth +1, Damage Resistance: Slashing, Piercing; Immune to Cold, Poison; Challenge: 1 (200 XP)].

If both diamonds are smashed on their stand, the skeletal guardians are not released and two secret doors on the north and south walls will open. The riddle passage "*Instead of taking, think of breaking,*" hints to destroying the diamonds instead of stealing them. The secret doors are extremely hard to find without triggering them open with the smashed diamonds [TSRS: DR: Difficult, 6 - IN; 1E: a d20 roll under 6; 5E: DC Hard, 20 - Investigation].

The coffin lid is extremely heavy and requires a near impossible difficulty check to remove [DR: Near Impossible, 9 - PS, all PS bonuses can be added together in one group attempt]. If the lid is removed, the adventurers will find the skeletal remains of Kasma-Felgur. He was buried in a simple tunic accented with gilded embroidery and wears a simple silver band on his head (25 sp). Otherwise, there is nothing of value on the remains of this ancient traveler. A careful search of the lid [TSRS: DR: Moderate, 4 - IN or MS; 1E: a roll under Intelligence score; 5E: DC Medium, 15 - Investigation] will reveal a simple message in old Terran, "*Nearly there, grave robbers*". There is nothing else of value within this room.

Area H11: Treasure Vault. Either secret door in Area H10 will lead to the last chamber in Kasna-Felgur's tomb. When the players enter either of the secret passages to this area, read the following:

Intense heat emanates from ahead of you, causing you to perspire as you move forward. After traversing forty feet of winding corridor, you emerge in a room like you've never seen before. A large natural cavern, shaped roughly in an oval, is before you. You stand upon a small ledge that circles around the western part of the chamber. Above you, some sort of natural lichen illuminates the room. Below you, in the center of this large cavern, a stalagmite juts up from a boiling lake. As you take in this wondrous scene, your eye picks up several shiny points upon the top of the stalagmite.

The distance between the closest part of the ledge and the stalagmite is approximately thirty feet. The stalagmite is about twenty feet in diameter and contains all that remains of Kasna-Felgur's wealth. (See the lists at the end of this section for the contents of the massive treasure hoard) The top of the stalagmite is about forty feet above the boiling water and twenty feet below the ledge. A quick search of the westernmost part of the ledge will reveal the remnants of an old wooden bridge that used to span the distance between the ledge and stalagmite. Hundreds of years of heat from the boiling lake must have rotted the bridge long ago.

Unfortunately for the adventurers, once the total weight of the stalagmite's contents changes by 50 pounds (either less or more), the stalagmite will begin sinking in to the boiling lake. The treasure and anyone on top of the stalagmite will reach the boiling water in about sixty seconds. Whatever is left of the hoard will drop in to the boiling lake and be lost forever. Exposure to the boiling water is 1 point of damage per minute for **each** body part location submersed [TSRS] or d6 damage per minute [1E/5E], which is likely to kill most adventurers in five minutes or less.

If one or more adventurers manage to get to the stalagmite, they will only have a short time to grab whatever they can from the hoard before it is lost to the depths of the boiling lake.

The following lists detail the more interesting items of the hoard. It's up to the GM to determine if they are easily seen or buried beneath other treasures. Note that there are dozens of every type of weapon and armor present; magical and non-magical versions exist for each item type. The GM can add or remove items from the list as needed.

Weapons of Note

Although there are dozens of ornate and fancy looking weapons of every type, there are a few that stand out among the rest.

A gilded and magical tulwar "**Head Splitter**" gives the wielder a +1 to attacks and damage, but doubles total damage when successfully striking the head of the victim [TSRS] or on a natural 20 roll [1E/5E].

Nearly eight feet in length, "**Desert Lancer**" looks like a normal long spear at a glance. A detailed review of the item reveals much more. Ancient desert tribes engraved simple illustrations of sand-dwelling creatures along the shaft of the spear. The illustrations include scorpions, sand wyrms, mummies, and dragons; this spear provides a +1 bonus to attack and damage when facing those types of foes.

Two magical throwing axes with leather holsters can be found amongst the treasures. A long fiery trail follows the axe after it is

thrown. If a successful attack has been made when thrown, these axes deal extra damage [TSRS: 1 DP from the magical axe, and 1 DP from a fire bonus; 1E/5E: 2d6 axe + d6 fire damage].

"**Glassrazor, the Great Sandblade**" is a massive great-sword from the east. Although it looks heavy, it is actually half the weight of a normal greatsword. It provides a +1 bonus to attack, and +2 to damage due to its razor-like edge.

Armors of Note

Various steel armors litter the area although a few leather pieces, magical in nature, still exist.

In the center of the treasure hoard, on a special rack customized for display, sits the "**Armor of An'ka'tak**". Beautifully gilded and painstakingly crafted, the suit of steel armor emanates magical energy. When worn, the armor provides a +2 bonus to defense [TSRS] or armor class [1E: +2 plate mail, -2 to AC; 5E: plate mail +2, +2 AC] when facing any physical attack. Additionally, the armor weighs half the normal weight of steel suit armor (or plate mail).

On the same rack as the armor, a gilded and jeweled crown awaits its next owner. This magical headpiece, the "**Crown of An'ka'tak**", is unbreakable and provides the head with an extra protection. The crown magically repairs itself each full day. See the Appendix for more details.

Hard to find, the magical shield "**HarmGuard**" is being used as a table, holding several small boxes of gems and jewels. The shield is large and can provide nearly full cover for a medium sized humanoid. It provides a +1 defense bonus [TSRS: +1 to Parry and Riposte; 1E/5E: +1 Shield] for all attacks including incoming missiles.

An exquisite pair of leather gloves that has escaped the intolerable heat and moisture of the room lies in plain sight. The leather gloves increase the wearer's physical strength when worn [TSRS: +1 to Physical Strength; 1E/5E: Strength increased by 1].

Miscellaneous Items

There are many magical trinkets to be found in this vast treasure pile; a few unique items have been highlighted here.

The "**Staff of the Scorpion**" is a six foot black steel rod, covered in a hemp wrapping. The staff has a small pair of pincers and a scorpion's tail that act as the staff's headpiece. The staff enhances the wielder's magical prowess by adding additional spell capability [TSRS: +5 MP per day; 1E/5E: cast "Scorpion's Sting" and "Shadow Scorpion", each once per day], but only when they are in a warm climate (70+ degrees Fahrenheit). Additionally, the staff can be used to summon a giant scorpion once per week or once per day in an environment where scorpions are commonly found.

Behind the armor stand, a crumpled silken cloak lies amongst the treasure. This simple blue cloak is actually "**An'ka'tak's Cape**" and has flying properties. When worn, the cape gives the wearer the ability to fly and glide as a bird. Note that the cape must be flapped like bird's wings to gain lift.

Under a pile of silver coins, a small onyx box contains magical lock picks and trap tools. Untrained or trained users of these tools gain a bonus to setting, finding, disarming and unlocking Locks and Traps [TSRS: +1 bonus to Locks and Traps DR checks; 1E: +10% Pick Locks

and Disarm Traps; **5E**: +1 to Dexterity checks relating to Locks and Traps].

Within a petrified wooden box, three metal flambeaus emit a magical aura. Once one of the torches is lit, it cannot be extinguished unless the owner wishes it. It stays lit and provides light through strong winds, underwater, and in magical darkness (at half strength). The flambeaus never fail and last until destroyed by magical means.

Three vials of clear liquid can be found in a simple steel box. These are **Elixirs of Perfect Health** and are extremely valuable and rare. Each vial will heal an individual fully (all damage), instantly cure any poison, or allow the drinker an extra Health check if possible. Note that these magical potions will not resurrect a dead adventurer or grow back any severed limbs.

Coins, Bars, Gems, and Jewelry

Coins are heaped upon every square inch of the stalagmite. Leather sacks have rotted away leaving piles of coins everywhere. Occasionally, the contents of the stalagmite will shift and one or two coins may fall in to the boiling lake below. 10,000d6 sp, and 1,000d6 gp are found within sight, lying around the area. 10d6 small boxes and chests each contain an additional 100d6 sp or 100d6 gp.

Stacks of silver and gold bars are found loose amongst the piles of treasure; 100d6 silver bars and 50d6 gold bars are easily found. 5d6 large chests also contain silver and gold bars (20d6 silver or gold bars).

Several small boxes (5d6) contain various gems and jewelry. The GM is encouraged to populate the contents of any gem and jewelry chests that are removed from the pile of treasure.



Battle for Thuil

On the third day after the adventurer's arrival in Thuil, Chief Ghuktaknaz will lead the 36 lizardmen in their final raid. He will personally lead 24 lizardmen from the east while two groups of 6 lizardmen and an acolyte will attack from the north and south. The lizardmen will be armed with spears, clubs, and shields and will show no mercy to any foe. They will use the Plains, Moon, and Sea roads to enter the town of Thuil. Ithnax-Nasasa and one acolyte will remain farther back at the start of the battle and will not move toward Thuil unless victory is certain. If the battle goes against Ithnax-Nasasa's army of lizardmen, he will retreat to the converted temple (Area H2) to seek guidance from Sshanasa.

Chief Ghuktaknaz will withdraw his force if he loses more than 50% of his men. He will retreat back to the camp to discuss matters with Ithnax-Nasasa. If he finds the priest in prayer, there is a 50% chance that he will raid the camp, finding his payment and any other treasure his group can carry, and retreat back in to the jungles of Nolgur-Wul.

The lizardmen will flee if Chief Ghuktaknaz or Ithnax-Nasasa is slain. If Ithnax-Nasasa loses his entire lizardmen force, he will retreat back in to the jungles, returning to the main temple of the Snake God.

36 Lizardmen [TSRS: PR 17, DR 3, Init 3, TH +0, Dam: 1 DP, MS3 IN1 QU3 CO3 HE3 PS4, DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2 tail3, spec: n/a; **1E**: AC5 (4) HD 2+1 HP 11 MV 6"/12" ATT: 3 Dam 1-2/1-2/1-8 or weapon; Special: Shield reduces AC, Weapons: clubs and spears; **5E**: AC 15 HP 22 (4d8+4) Speed: 30, STR 15(+2) DEX 10 CON 13(+1) INT 7(-2) WIS 12(+1) CHA 7(-2) Skills: Perception +3, Stealth +4, Survival +5, Challenge ½ (100 XP); Weapons: Spear +4 (d6+2), Club +4 (d6+2), Shield]

Thuil Villagers

If Priestess Worganna, Wyndilia, and Kastok perish in battle, the rest of the villagers will give up their resistance and flee west. They will continue their defense of Thuil if at least one of the town leaders is alive. Except for Kastok, most of the villagers will try to avoid melee combat. They will try to stay out of sight and fire arrows or crossbow bolts from secure positions. Priestess Worganna and her acolytes will engage in combat only to protect the church; instead, they will support the villagers and adventurers with natural and magical healing.

The villagers have yet to face this many lizardmen at once; they will have to be encouraged to stay and fight when the battle begins. The adventurers should try to bolster the town defenses and protect the town leaders if possible.

Priestess Worganna, Daughter of Hessa [TSRS: PR 24, DR 4, Init 3, TH +0, Dam: 1 DP, MS6(+2) IN4 QU3 CO3 HE5(+1) PS3, DP: he3 ch3 la2 ra2 lh2 rh2 st2 ll2 rl2 lf2 rf2, training: Blessed Arts: Heal, Conversion; MP: 6; weapon: cudgel; armor: none; **1E**: AC8 Cleric3 (HD 3) HP 17 MV 12" ATT: 1 Dam 1-4; Special: Spells: Cure Light Wounds (x2), Hold Person; Weapon: cudgel; Armor: none; **5E**: AC 13 HP 14 (3d8+3) Cleric 3 Speed: 30, STR 12(+1) DEX 11 CON 14(+1) INT 15(+2) WIS 16(+3) CHA 15(+2) Skills: Perception +5, Challenge 1 (200 XP); Weapons: Cudgel +1 (d4+1); Armor: none]

Hessa Acolytes, Tynna and Ghessi [TSRS: PR 21, DR 4, Init 3, TH +0, Dam: 1 DP, MS5(+1) IN3 QU3 CO3 HE4 PS3, DP: he2 ch3 la2 ra2 lh1 rh1 st2 ll2 rl2 lf2 rf2, training: Blessed Arts: Heal; MP: 5; weapon: cudgel; armor: none; **1E:** AC8 Cleric1 (HD 1) HP 7 MV 12" ATT: 1 Dam 1-4; Special: Spells:Cure Light Wounds; Weapon: cudgel; Armor: none; **5E:** AC 13 HP 14 (2d8+3) Cleric 1 Speed: 30, STR 11(+1) DEX 11 CON 13(+1) INT 14(+2) WIS 15(+3) CHA 14(+2) Skills: Perception +3, Challenge ½ (100 XP); Weapons: Cudgel +1 (d4+1); Armor: none]

Wyndilia, the Magistrate's Wife [TSRS: PR 22, DR 4, Init 4, TH +0, Dam: 1 DP, MS4 IN4 QU4 CO3 HE4 PS3, DP: he2 ch2(3) la2 ra2 lh2 rh2 st2(3) ll2(3) rl2(3) lf2 rf2, training: Combat: Melee, Missile; weapon: Shortbow, dagger; armor: leather pants, leather vest; **1E:** AC7 Fighter1 (HD 1) HP 6 MV 12" ATT: 1 Dam 1-6; Special: n/a; Weapon: shortbow; Armor: leather armor; **5E:** AC 13 HP 12 (2d8+3) Fighter 1 Speed: 30, STR 10 DEX 13(+1) CON 13(+1) INT 15(+2) WIS 13(+2) CHA 16(+3) Skills: Perception +2, Speech +3; Challenge 1 (200 XP); Weapons: Shortbow+1 (d6+1); Armor: leather armor]

Kastok, the Blacksmith [TSRS: PR 28, DR 5, Init 4, TH +1, Dam: 4 DP, MS3 IN3 QU4 CO5(+1) HE6(+2) PS7(+3), DP: he4 ch4(5) la2(3) ra4(5) lh2 rh3 st3(4) ll2(3) rl2(3) lf2 rf2, training: Combat: Melee; weapon: hammer; armor: leather pants, leather shirt; **1E:** AC6 Fighter3 (HD 3) HP 16 MV 12" ATT: 1 Dam 1-6(+2); Special: n/a; Weapon: hammer; Armor: leather armor; **5E:** AC 14 HP 28 (4d8+8) Fighter 3 Speed: 30, STR 17(+3) DEX 13(+1) CON 17(+3) INT 12(+1) WIS 11 CHA 9, Skills: Perception +2, Blacksmith +3; Challenge 2 (400 XP); Weapons: Hammer +3 (d6+3); Armor: leather armor]

7 Villagers [TSRS: PR 17, DR 3, Init 3, TH +0, Dam: 1 DP, MS3 IN2(-1) QU3 CO3 HE3 PS3, DP: he2 ch3(4) la1 ra1 lh1 rh1 st2(3) ll2(3) rl2(3) lf1 rf1, training: Combat: Missile; weapon: Shortbow; armor: leather pants, leather vest; **1E:** AC7 Fighter1 (HD 1) HP 5 MV 12" ATT: 1 Dam 1-6; Special: n/a; Weapon: shortbow; Armor: leather armor; **5E:** AC 13 HP 11 (2d8+3) Fighter 1 Speed: 30, STR 10 DEX 13(+1) CON 13(+1) INT 11 WIS 12(+1) CHA 10 Skills: Perception +1, Survival +1; Challenge ½ (100 XP); Weapons: Shortbow+1 (d6+1); Armor: leather armor]

Wrap Up

If the adventurers manage to repel the lizardman force and Ithnax-Nasasa, they will be treated as heroes in Thuil. If the snake priest escaped, the villagers will fear his return, perhaps with greater numbers. Priestess Worganna will urge the adventurers to follow his trail and destroy him and his cult once and for all.

Possible Next Steps

This adventure can be used as a standalone scenario or as an introduction to a continuing campaign series. The adventurers can immediately begin the next adventure in this series, "*Island of Blight*". See the throwigames.com website for more details.

- The adventurers can follow the trail east in to Nolgur-Wul to search for Yilbisha-Kaldiss and the primary temple of snake god Sshanasa.
- The adventurers can stay in Thuil and seek out the vast treasure of Kasna-Felgur.

Appendix

This section is reserved for handouts, new monsters and special magical items, and encounter sheets.

New and Unique Foes

This section provides both additional information and statistics for the unique adversaries found in this book.

Chief Ghuktaknaz

One of the few survivors of the Swamp Wars, Chief Ghuktaknaz (pronounced Guck-tack-naz) has successfully led many campaigns for the Snake God and his Priestesses. Lizardmen warriors respect and revere him and follow his orders to the letter. He demands victory from his warriors and rewards them handsomely. The chieftain will not throw away lizardman lives if the cause is lost but will press on when victory is possible. He is a hands on leader; he will participate in camp chores and menial tasks alongside his soldiers. In battle, he is a ferocious leader and a frightful opponent.

TSRS: PR 21, DR 4, Init 3, TH +0, Dam: 1 DP, MS4 IN2 QU3 CO4 HE4 PS4, DP: he4 ch3 la1 ra1 lh1 rh1 st3 ll2 rl2 tail3, spec: battle rage: +1 TH, +1 DP when injured.

1E: AC5 (4) HD 2+1 HP 16 MV 6"/12" ATT: 3 or 1, Dam 1-2/1-2/1-8 claw/claw/bite or weapon, Special: Shield reduces AC.

5E: AC 15 HP 22 (4d8+4) Speed: 30, STR 15(+2) DEX 10 CON 13(+1) INT 7(-2) WIS 12(+1) CHA 7(-2) Skills: Perception +3, Stealth +4, Survival +5, Challenge 1 (200 XP); Weapons: Spear +4 (d6+2), Club +4 (d6+2), Shield.

Ithnax-Nasasa, Red Priest Adept

A dedicated priest of Sshanasa, Ithnax-Nasasa continually volunteers for the hardest quests asked of his order. Currently, he is in charge of western expansion but has yet to succeed. This has displeased the High Priests; his days are numbered if he fails to vanquish the humans in eastern Wynhelm.

He is a gaunt man in his early thirties. What he lacks in intelligence and leadership, he makes up in his absolute dedication to the Snake God. His skin has started changing to a scaly green now that he has passed the Snake Bite ritual. Only the most dedicated priests survive this process. Within several months, his transformation will be complete; he will be able to transform in to a giant snake at will and maintain a snakeman form as his normal state (snake body with a torso and arms of a man).

TSRS: PR 28, DR 5, Init 3, TH +0, Dam: 1DP or magic, MS6(+2) IN4 QU4 CO4 HE6(+2) PS4, DP: he4 ch3 la2 ra2 lh1 rh1 st3 ll2 rl2 lf1 rf1, training: Blessed Arts: Conversion, Destruction; MP: 6, weapons: mace (+poison); armor: leather vest and leather pants.

1E: Cleric 3 (HD3), AC 6 HP 16 MV 12" ATT: 1 Dam 1-6 or spell; Spell: 1st level: Curse, Cause Light Wounds, Snake Charm; Weapons: mace; Armor: leather armor.

5E: Cleric 3 AC15 HP 16 Speed: 30, STR 13(+1) DEX 12(+1) CON 17(+3) INT 13(+1) WIS 17(+3) CHA 15(+2) Skills: Perception +5, Challenge 2 (400 XP); Weapons: Mace +2 (d6+1), Spells: Command, Inflict Wounds, Charm Person, Disguise Self, Hold Person, Protection from Poison.

Red Priest Acolytes

Devout Sshanasa followers enter the priesthood by serving a minimum of five years as a temple acolyte. During this time, they begin to learn the Red Snake Curse and prepare for the Snake Bite ritual. They wear the same cloak as the Adepts and High Priests; a thin dull black garment with a bright red hood. Acolytes do not wear armor until they survive the Snake Bite ritual. Most acolytes are faithful to their god but some do stray from the path early in their training.

TSRS: PR 22, DR 4, Init 3, TH +0, Dam: 1DP or magic, MS4 IN4 QU3 CO4 HE4 PS3, DP: he4 ch3 la2 ra2 lh1 rh1 st3 ll2 rl2 lf1 rf1, training: Blessed Arts: Conversion, MP: 4, weapons: mace (+poison).

1E: AC7 Cleric 1 (HD1) HP 6 MV 12" ATT: 1 Dam 1-6 or spell; Spell: 1st level: Curse or Cause Light Wounds; Weapons: mace; Armor: None.

5E: Cleric 1 AC12 HP 15 Speed: 30, STR 12(+1) DEX 10 CON 13(+1) INT 12(+1) WIS 14(+2) CHA 11 Skills: Perception +4, Challenge 1 (200 XP); Weapons: Mace +2 (d6+1), Spell: Bless, Inflict Wounds.

Cadaver Worms

The cadaver worm is four to six feet in length, and slides around in cold dark places in search of dead flesh. They are like a slug in appearance with the exception of having a large mouth used for chewing or swallowing their victim whole. The cadaver worm is known for its latching bite – once the cadaver worm has made a successful hit (bite), it won't let go, even after it is dead.

TSRS: PR 13, DR 3, Init 2, TH +0, Dam 1DP, MS1 IN0 QU2 CO3 HE4 PS3, DP: head4 body7 tail2, spec: immune to poison, DR check required to remove bite latch.

1E: AC8 HD 2 HP 10 MV 6" ATT: 1 Bite, Dam: 1-4, spec: a d20 roll under Dexterity or Strength to detach the worm; each continuous round the cadaver worm is attached to its victim drains d2 HP.

5E: AC12 HP 20 (3d8+3) Speed: 30, STR 10 DEX 10 CON 13(+1) INT 7(-2) WIS 10 CHA 7(-2) Skills: Stealth +2, Survival +4, Challenge ¼ (50 XP).

New Spells

Two new spells are introduced along with the **Staff of the Scorpion** in Area H11. These spells cannot be learned but are cast using the device. These spells are only available when using the 1E or 5E rules.

Shadow Scorpion	Range: immediate area
Type: Conjunction/Summoning	Duration: 1 hour, special

Effect: The caster creates a shadowy giant scorpion within 10 feet of him or her. This scorpion has the statistics and behavior of a real physical scorpion. The scorpion will attack the nearest creature, including the caster's own compatriots, but not the caster. If the scorpion is killed, its shadowy form completely disappears. The caster may un-summon the scorpion at any time.

Scorpion's Sting	Range: 30', within sight
Type: Alteration/Illusion	Duration: 1 time

Effect: The caster creates a brief image of an attacking scorpion that strikes at the target. After the attack is completed, the image fades from vision. The scorpion's attack is at +2 and deals 1d4 damage for every two levels of the caster (e.g. 1st level = 1d4, 3rd level = 2d4, etc.). The target must make a saving throw [**1E:** vs. Poison; **5E:** DC Medium, 15 – Constitution] to resist the scorpion's sting poison. A failed saving throw results in the victim suffering a -1 to all actions for 1 hour.

Special Magical Items

Most magical items are detailed in the sections they are found, but those with very special abilities are listed here for complete details.

Tiara of Mental Fortitude: A gem encrusted headpiece worth 5,000 sp. Found in Area 15B in Thuil.

TSRS: Provides the wearer with a +2 bonus to all Illusion DR checks, and a +1 bonus to all Intellect and Mental Strength DR checks. These bonuses are enabled only when the properties of the tiara are discovered.

1E: Provides a +1 bonus for Magic Wand, Spells and Magic Staff saving throws.

5E: Provides a +1 bonus to Intelligence and Wisdom saving throws.

Potion of Poison Cancellation: A green liquid often found in the jungles of Nolgur-Wul, extracted from various indigenous plants and creatures, and created to counteract the many poisons found there. Found in Ithnax-Nasasa's tent, Area F of the Red Priest Camp.

TSRS/1E/5E: Completely neutralizes any poison in effect. Note that the potion does not work on the dead.

Elixir of Complete Healing: Often found in a pink or light red color, this potent liquid heals all injuries, both internal and external. Found in Ithnax-Nasasa's tent, Area F of the Red Priest Camp.

TSRS: Heals all normal damage when consumed. Negative DP areas are restored to 0 DP. This elixir does not restore missing limbs.

1E: Restores adventurer HP to full.

5E: Restores adventurer HP to full. It does not require that the adventurer take a short or extended rest.

Wand of Snake-shifting: This dark wood wand is extremely rare and found exclusively in Nolgur-Wul or in the possession of a Red Priest. When the command word is given, the target can be transformed in to a large snake, with no memories and abilities of their previous form, for up to 24 hours.

TSRS: Unwilling targets must make a Health check [DR: Very Difficult, 8 – HE]. The transformation time is shortened one hour per point of Health.

1E: Unwilling targets must make a saving throw versus Magical Wands to avoid transformation.

5E: Unwilling targets must make a Constitution saving throw to avoid transformation: DC Hard, 20 – Constitution.

Ring of Fire Assistance: This golden band enhances the fire capability of the wearer while also increasing their susceptibility to attacks of the same type.

TSRS: The Ring of Fire Assistance adds +1 to attack rolls and 1 DP to any Elemental (fire) related attack. Additionally, the wearer takes an additional 1 DP if hit by a fire related attack.

1E: All fire based spell attacks gain a +1 to damage per die roll (e.g. a Fireball spell of 6d6 would instead be 6d6+6). The wearer takes damage the same way if targeted by similar spells.

5E: Attacks and DR checks with fire related spells gain a +1 bonus. The wearer suffers a -1 to fire related saving throws.

Ring of Dark Energy: An onyx band of unknown origin, this magical ring seems to pulse with hidden power when first worn. Spell casters immediately feel the energy in the ring; non caster types feel nothing at all.

TSRS: The ring provides a +2 MP bonus to any wearer trained in Magical Arts. Additionally, the wearer receives a +1 bonus to their Intellect score. Unfortunately, the wearer receives a -1 penalty to their Health or Luck score (roll to determine which attribute is affected).

1E: The spell caster wearing this ring gains one additional spell to memorize each day. Also, the wearer's Charisma or Constitution score is reduced by one (roll to determine).

5E: The spell caster wearing the **Ring of Dark Energy** gains one additional spell slot per day, while receiving a Charisma or Constitution score penalty of one (roll to determine).

Crown of An'ka'tak

Long ago, an ancient desert king hired the best magicians and smiths to craft him a set of items worthy of the greatest ruler of all time. A set of five magical items were created for the king that he used and wore until his natural death. He was buried with all five items, but after his tomb was plundered many years later, the set was scattered across the lands to adventurers, kings, and collectors.

The crown is a magical headpiece that protects the wearer's head from devastating injuries. It is a gold crown, set with 13 large rubies.

TSRS: The crown provides the head with an extra 5 DP protection. The crown magically repairs itself, replenishing 1 DP each full day.

1E/5E: The wearer of this crown receives a +2 bonus to AC and nullifies any attacks targeting the head (e.g. vorpal weapons).

Additional Resources

As with most ThrowiGames books additional resources can be downloaded from the company website. These resources are generally available until they are incorporated in to new materials, e.g. fragments of world history are slowly added to the Terra Minor World Guide. The following information is found at the Downloads page at throwigames.com.

Crude Thuil Map

A simple map is available to players to help with battle planning. This 8.5" x 11" page can be found on the last page of this book and can be used as needed. It is also available as a download at the website.

History of Kasna-Felgur

Additional history about this legendary explorer and the mysterious circumstances of his family's unnatural end are useful to this story but not essential. Use this additional material as needed.

Ancient Desert King, An'ka'tak

Next year, future storylines in the Lunramal desert will feature the lost treasures of the ancient king An'ka'tak. Although three of the five king's set artifacts are found in this book, future adventures will reference the remaining two items from the king's set. Later adventures will also have references to the three set items in this book, even if they have fallen in to the boiling lake in the treasure vault cavern. The downloadable document found at the website will give a brief history on An'ka'tak and his reign.

Company Partnerships

Occasionally, ThrowiGames will collaborate with other companies to produce additional or support materials for our adventures.

GameMash Tokens

ThrowiGames has worked with GameMash to produce a set of ready to use tokens for this adventure. An 'In Defense of Thuil' token bundle can be purchased at the GameMash website (gamemash.com). This bundle is a cost effective way to provide a three dimensional table top experience for your players. Check out the GameMash website for plenty of tokens usable for this and other published adventures!

GM Notes

ThrowiGames LLC
TSQ1 – In Defense of Thuil
Version 1.01ks
By Thom Wilson
TG2201

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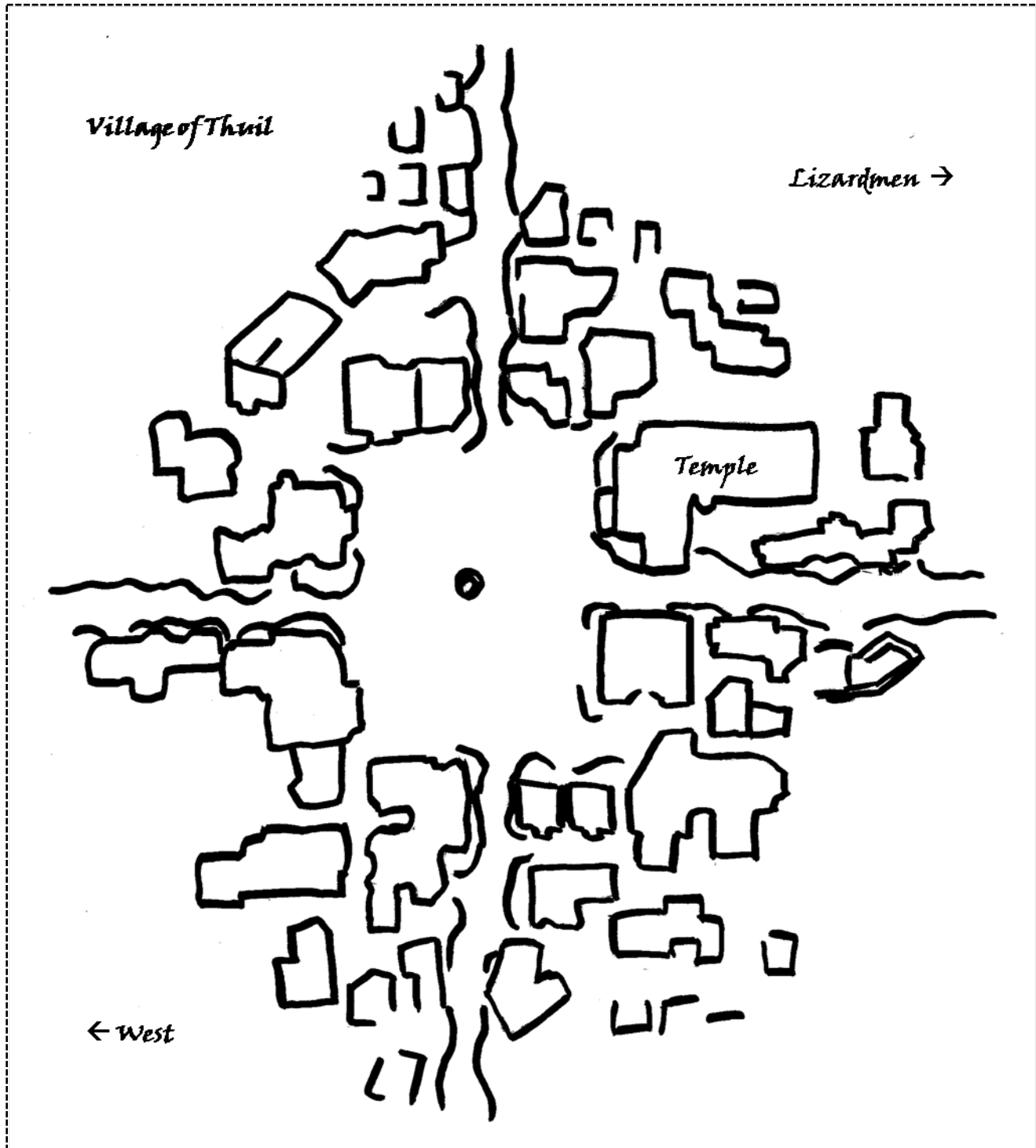
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Player Map



The players may need a town map for battle planning – copy or print this map out for them to use as needed.

This map is also available for free download from <http://throwigames.com/downloads.html>.

In Defense of Thuil

by Thom Wilson

Swamp raiders from the jungle province have been harassing the small border towns of Wynhelm for years, with Thuil being a frequent target. Raiders no longer attempt to invade Wynhelm over the many small bridges spanning the Black River, but have taken to rafting large groups of warriors through the calmer sections of the water. Raiding parties of a dozen or so desperate bandits have turned in to organized troops of lizardmen and red cloaked priests. The snake god Sshanasa is surely behind these recent attacks! A low level adventure for 3-5 players set in Terra Minor™.

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