

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™.

In Defense of Thuil is compatible with TSRS, OSRIC (1E), and 5E!

Adventure Booklet

20 Jam-Packed Pages!

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Full Page Maps!

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Serpent Queen



Bringing Your Brain Back to the Game™

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**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

