

Fury of Thringalesh

An Adventure for Character Levels 2-4

By Thom Wilson



An Old School
Adventure for Old
School Games!



ThrowiGames LLC
103 Route 7 South
Falls Village, CT 06031

Legal and Notice

Copyright © 2015 by Thomas R. Wilson, throwigames.com. All rights reserved worldwide. May not be copied or distributed without prior written permission with the exception of personal roleplaying use.

Contents

Introduction	1
Prepare	1
Special Guidelines	1
Adventure Background	1
Play	3
Starting the Adventure	3
Gisselvist	3
Continuing Northward	4
Dragonstail Watch	5
Leaving the Dragonstail Watch Fort	5
Following the Trail to Dragonstail Pass	5
Hidden Trail to the Master of Beasts	6
Dragonstail Pass Encampment	8
Dragonstail Pass to Castle Tokatel	10
Castle Tokatel	10
Wrap Up	14
Appendix	15
New Monsters, “Water Beetle”	15
New Magic Items	15
New Spells	15
Foe Statistics	16

Illustrations and Maps

Freed!, by Lucas Pandolfelli	front cover
Jwellna and Ghak’tanesh, by Lucas Pandolfelli	2
Upper Sivona Map	3
Gisselvist Map	3
Dragonstail Watch Map	4
Dragonstail Watch Cellar Map	6
Woods of the Master of Beasts Map	7
Crevasse Map	7
Dragonstail Pass Encampment Map	8
Not Getting Along, by Lucas Pandolfelli	9
Castle Tokatel, by Lucas Pandolfelli	11
Centipedes!, by Lucas Pandolfelli	12
Thringalesh’s Freedom, by Lucas Pandolfelli	14
Castle Tokatel Map	17

All maps drawn by Thom Wilson

Special Thanks

Benjamin Wilson: playtester
Dom Caiati (Rogue Creative): ThrowiGames logo
Efraim Hermes: playtester
Elijah Leffingwell: playtester
Jeremy Kaminski: playtester
Lucas Pandolfelli: illustrator
Tracey Wilson: editing, feedback, tireless support

TSRS2502, 1st Printing, February 2015; PDF edition

Fury of Thringalesh

An adventure for three to five adventurers of 2nd to 4th level.

Introduction

Fury of Thringalesh is the second part of a three part series set in the world of Terra Minor. It is strongly recommended that your players complete part one, *False Promises* before beginning this adventure. The GM can skip part one and start this adventure, *Fury of Thringalesh* but will need to provide the players with considerable background details (see Adventure Background and Starting the Adventure for the background information).

This B/X adventure is designed for three to five adventurers ranging in level from 2nd to 4th. The GM is welcome to add or remove enemies to change the difficulty level for his or her group if necessary. The adventurer count is merely a recommended guideline; the GM can run this adventure with more or less players with minor modifications.

The contents of this book are broken in to four sections: Prepare, Play, Wrap Up and Appendix. The Prepare section provides all the necessary details and background to ready the GM for 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 spells (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 in *Fury of Thringalesh*, **stop reading now**. If you are the GM, keep reading.

Important Notes

This adventure is designed for a group of adventurers of levels 2-4. Adventurers should have a good mix of classes, with at least one Fighter, Thief, and Cleric. This scenario requires group coordination for the players to succeed.

Magic-users will help the group tremendously; there are plenty of encounters that will challenge the players in their respective classes.

Materials Needed

As the GM, you will want to be familiar with the original (basic) roleplaying books from the 1980's; these books should be at the table with you when you play. Knowing how to run this game is important! Although not necessary, having read the expert books will benefit you as a GM. The **TSRS World Guide** map will be helpful with the location of Kwalist and the nearby towns of Wynhelm.

The players should have basic character sheets to make game-play easier. You should also have experience or encounter sheets, if desired. All of these materials can be found at numerous websites or in plenty of classic books sold by gaming companies of the 1980's.

Both you and the players should have your own complete set of polyhedral dice. You and players can use table top miniatures and other visual game aids if desired.

Special Guidelines Needed

This adventure requires only the basic roleplaying books from the 1980's. No additional user-developed or special guidelines are needed to run this adventure.

Adventure Background

A new evil has emerged within northern Sivona. Rumors of fanatical dwarves marching north toward Darkhome have spread across the lands. It is said that they transport a massive block of glass, shrouded in mystical gloom. Small villages have been destroyed as this growing entourage drives northward. Some say that each village is left with a small contingent of fanatics, and a shrine dedicated to an unknown god. What is this new menace that threatens the northern lands?

Facts

In part one of this series, *False Promises*, the adventurers should have discovered the reawakening of the acolytes of Thringalesh, and the twin brother of Thrinbor within the mines of Kwalist. Although the adventurers will have arrived too late at the mines to prevent the glass tomb containing the physical form of Thringalesh from departing, they will have encountered one of the acolytes and likely have gained enough information to understand what has happened. By the time the group reaches the mines, the glass block and several converted dwarves have already left for Darkhome where they believe priests worshipping Thringalesh may still exist. This group grows in size with each village they encounter along the way; villagers are converted to Thringalesh or destroyed.

If the adventurers leave Kwalist immediately and speed northward as fast as they can, they may encounter this group marching north. By the time this group is encountered, it will number over 50 converted dwarves and the last three acolytes. However, the adventurers will likely track the group to Castle Tokatel in Darkhome where they should find a high priest of Thringalesh freeing the god from his tomb. Castle Tokatel is just inside the borders of Darkhome.

When Thringalesh is freed from the glass block, he will be weak and will attempt to escape to gain additional strength to prepare for his battle with Thrinbor. He will leave one acolyte, Jwellna Sissnop behind at Castle Tokatel to help build a new temple. The last two acolytes and Ghak'tanesh will leave with Thringalesh.

This ends this adventure for the heroes; the climax of this series is completed in part three of the *False Promises* series, entitled *God Slayers* (released in the second quarter of 2015).

Hooks

If Gulldek Rumblefist is still with the group from *False Promises*, he will encourage the group to track and follow the caravan northward. His sole focus will be to prevent Thringalesh from being freed. Although single minded in his purpose, Gulldek isn't reckless. He will plan his actions carefully and won't rush headlong in to any encounter.

If the group insists on returning to Bordovia first, Gulldek may decide to set out on his own – there is a 50% chance that he can be persuaded to stay with the adventurers. The group will have to supply a strong reason for the dwarf to deviate from his course.

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

- They stumble upon the carnage in Gisselvist or Dragonstail Watch left behind by the marching caravan.
- The group goes to visit an old friend in Gisselvist and finds the village destroyed.
- They see a large group marching toward the mountains and decide to follow it to see what’s going on.

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

Sivona

This adventure primarily takes place on the north road between Sivona and Darkhome, and in the Dragonstail Mountains. Small maps have been provided within to help navigate this upper region. Refer to the **Terra Minor World Guide** for other details specific to Sivona and Darkhome.

Encounter Areas

The following tables list the main encounter areas in this book:

Sivonan Wilderness	Foe(s)
Gisselvist A1	3 Converted Dwarves
Gisselvist A4	1 Converted Dwarf
Gisselvist A5	1d4 Converted Dwarves
Gisselvist A6	2 Converted Dwarves
Dragonstail Watch Entry	4 Converted Sivonan Soldiers
Dragonstail Watch B4	4 Converted Dwarves
Dragonstail Watch B9	4 or 8 Converted Sivonan Soldiers
Dragonstail Watch B12	1 Converted Dwarf, Helbut
The Hermit’s Wood	Gusnex the Hermit

Table 1-1

Dragonstail Pass	Foe(s)
Dragonstail Pass C1	2 Human Mercenaries
Dragonstail Pass C2	2d6+3 Human Mercenaries
Dragonstail Pass C3	1-2 Human Officers
Dragonstail Pass C4	50%: 2d6 Orcs, otherwise empty
Dragonstail Pass C5	Varies, depending on time of day
Dragonstail Pass C6	50%: 3d6+6 Goblins, otherwise empty
Dragonstail Pass C7	6 Giant Lizards
Dragonstail Pass C8	Varies, likely 6d6 foes
Dragonstail Pass C9	2 Human Mercenaries
Dragonstail Pass C10	2d6+3 Converted Dwarves

Table 1-2

Castle Tokatel	Foe(s)
Lower Level, D5-1	50%: 1d6 Giant Rats
Lower Level, D6	1 in 6 chance: 2 Giant Rats
Lower Level, D9	24 Giant Rats
Lower Level, D12	Giant Centipede
Lower Level, D15	2 in 6 chance: 1 Acolyte
Lower Level, D16	2 Acolytes
Upper Level, D18	1d6+3 Acolytes
Upper Level, D19	50% chance: 1 Acolyte
Upper Level, D20	1 or 2 Acolytes

Table 1-3



Wandering monsters within the forests and mountains are commonplace in this area of the world. Tables for random encounters can be found in the appropriate sections of the book.

Many of the rooms in the upper level of Castle Tokatel may have acolytes within them resting, studying or discussing their faith. At least half of the acolytes will be in Area D33 of the castle when the adventurers arrive in that room.

Hints to Playing the Main Actor(s)

Jwellna Sissnop, the only female acolyte of the four followers, will be the one that stays behind to defeat the adventurers in Castle Tokatel. She is a fierce battle cleric – although she is a competent priest, she prefers to resolve issues with her hand axes. Her full statistics are found in the Appendix (further details are also found in *False Promises*).

Depending on how the adventurers handled him, **Mung-Tu-Kep** may still be a threat in this adventure. Like Jwellna, refer to the last adventure for more details on the acolyte.

Statistics for Mung-Tu-Kep can be found in the Appendix. The three other followers will not be encountered in this adventure – their statistics will be found in the second and third books of this series.

High Priest Ghak’tanesh is the last of his order. While others grew tired of waiting for Thringalesh’s return, Ghak’tanesh endeavored and continued his research year after year. He resides at Castle Tokatel, the last known Temple of Thringalesh.

Ghak’tanesh is a dedicated servant to his god; he will not tolerate anything less than full devotion to the cause. Acolytes found lacking are quickly eliminated. Any that try to interfere with his plans will be utterly destroyed.

Although the acolytes can be encountered anywhere in the castle at various times of the day, the adventurers will always find Ghak’tanesh in Area D33 of Castle Tokatel performing the last ritual to free Thringalesh.

The high priest’s statistics are found in the Appendix section in the back of the book.

Play

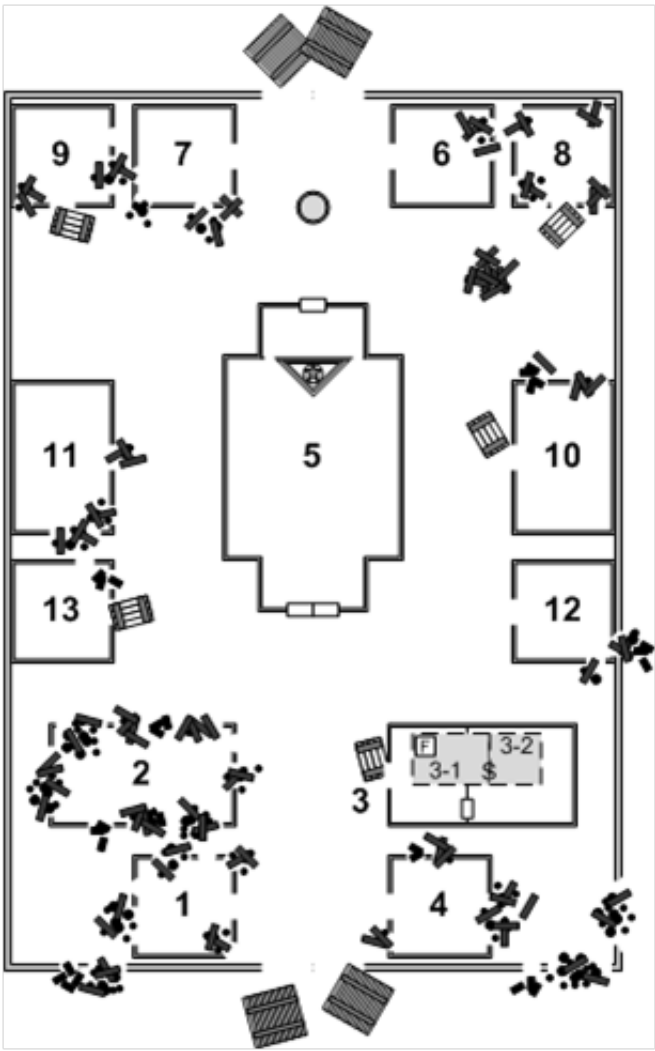
Once the players and GM are ready to begin, start the adventure. Note that if the players did not play part one in this series, the GM will have to provide them with background information (unless they are thrust in to the middle of this mess be one of the other hooks listed in background section.

Starting the Adventure

The adventure can start in one of two places: (1) Kwaltist after the group clears out the mines of the converted dwarves, or (2) in Bordovia with Baron Ungur Wyrmbul’s request for help in northern Sivona. If the players completed part one of the series before starting this adventure, and traveled back to Bordovia to report on Kwaltist, the Baron will likely ask the adventurers to follow the trail of the fanatics northward to stop the growing menace. He will tell the adventurers that he is moving a small force of Sivonan soldiers northward to support the players but they are currently a week south of Bordovia. The Baron will request that the adventurers head north as soon as they are ready.

The converted dwarves have moved Thringalesh’s glass tomb northward by mule wagon and initially have taken the North Road straight to Darkhome. Encountering an acolyte from Castle Tokatel, they’ve changed their direction - they are heading toward Dragonstail Pass. They have neutralized any opposition encountered on the road; short bloody battles with Sivonan soldiers, merchants, farmers, and other travelers have been fought along the road as the group marches north. The adventurers will periodically find the remains of these unfortunate victims before they reach the first settlement on the road.

It will be fairly easy for the adventurers to track the large group once their trail is found. It starts in Kwaltist and heads west along the edge of the Dragonstail Mountains. Once in open territory, the group moved due west to the North Road. They leveled Gisselvist then proceeded north toward the eastern border fort. When they met with the acolyte at the border fort, they started east for Castle Tokatel. Their trail to Dragonstail Pass is marked on the map below.



Area A, Gisselvist

Gisselvist was a bustling dwarven village on the North Road before the fanatical followers of Thringalesh burned most of it to the ground. Before the adventurers arrive at this location, they will see smoke in the distance. When they arrive at Gisselvist, only a handful of buildings remain standing while several homes lay in fiery ruin. No villagers have survived the attack unless they were converted. When the group investigates the village, they will only find a handful of converted followers who are building a small shrine to their god.

Random Encounter Table for Gisselvist	
Roll on d6	Result
1	1 Converted Dwarf
2-6	Nothing

Table 2-1

Area A1: Gisselvist Home, Converted Post

Three converted dwarves (AC 7, HD 1, HP 4 each, #AT 1 - hand axe or crossbow, D 1-6, MV 20’) alternate watch from this heavily burned but standing structure. They will see groups approaching from the south and will warn the rest of the dwarves about any trouble. At least one dwarf will stand watch from the second story and will wait until his target is close before firing his crossbow. The other two will engage foes, exiting from the first story front door brandishing axes and hammers. The home was fully searched after the raid - nothing of value is left within the structure.

Area A2: Gisselvist Feed and Supply

Missing a roof and one side, this building is extremely unstable. The dwarves have searched it as best they can without venturing too deep. For each consecutive round the adventurers search the building, there is an increasing chance that part or all of it will collapse.

Searching the Gisselvist Feed and Supply Store		
Round	D6 Roll	Result
1	n/a	1 in 20 chance to find something useful
2	Roll of 1	Building wall collapses, d6 damage
2	Roll of 2-6	2 in 20 chance to find something useful
3	Roll of 1-2	Building wall collapses, d6 damage
3	Roll of 3-6	3 in 20 chance to find something useful
4	Roll of 1-3	Building wall collapses, d6 damage
4	Roll of 4-6	4 in 20 chance to find something useful
5	Roll of 1-4	Building wall collapses, d6 damage
5	Roll of 5-6	5 in 20 chance to find something useful
6	Roll of 1-5	Building wall collapses, d6 damage
6	Roll of 6	6 in 20 chance to find something useful
7	Roll of 1-6	Entire building collapses, 3d6 damage

Table 2-2

Area A3: Magistrate Kenddal Maplebrow's Home

The former magistrate of Gisselvist, Kenddal Maplebrow used his home as an office before the raid. The home and office was quickly searched after the battle but the converted dwarves didn't find the secret trap door in the floor of the office. During the battle, the magistrate sent his family through the hatch and died in the office defending it. His body, stripped of any valuable items, is still there, lying upon the rug covering the hatch door.

Area A3-1: Hidden Cellar

The magistrate's family is still in this main chamber, surviving on the storeroom of food and wine. Several barrels, crates and boxes of cheeses, vegetables and ale have kept the magistrates's wife and three children alive for days. Hulma, the magistrate's wife, and their children Epiten, Yemma, and Gustif are scared and have not dared to exit the cellar. They will likely perish here if not rescued.

Hulma wears the magistrate's family heirloom necklace, a golden chained pendant imbued with magical protection. The necklace provides the wearer with **Protection +1**. When Hulma and her children are safely freed from the cellar, and she learns of her husband's death, she will offer the necklace to the adventurers as a reward.

Area A3-2: Secret Cellar Chamber

The magistrate has stashed his rarest wines and cheeses in this secret chamber. The magistrate's family has no knowledge of this secret chamber and its contents. Over two dozen bottles of rare wine and several aged cheese wheels will fetch good prices with the appropriate buyers. Hidden under a cloth on the bottom shelf of the cabinet is a small lock box containing **250 sp**.

Area A4: Gisselvist Smithy

Gisselvist Smithy was spared the destruction so that the converted could use the building and its contents for repairs. The former blacksmith is now the converted dwarf found here, repairing armor or weapons. He is intent on his work – the group will have surprise. The fanatic carries a hand axe and wears leather armor (**AC 7, HD 1, HP 7, #AT 1 - hand axe, D 1-6, MV 20'**). Behind a loose board under the

anvil is a small pouch containing **25 sp** and **5 gp**. A handful of common weapons are found about the workshop – two daggers, three hand axes, and a short sword.

Area A5: New Shrine to Thringalesh

This structure was once a beautiful temple honoring the Dwarven Father Thrinbor. The converted dwarves have desecrated the images and statuettes of the lawful twin with burned ash and the blood of the fallen villagers. They have erected temporary idols of Thringalesh in the main chamber and now use it as a shrine to the fallen brother-god.

One to four converted dwarves (**AC 7, HD 1, HP 5 each, #AT 1 - hand axe, D 1-6, MV 20'**) can be found here, busily working on the shrine. They will attack any non-dwarf immediately. One of the converted will be the former priest of this temple.

The donation box at the foot of the desecrated idol of Thrinbor has been smashed open and lies empty, its contents taken northward. The rest of the temple including the priest's quarters and storage areas has nothing of value within them.

Area A6: Gisselvist Home, Converted Post

Two converted dwarves (**AC 7, HD 1, HP 4 each, #AT 1 - hand axe or crossbow, D 1-6, MV 20'**) are manning this post, watching the north for signs of trouble. They carry hand axes and crossbows, and will fire upon any non-dwarf that enters their view. The building is fairly stable but contains nothing of value.

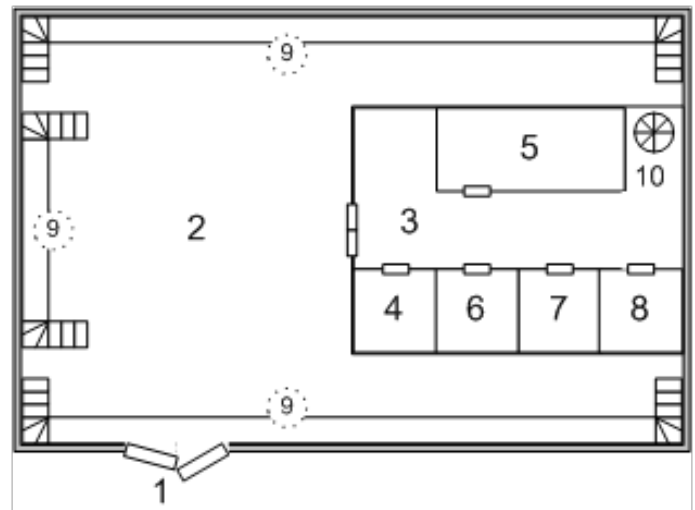
Areas A7 – A13: Burned Buildings

Each of these buildings is completely gutted from fire – there is little if anything found in each home.

Continuing Northward

Gisselvist is the last village on the Sivonan North Road. After burning Gisselvist, the Thringalesh followers have continued north toward Darkhome by using a common hunting trail. This trail is easily found by adventurers. At this point the adventurers are likely to be several days behind the growing group of followers.

Several small farms and hunting lodges along this trail will be found burned to the ground, its inhabitants slain or missing (converted). The GM is encouraged to detail these if necessary.



Area B, Dragonstail Watch - Border Fort #4

After a day's walk from Gisselvist, the adventurers will find a small border fort at the foot of the Dragontail Mountains. This border fort is one of four spread across the Sivonan – Darkhome border; Dragonstail Watch is the furthest eastern border fort. Normally home to nearly four dozen soldiers at any given time, the adventurers will be surprised to find this encampment completely overrun and converted to Thringalesh. Eight converted human soldiers and four dwarves have been left behind to rebuild the fort.

The wooden fort appears to have been attacked recently; crossbow bolts litter the scorched walls, and several dead soldiers lie near the entrance. Broken armor and weapons can be found all around the southern walls of the structure. Sounds of hammering can be heard from within.

As adventurers approach the border fort, they will see no sign of the soldiers on the walls or near the ground level entrance. However, they will find the main gates slightly ajar. Four of the soldiers, hidden from view, take turns watching the south wall and entrance, fearing no threat from the other directions. The converted soldiers will allow the adventurers to get extremely close before alerting the other four and engaging the group. The dwarves, who will be working hard to rebuild parts of the fort, will be called to aid if needed.

Half of the soldiers are trained in sword and shield, the other half with longbows. If possible, the swordsmen will engage the group just inside the main gate to allow the bowmen to fire in to the backs of the adventurers from the higher position. If the adventurers carelessly rush in to the fort in search of battle, they are likely to take a beating.

Random Encounter Table for Dragonstail Watch	
Roll on d6	Result
1	1d2 Converted Soldiers
2	1 Converted Dwarf
3-6	Nothing

Table 2-3

Area B1: Main Gate Entrance

Two, ten-foot reinforced doors allow southern entry in to the fort. Normally locked and manned, these doors are now found ajar and barely attached to the fort walls. Just inside the doors is a small thirty foot square entrance area used to search wagons and engage visitors. A small overhang on the western wall provides shelter from rain and snow for a single guard (before the fort was overrun).

Area B2: Courtyard

A large 100 foot square courtyard, filled with wagons, training targets, and empty crates makes up the center of the fort. Normally filled with off duty or practicing soldiers, this area now serves as a graveyard for those that fell in battle just days earlier. A tall pile of bodies comprising soldiers and dwarves lies rotting in the open. An assortment of armor and weapons are scattered about the fleshy cairn; many are still usable. 2d6 axes, long swords, longbows, and crossbows are found in the area if it is thoroughly searched. Additionally, 10d6 functional arrows and crossbow bolts will be found.

The dead have been hastily stripped of valuable possessions, with a focus on armor, weapons, and personal wealth. A careful search may reveal a few trinkets of value.

Four external stairwells allow access to the fort's walls (Area B9) – stairwells are found in the four corners of the courtyard.

Area B3: Mess Hall

This large room served as the mess hall for the soldiers stationed at this fort. Most of the tables and chairs have been pushed to the outside wall of the room – the converted dwarves in Area B4 are using them to build the shrine to Thringalesh, or are burning pieces for heat.

A small kitchen area once served to prepare meals for soldiers. Small amounts of bread, beef, and cheese have been left behind for the remaining few, with the vast majority of the storeroom emptied for the contingent moving northward.

Area B4: Officer's Hall

This smaller room was used for officer dining and off-hours relaxation. Currently the four converted dwarves (AC 7, HD 1, HP 5 each, #AT 1 - hand axe, D 1-6, MV 20') are stripping the room off non-essential items and rebuilding it as a shrine to Thringalesh. The dwarves will be busy building the shrine unless they've been called to action by the soldiers.

Piles of military books, yet to be burned for fuel, can be found in one corner of the room. A careful search of the remaining tomes may reveal one or two valuable collector pieces.

Area B5: Soldier Barracks

This large room once contained over twenty beds for off-duty soldiers, but now is nearly empty. Most of the wooden bed frames have been used by the dwarves in Area B4 or burned for warmth or cooking fires. Three beds remain intact for the occasional dwarf or soldier needing sleep.

Area B6: Officer's Barracks

Two beds, separated by a curtain are found in this sparsely furnished room. Two chests and matching wardrobes have been looted – clothing, personal letters, and trinkets of little value are piled about the floor after an apparently hasty search.

Closer inspection will reveal the body of one of the officers who was killed by a crossbow bolt while he attempted to don his armor. His body lies between his bed and the outer wall. If the officer's body is searched, a note from the officer's lover will be found in his shirt pocket:

"I barely can wait for your return home next week. These past two years have been nearly too much to bear without you. The boys and I will meet you at the North Gates. Love, Jellena"

Area B7: Payment Office

The door to this area has been smashed in and the room completely looted. This area was used to pay the soldiers each week for their service. Several overturned and empty lock boxes can be found behind the counter. In the back of the room, a wall safe has been opened and emptied as well.

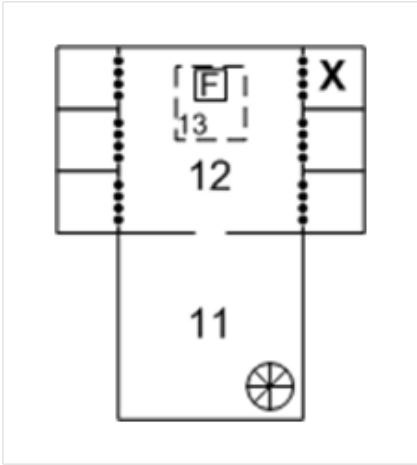
Area B8: Supply Room

Both an armory and a storeroom, this area once contained enough supplies to withstand a short siege. Hundreds of empty shelves, crates, and racks are all that remain. A meticulous search will reveal a loose floorboard in the back of the storeroom; once pried open, a small leather pouch containing 47 sp will be found.

Area B9: Fort Walls and Walkways

Each side of the fort has a waist high wall interconnected by walkways. Although the north, west and east walls will be unmanned, the south wall will have eight soldiers hidden from outside view. Four soldiers (AC 5, HD 1+1, HP 6 each, #AT 1 – short bow or shortsword, D 1-6, MV 30') will be on watch while the other four rest in makeshift sleeping mats along the walkways. The soldiers will choose the closest walkway to the courtyard or inner areas of the fort when moving toward any problem. Stairs from within the fort (Area B10) exit on to the eastern wall walkway.

The soldiers, converted to Thringalesh, have relinquished their personal valuables. A search of their sleeping mats will turn up nothing of value.



Area B10: Stairwells

A small room off the Mess Hall contains two flights of stairs – a set of wooden stairs leading to the eastern walkway above, and stone steps leading underground. Two small casks have been tucked away under the stairwell and are hidden in the shadows. The little barrels contain a refreshing and tasty local ale.

Area B11: Interrogation Room

The stone steps empty in to a room designed for interrogating prisoners. Oddly designed tables and chairs, each adorned with shackles and chains fill the room. A doorway in the opposite side of the room allows entry to Area B12.

A dead dwarf is slumped over in a nearby chair, chained at the ankles and wrists. He looks as though he was beaten repeatedly and probably perished from his injuries. If the face of the dwarf is examined, he will have the same solid red eyes as the other converted.

Area B12: Cells

This small room contains a simple table with a lone chair. Six prison cell doors occupy the three walls away from the entry door. Five of the cells are empty, but a quiet dwarf crouches in a dark cell opposite the room entrance (marked X on the map).

Helbut Nuggetbain, a converted dwarf from the Kwaltist mines, sits forgotten in this cell. Helbut was part of a two man scouting group that was captured and detained (his partner is the dead dwarf in the next room). Helbut has been imprisoned for days and is very dehydrated and hungry. He is still very committed to Thringalesh, but will trade simple information for food or water. See Table 2-4 for sample information he’s willing to share.

Helbut’s Information		
D6 Roll	Offering	Information
1-3	Bread, meat or cheese	“He’s coming... he’s coming soon...”
4-6	Bread, meat or cheese	“Should be there by now, yes, should be there...”
1-5	Water	“The true brother returns. He he he.”
6	Water	“Soon, the father will die and we’ll have a new father.”
1-2	Ale or beer	“The castle’s not far from here, no it ain’t.”
3-6	Ale or beer	“Them priests, they know the secret to bringin’ ‘em back, they do.”

Table 2-4

If Helbut (AC 9, HD 1, HP 2, #AT 1 – bare hands, D 1-4, MV 20') is released, he will immediately attack the closest adventurer. He’d prefer to die for the cause then remain a prisoner. Helbut is fairly resistant to any physical pain or torture – he won’t reveal any more than what is listed in the table above.

A trapdoor in the floor under the table is hidden from casual view. Unlocked, it leads to Area B13.

Area B13: Secret Storeroom

A ladder descends nearly twenty feet to a small dirt floored chamber. The floor is littered with the remains of past prisoners in various states of decay. Most have been stripped of valuable items but a thorough search may reveal a few trinkets of interest. Most of the remains are orc or goblin in origin. Prolonged searching may result in catching a disease from the rotting corpses – for each 10 minutes spent searching in the pit, there is an increasing chance to become infected. In the first 10 minutes, there’s a 1 in 6 chance, for 20 minutes it’s a 2 in 6 chance, and so forth. Obviously after an hour of searching, the chance for infection is automatic (Saving Throws apply of course).

Leaving the Dragonstail Watch Fort

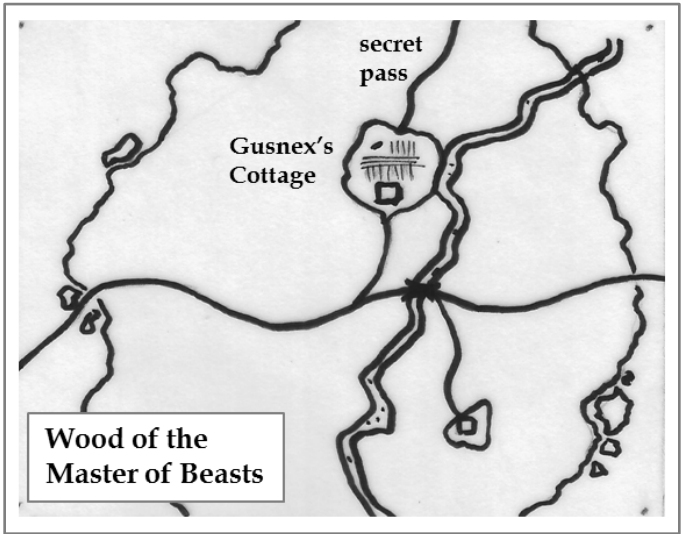
No formal trail exists north of the fort, but the passing of the marching dwarves has left a clear indication to the direction they are heading. Their trail initially starts north but will begin to move northeast in to the Dragonstail Mountains. Traces of their passing will be evident; footprints, discarded storage container, and a few dead dwarves easily mark their trail. Dwarves found along the trail dead succumbed to injuries received during their march from Kwaltist.

Following the Trail to Dragonstail Pass

The adventurers can track the marching contingent as they travelled northeast on the Sivonan side of the Dragonstail Mountains. The dwarves march toward a long forgotten pass in to the mountains that lead them directly to Castle Tokatel. If the adventurers follow the same route, they will find the encampment at the base of the pass. This way to Castle Tokatel will be blocked by hundreds of converted by the time the adventurers arrive. Alternative routes include circling around the west end of the mountains and approaching the castle from Darkhome, or the secret pass known only to the hermit of the woods.

Hidden Trail to the Master of Beasts

A very well hidden trail (marked on the map) heads east in to a small wood nestled in the valley between the Dragonstail and Helmsrow Mountains. Rumors of talking animals and moving vegetation keep local hunters and travelers away from this dark forest. The trail winds through thick clusters of trees and bushes, of which most are strangled by a strange red vine. Adventurers that travel this trail are likely to see frequent shadows and flitters of movement within the vegetation. The woods are thick enough that if an adventurer leaves the trail, they have a decent chance of getting lost.



This trail eventually ends in a small clearing with an old, decrepit cottage in its center. Gusnex the Hermit will know of the adventurers' approach and will be hiding out of sight as he assesses the group. He is also known as the Master of Beasts due to his ability to speak to and understand the creatures of the forest. Gusnex is a likeable fellow and good natured; his woods are far scarier than he. If the adventurers have a threatening attitude toward the old hermit however, he will do whatever he can to get them out of his forest. He is classless but is most like a Cleric in abilities (AC 8, Cleric 4, HP 12, #AT 1 - dagger or spell, D 1-4, MV 30'). He can cast the following spells each day: 1st level: **Purify Food and Water, Detect Evil**; 2nd level: **Hold Person**. Gusnex can also innately cast the following spells three times per day: **Animate Plant, Summon Wildlife Creature, Thought Transfer, and Woodland Travel**. See the Appendix section for details on these four spells.

Gusnex has the ability to speak with animals telepathically and can understand their natural sounds. He also can animate vegetation - many of the vines in the woods can entangle and strangle unwanted visitors. He can summon all manner of beasts to assist him if he's in trouble, including bears, wolves, and feral dogs. If the adventurers are pleasant and respectful, Gusnex can aid in them in their quest by revealing the location of a secret pass in to the Dragonstail Mountains, and up to Castle Tolkatel. Before he offers the information to the adventurers, he'll ask a favor of them.

Last week, Gusnex was working in his small garden behind his cottage when his magical bracelet slipped off his arm and fell into a small hole in the ground behind a large rock. Using a shovel, Gusnex exposed a much larger crevasse leading deep underground. Being too old to climb down, Gusnex summoned a few small creatures to retrieve his

bracelet. After several hours, they did not return nor could he sense their thoughts. He fears they died in the hole and doesn't want to send anything else down in to it. Gusnex's magical bracelet is the **Wristband of Etu**, an extremely old and valuable artifact. Details about this item can be found in the Appendix section.

If the adventurers are helping Gusnex to retrieve his bracelet, they will see movement and flashes of wildlife as one would normally see in a forest. Gusnex has alerted his creatures to leave the adventurers be as they attempt to solve his dilemma. However, if the adventurers are indifferent to Gusnex's request or are aggressive in any way, they will more than likely encounter a few beasts while in the hermit's woods.

"Random" Encounter Table for the Hermit's Wood	
Roll on d6	Result
1	1 Grizzly Bear
2	1-2 Brown Bears
3	1d6 Wolves
4-6	Nothing Encountered
Note: multiply the number of creatures encountered if the group has acted violently or has mistreated the woods in any way.	

Table 2-5

Garden Crevasse

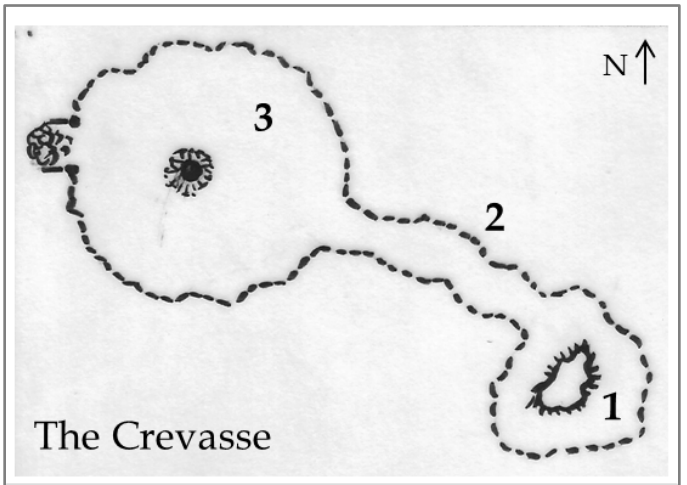
The adventurers will find a large hole dug behind a rock near Gusnex's garden. Although the opening is around five feet in diameter, the crevasse widens to over twenty feet until it reaches the bottom, about forty feet down. Climbing down without rope is very difficult; the crevasse walls are wet and slippery.

Area 1: The Bottom

At the bottom of the crevasse, a small hole just large enough for a human to squirm through leads northwest. When the adventurers get to the floor of this area, they will notice that any items made of metal will seem to pull away from them toward the passage in the northwest wall.

Area 2: Narrow Passage

A short narrow passage slowly descends in to darkness. Adventurers will find it difficult going in the dark - the ground is uneven with jagged stone protruding from the ground periodically. The passage is only twenty feet in length but is a tight squeeze for most. Unsecure metal items will slide toward Area 3 as if pulled by a magnetic force. Adventurers will feel an increased tug on their metal armor and weapons as they traverse the narrow tunnel.



Area 3: Black Orb Chamber

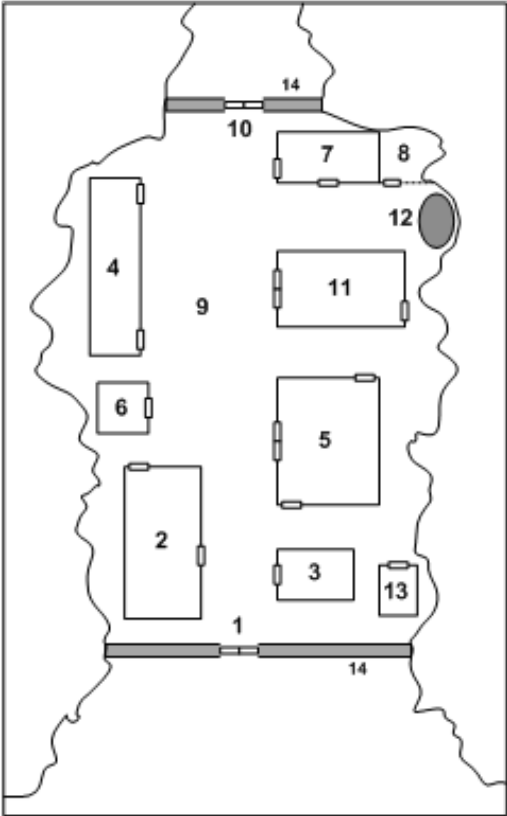
The passage opens in to a natural cavern roughly thirty feet in diameter. The ceiling of the room is about ten feet high. In the center of the room, a stalagmite has been reshaped as a pedestal to hold a perfectly round black orb that crackles with a magical energy. Several corpses of wildlife creatures including the two snakes Gusnex sent down are found in the chamber – all have several burn marks on them.

Any metal within twenty feet of the orb will be pulled to the stalagmite base – the closer to the base the item is, the harder it pulls away from the adventurer. If the adventurers get within twenty feet of the orb, a crackling bolt of energy will lash out striking the adventurer for damage. The black orb resists any magical energy or lightning damage, as well as any damage from magical weapons. Metal weapons are drawn to the base before coming in contact with the orb. The black orb is affected by fire damage and damage inflicted by non-metal weapons (clubs, etc.). Once the orb is destroyed, all the metal items will fall off the stalagmite base. The orb is a magical device of unknown origin (AC 2, HD special, HP 20, #AT 1 - lightning, D 1-4, MV 0'). The lighting from the orb attacks like a 4 HD creature.

Gusnex’s magical bracelet can be found on the orb base. Several insignificant metallic items will also be found, most of which are worthless.

On the opposite side of the room, a finely built archway leads west. A complete corridor cave-in has occurred in the first five feet of the hallway. Several tons of stone and earth completely block the passage. What lies beyond is a mystery... (Author’s note: the GM is welcome to add to this encounter area as he or she desires.)

If the adventurers retrieve the bracelet, Gusnex will provide a detailed map of the secret pass to the back of the Castle and will alert his animal friends of their passing.



Area C, Dragonstail Pass Encampment

If the adventurers take a more direct route by following the converted, they will encounter a large encampment at the base of the Dragonstail Pass. Once a small mining town, it was abandoned several years ago when goblin raids became too regular and hard to repel.

Getting through this heavily guarded area will require stealth and a bit of luck; several dozen converted dwarves and humans have been supported by Darkhand goblins and orc mercenaries, eager to join the cause. A full attack on the encampment with anything less than a hundred well trained soldiers would be madness.

A human contingent of Sivonan deserters has been hired as a small mercenary force to guard the pass and trail to the castle. The officer in charge, Captain Jenustik, is a ruthless leader and will not tolerate anything but complete obedience from his men and anyone else serving in the camp. Umgass the Bold has paid his the Captain handsomely with gold from Kwlatist.

Sergeant Rhak’tul’nak, the leader of an orcish band of military veterans, is Captain Jenistik’s next in command. The Sergeant’s group is mainly responsible for all search and destroy missions in the area.

Gibbik the Growler is the leader of the Darkhand goblin force that has come out of the mountains to support Thringalesh’s return. The goblins follow his command and no other, but Gibbik, eager to see the return of the evil god, follows Rhak’tul’nak’s orders to the letter.

The converted dwarves have no leader – they do as they are told as long as the command furthers their cause.

The four races of the camp are natural enemies but have rallied together to support the return of Thringalesh. Their new found alliance isn’t without a few mishaps – more than a few from each group have been found beaten to death or worse.

Although the GM should steer the players away from any camp engagement, basic details of the encampment have been provided for stealthy or crafty adventurers.

Random Encounter Table for Dragonstail Pass Encampment		
Roll on d6	Location	Result
1	Outside Camp	2 Human Soldiers on Patrol
2-6	Outside Camp	Nothing Encountered
1	Inside Camp	1d6 Orcs
2	Inside Camp	1d6 Human Soldiers
3	Inside Camp	1d6 Goblins
4-6	Inside Camp	Nothing Encountered

Table 3-1

Area C1: South Sentry

Two sentries (AC 5, HD 1+1, HP 5 each, #AT 1 - long sword, D 1-8, MV 30') are at post here at all times. Captain Jenustik prefers his trusted human guards to stand watch here, but there is a 1 in 6 chance that a pair of orcs or converted dwarves will be found instead. Each sentry wears an alarm whistle which they will use at the first sign of trouble. Reinforcements will arrive in d3 rounds.

Area C2: South Barracks

This long building has enough beds for 40 human soldiers and usually has at least a dozen off-duty men sleeping, eating or gambling. The bunk beds are arranged around the outside wall and a common area

with tables and chairs fills the center of the room. Each pair of beds has a shared footlocker which will contain various clothing and non-valuable personal effects. Soldiers in this area will be suspicious of any who enter the barracks. (AC 5 or 7, HD 1+1, HP 6 ea, #AT 1 – long sword or long bow, D 1-8 or 1-6, MV 30'). Half the mercenaries wear chainmail and carry long swords while the other half wear leather armor and use long bows.

Area C3: Officer's Lodge

Captain Jenustik shares this small lodge with three other human officers. A small office area with two desks fills the entrance to this room, and a curtain separates the four beds from view. Locked footlockers contain the personal effects of the officers. A map of the area lies upon Jenustik's side table; red circles on the map indicate the locations of hidden sentries along the trail to the castle.

Captain Jenustik (AC 4, Fighter 5, HP 25, #AT 1 – long sword, D 1-8, MV 30') will be here in the evening hours either resting or strategizing. During the day, he is in various parts of the camp. He wears chainmail armor and carries a gem-encrusted long sword.

A hidden trap door in the floor under the Captain's bed leads to a small chamber with four chests. Each chest contains valuable plates, goblets, candlesticks, and coins, payment to the mercenary groups from the Thringalesh followers. These gold and silver items were taken from Kwalist and the surrounding area as the group marched northward with Thringalesh.

Area C4: West Barracks

Foul smells emanate from this smaller barracks building. Sergeant Rhak'tul'nak (AC 4, HD 4, HP 18, #AT 1 – two-handed sword, D 1-10, MV 40') and his band of orc cutthroats have taken up residence here. The small lodge will either be full of orcs relaxing or empty if the band is out on a mission. The Sergeant rarely goes out on missions with his group now that he has more important duties, serving the Captain. His next in command is Vrash'nik'pul (AC 6, HD 2+1, HP 11, #AT 1 – hand axe, D 1-6, MV 40'), as seasoned warrior and close friend.

The 20 orcs (AC 6, HD 1, HP 4 each, #AT 1 – short swords, D 1-6, MV 40') carry all their valuables on them; footlockers and storage shelves contain nothing of value.



Area C5: Mess Hall

Converted dwarves, humans, and the occasional orc will use this area for meals. Most of the races prefer to eat with their own kind, rarely mixing with others with the exception of Captain Jenustik and Sergeant Rhak'tul'nak. If an officer is present, members of different races will avoid any direct confrontation, otherwise the occasional disagreement can break out.

The goblins prefer to return to their lair in the nearby caves in the Dragonstails. They come and go through the north gate.

Area C6: Armory

An assortment of weapons and armor is stockpiled here. Twelve human soldiers are stationed here at all times to ensure nothing goes missing. If the camp is attacked or a large group is assembled for a mission, the Captain or Sergeant authorizes the removal of equipment.

The armory has the following equipment stockpiled:

Armory Equipment List		
Count	Type	Detail
2d6	Weapon	Long swords
3d6	Weapon	Short swords
1d6	Weapon	Great swords
6d6	Weapon	Spears
5d6	Weapon	Hand Axes
2d6	Weapon	Longbows
3d6	Weapon	Short bows
2d6	Weapon	Crossbows
100d6	Weapon	Arrows
50d6	Weapon	Bolts
4d6	Armor	Shield
2d6	Armor	Leather Armor
1d6	Armor	Chainmail Armor

Table 3-2

Hidden in the back of the armory is a small chest filled with 50 silver bars (worth 20 sp each, 1000 sp total).

Area C7: North Barracks

The poorest looking building in this area is the temporary housing for the Darkhand goblins while they are in the encampment. Although they prefer to return to their homes in the caves to sleep, they will occasionally be found here resting, fighting or gambling. Gibbuk the Growler (AC 6, HD 3, HP 15, #AT 1 – spear, D 1-6 (+1 from strength), MV 20') rarely returns to the caves with his increasing duties in the camp. He uses his goblin band for scouting missions and general rank and file support. Over one hundred goblins (AC 6, HD 1-1, HP 3, #AT 1 – bare hands, D 1-4, MV 20') are armed and ready at all times although only two to three dozen are ever at the camp at the same time.

Area C8: Lizard Stockade

Like most goblins, Gibbuk uses cave lizards as mounts and trained attackers. Six of his best lizards including his personal mount Khippy can be found in this pen. Gecko Cave lizards (AC 5, HD 3+1, HP 12 each, #AT 1 – 1 bite, D 1-8, MV 40') are trained to kill and care little for whom they attack – they've been known to eat their own masters if mistreated.

Area C9: Main Compound and Training Area

A large central area in the camp is used for training and other camp tasks. Several dozen soldiers and warriors from the four races can be found here at any point in the day or night. Wagons, crates and other contraband are brought here and inspected before they move on to other points in the camp.

The converted dwarves have built a temporary shrine to Thringalesh in the center of this area. Throughout the day, several of the converted can be found praying here or adding on to the shrine.

Area C10: North Sentry

Much like Area 1, two human sentries (AC 5, HD 1+1, HP 5 each, #AT 1 - long sword, D 1-8, MV 30') will always be stationed here. The sentries allow the orcs and goblins to come and go as they please but will stop any humans or dwarves immediately.

Area C11: East Barracks

When they are not working, converted dwarves (AC 7, HD 1, HP 4 each, #AT 1 - hand axe, D 1-6, MV 20') take rest in this building. There are enough beds for 40 dwarves although the camp only has 25 currently. Besides their hand axes and leather armor, they have nothing of value.

Area C12: Death Pit

A deep hole for the dead has been dug at the far edge of the encampment. Any killed in battle or found dead in the camp are tossed in to this pit of rotting corpses. Most bodies are stripped of valuable items but the occasional trinket is missed. Searching the bodies here has a 1 in 6 chance of finding something of values (fewer than 5 sp value). For each round spent in the pit, the adventurer has a 1 in 6 chance of contracting a disease or an infection.

Area C13: Visitor's Lodge

This small building stands empty most of the time but is prepared for any potential visitor to the camp. A few empty crates and boxes are stacked on one wall. Two beds and a wardrobe are the only other items in the small building.

Area C14: Stockade Fencing

The encampment is surrounded by a fortified stockade fence built upon a low stone wall. Only the north and south gates (area 9 and 1 respectively) break up the wall around the camp. These fortified walls are very strong and can withstand considerable damage before failing.

Adventurers will observe regular patrols around the interior and exterior of the walls by two or more guards.

Dragonstail Pass to Castle Tokatel

From the north gate (area 10), a winding trail leads travelers northward in to the Dragonstail Mountains. Dragonstail Pass is an old and mostly unused pass - dwarves no longer travel this part of the area but goblins and orcs use this trail regularly. It is the most direct route in to Darkhome from the northern Sivonan valley.

Although the trail itself isn't treacherous, Captain Jenustik has stationed several small scouting groups in strategic areas along the route. The scouts have been advised to only attack small groups and to report to the camp about any larger group movements. The hidden scouting groups have been marked in the map (below/above).

Each scouting group consists of five members - two bowmen, two spearmen, and a runner. Of the four groups on the trail, two are human and two are goblin. The runner does not engage in any combat but sprints to the closest scouting group or the encampment for support or orders.

Area D, Castle Tokatel

Five miles up from the base of the Dragonstail Pass sits a long forgotten castle. Castle Tokatel was built hundreds of years ago by a retired Sivonan aristocrat. Essen Tokatel, his wife Yeenamaas, and their seven children moved in to the castle after its completion. Soon after they moved in, one of their servants, a Darkhome agent and member of the Redshanks clan murdered Essen's wife and children before dying at the hand of the castle's guard. Essen, overcome by grief and loss, sent all his staff away and locked himself within the castle for years. Whether he died in the castle or eventually left, no one knows. The castle remained empty and forgotten for dozens of years.

Nearly fifty years ago, an outcast priest and his small cult following discovered the empty castle while wandering through the Dragonstail Mountains. They found a way in to the locked structure and started renovating it as a temple to their forgotten god Thringalesh. The priest, Ghak'tanesh, is one of the few that know the story of the twin brothers, and has been seeking Thringalesh's tomb for years. When the tomb was discovered in Kwaltist, the high priest immediately felt the presence of his god. Although Thringalesh is contained within his glass prison, his discovery was felt by all those who worship him.

The high priest immediately sent his acolytes out to search for Thringalesh. An acolyte discovered the Kwaltist group and alerted them to the ancient temple in the Dragonstail Mountains. They are bringing Thringalesh to Castle Tokatel.

Ghak'tanesh believes that he has a way to free Thringalesh from his containment cube. In years of research, he has discovered an ancient spell crafted in a distant and violent time that has a chance to counter Thrinbor's magic. Ghak'tanesh is preparing the spell as the followers make their way to the castle.

The castle is built directly in to the mountain and is hard to see from the trail. It is well guarded by acolytes and devoted guards. If the adventurers approach from Dragonstail Pass, they will encounter a few dozen guards as they get closer to the castle. If they use the Spinneridge Trail, they will encounter little if any resistance when they find the castle. The Spinneridge Trail leads up to the back of Castle Tokatel. The High Priest has forgotten about this trail; it is left unguarded.

Random Encounter Table for Castle Tokatel, Lower Level	
Roll on 2d6	Result
2	1 Giant Centipede (from Area D12)
3	1d6 Giant Rats
4	1-3 Giant Water Beetles (from Area D4)
5-6	1 Acolyte looking for a book
7-12	Nothing Encountered

Table 4-1

Use the map on page 17 (inside cover) for Castle Tokatel.



Approach to Back Entrance of Castle Tokatel

The Spinneridge Trail empties in to a small clearing behind the castle. What initially looks to be the stone ledges and walls of the Dragonstail Mountains now takes shape as the back of a castle. The area is clear of trees but is overgrown with grass, bushes, and stone that has fallen from the castle walls after years of neglect. A rusty iron gate is found at ground level. A balcony juts out from the castle three stories above.

Area D1: Back Entrance to Castle Tokatel

An old iron gate has fallen in to disrepair. Although a giant padlock secures the doors, the gate can be pulled away from their hinges with minimal effort. Inside the gate, a set of ancient wooden doors stand locked, preventing access to within. A crack in the castle wall, large enough for small animals to enter and exit, can be found five feet to the right of the doorway. Water slowly spills out of the crack and in to the area.

Area D2: Secondary Receiving Hall

Years of neglect are now reflected in this once beautiful hallway to the back entrance. The hall is flooded with six inch deep water, and appears to slowly move toward Area D5. Rubbish and refuse float on the slow current before piling up near the entrance to Areas D5 and D6. Excessive noise will get the attention of the giant rats in Area D9.

Several narrow and long tables line the walls of the lengthy hallway. Broken bits of pottery and soiled linen cover the tables.

Area D3: Secondary Antechamber

Gilded double doors close off this antechamber from the hallway. Beyond, an ornate waiting room furnished with red velvet chairs and couches smells of must and mold. Water from the hallway lazily seeps in to the room under the doorway. Fancy glassware on antique ceramic platters sit upon small tables near the seats. The walls are covered with woven tapestries, depicting scenes of men and dogs hunting deer. A small box containing a silver ring can be found on a shelf on the north wall. Worth 100 sp, this ring was the original promise ring Essen gave to Yeenamaas as a youth.

Area D4: Lower Library

A simple archway separates this room from the hallway. Since this room lacks a door, water from the hallway pools in this room. Years of moisture and neglect have ruined nearly every tome and scroll found in this small library. There is a small chance (roll of a 2 on 2d6) of finding an intact and useful tome in this area. The majority of the books found here are references to gardening, retirement, and geography.

A small clutch of Giant Water Beetles have made a home in western bookcase. Six beetles (AC 5, HD 1+1, HP 5 each, #AT 1 - bite, D 1-4,

MV 20'/50' in water) will attack anything that gets too close to their nest. They have no treasure. See the Appendix for details about this new monster.

Area D5: Back Stairwell

Behind a large pile of debris, a simple door leads to this small area where a circular stairwell provides access to both the upper level and cellar. A few rotting barrels, now emptied, stand in the corner of the room. Water from the hallway slowly streams down the stone steps to the cellar. The steps are very slippery and uncoordinated adventurers have a chance to slip and fall. A doorway leads to Area D6.

Area D5-1: Root Cellar

The stone steps from Area 5 end in a small root cellar. Once the castle's storeroom for vegetables, cheeses, and wines, this area is now submerged under four feet of water. Years of flooding above have reduced the cellar area to a stagnant pool of filth. Shelves about the water level still contain boxes and crates, filled with remnants of rotten food and ingredients. There is 50% chance that d6 giant rats will be found here foraging for food.

Area D5-2: Hidden Room

A well concealed door seals the room from Area D5-1. Once opened, water will rush in to this area with enough force to knock down weaker adventurers, drawing them underwater in the process. After the initial rush of water, it will begin to seep in to area D5-3. The water level in the root cellar (Area D5-1) will drop to two feet in depth.

This room contains several shelves of rare wines, many of which are still good and very expensive. Some of the bottles may dislodge from their racks when the water rushes in to the room, destroying them. Several crates of valuable aged cheeses have long since rotted although their odor still permeates the room. A simple wooden door leads to area 5c.

Area D5-3: Dungeon Chamber

When the door to this area is opened, more water from areas D5-1 and D5-2 empties in to this room. The water levels in all areas will eventually level off to about a foot in depth. Note that before the water completely fills the room, there is a chance that a keen adventurer will notice a skeletal figure sitting against the north wall.

Although Essen was good man, he was not opposed to punishing servants prone to lying or theft. A cage large enough for human, suspended by a winch operated chain, hangs from the ceiling. A simple chair with neck, waist and wrist restraints sits in the middle of the room. A wall mounted rack holds a small leather whip, club, and plain knife.

Searching the area should reveal the skeletal remains of Essen who died near his treasure vault entrance. After his family was murdered and his serving staff exiled from the castle, Essen aimlessly wandered about the halls and rooms. Nearly a year later, starving and insane, Essen ended up here where he died. A careful search of the skeleton will produce a necklace with a key, and a ring engraved with the letter "T" in silver. The key on the necklace opens the treasure vault door.

Area D5-4: Secret Treasure Vault

A hidden door in the south wall four feet up from the floor opens to reveal a small chamber. The chamber is too small for a human sized person to enter, but is equipped with a sliding tray that pulls out in to Area 5c. There are four small chests and two wooden boxes on the

tray. The first chest is filled with **1000 sp**, the second contains **20 silver bars (20 sp each, 400 sp total worth)**, the third holds **10 gold bars (20 gp each, 200 gp value)**, and the fourth is filled with **200 small rubies and emeralds, each worth 5 sp**. The first wooden box holds **4 Potions of Healing**, and the second box holds **2 Elixirs of Truth-Telling**. When consumed, the drinker of this Elixir cannot lie for 24 hours.

Hidden in a secret compartment in the roof of the vault, a small box contains Yeenamaas' two wedding rings, each worth 500 sp.

Area D6: Servants Kitchen

Former servants of the castle prepared meals for the Tokatel family and themselves in this area. The entrance to this area is blocked with rubbish and debris on top of the water. It takes three rounds to clear the debris to gain access to the door. There is 1 in 6 chance that 2 giant rats are in the debris pile when the adventurers start clearing it. Water will move in to this room more quickly once the debris has been cleared.

A simple kitchen with an old stove, table, four chairs, and counter space are found upon entry to this area. In the back corner of the room, a large hole in the floor once led to a refuse disposal pit deep underground. Water from the hallway meanders in to this area of the room, eventually disappearing into the hole. A partial collapse of the hole prevents adventurer access but still allows water to drain in.

An archway leads to a small hallway toward areas D7, D8 and D9.

Area D7: Servants Quarters

An ordinary wooden door closes this room from the hallway. Male castle servants used this room as living quarters. Two sets of bunk beds are found opposite of each other on the east and west walls. Linens and bedding have long since rotted. A wardrobe and two chests are empty.

Area D8: Servants Quarters

This room is nearly identical to Area D7 except that it was the living quarters for the female servants in the castle. A small painting of a lone flower hangs on a bare wall.

Area D9: Storeroom

Two plain wooden doors, closed to the hallway, partition this area from the hallway. A casual observer will notice that the bottom third of the doors has been chewed through, providing access to the room. Listening, adventurers may hear the twittering of the giant rats in the room.

The room contains an immense amount of debris. Giant rats have built a massive nest from the remnants of furniture, boxes, and crates. Two dozen giant rats (**AC 7, HD 2 hit points each, #AT 1 - bite, D 1-3 + disease, MV 40'**) can be found here when the room is entered. They will protect their home to their deaths. There are another four to six dozen rats in the castle – if this room is visited 24 hours after clearing it, another two dozen giant rats will be encountered.

Once the chief storeroom of the castle, this area and the root cellar below held all food, linen, and cutlery for the castle. The food is long since gone and the linen has rotted, but the good silver cutlery remains. Four dozen silver forks, spoon, knives, and plates are still stacked on the shelves here. Each piece is worth 1 sp.

There is a 1 in 6 chance that a small trinket from the castle's former inhabitants can be found in the rat's nest. At most, the value of anything found here would be less than 5 sp.

Area D10: Connecting Hall

A four-sectioned sliding door separates the secondary receiving hall from this area. The doors are lavishly painted and on their opposite side (area 10), look more like a wall painting than a set of doors. Water from the back of the castle has begun to seep in to this hallway but not enough to infiltrate any of the rooms.

Grand pictures of the Tokatel family line the walls on each side of the hallway. Sitting chairs and low tables are found between each doorway entrance. Hints of beautiful wallpaper, now faded and peeling, cover the walls. Empty crystal vases with long since decomposed flowers adorn the hallway tables.

Area D11: Ball Room

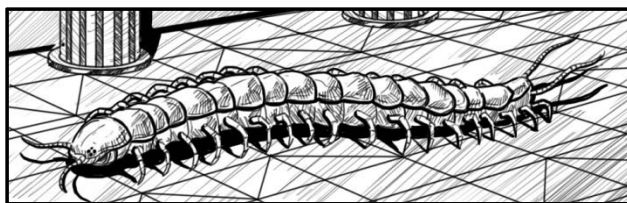
Massive double doors stand open to this area, providing a spectacular view of the once impressive ballroom. The adventurer's footsteps on the marble tile floor will echo throughout the area, possibly alerting the giant centipede in Area D12 to its next meal.

A small raised platform once used by musicians is found to one side. Several fireplaces provided warmth to party-goers.

Area D12: Dining Hall

Doors much like those in Area 11 allow entrance to the grand dining room. Dozens of tables and hundreds of chairs stand ready for the next event. Hundreds of plates, goblets, and cutlery are found on and around the tables – it's a small fortune to the right buyer but would take several people to transport it all.

A family of six giant centipedes has made this area their home. If alerted to the adventurers' arrival, they will wait near the doorway in ambush. The giant centipedes (**AC 9, HD ¼, HP 4 each, AT 1 - bite, D Poison, MV 20'**) have no treasure.



Area D13: Library

Essen spent much of his time here, entertaining select guests before or after large events. The walls are filled with books from floor to ceiling, and large comfortable leather chairs are positioned close to a magnificent stone fireplace. Tables holding crystal decanters and goblets once were filled with imported brandy and rare wines.

A careful search of the organized library will reveal two important facts. First, the books are organized by subject, from left to right. Second, there are several open spots in the religious and history sections of the library. Ghak'tanesh has pillaged the library for his research – many of the missing books can be found in his quarters (Area D29).

Area D14: Primary Antechamber

Early or surprise guests arriving at Castle Tokatel were asked to wait comfortably in this room until received. Several black velvet couches

were placed around the room for guests to relax until Essen or Yeenamaas arrived. Large paintings of historical landscapes adorn the walls.

Area D15: Primary Receiving Hall

An awe-inspiring three story hall provides central access to the castle. Stairs ascend to the second level, while doors allow entrance to the back of the castle or the front exterior. The once majestic hallway has been poorly mistreated as cultists enter and exit the castle through this area. Frequent trips through the hall have damaged the red carpet on the stairs and tiled floor.

There is a 2 in 6 chance (roll 1-2 on d6) that a cultist will be encountered here. The cultists are fanatical, and unafraid of death.

The acolytes and Ghak'tanesh rarely travel beyond the doors that lead to the back of the castle.

Area D16: Front Entrance

Two large wooden doors, reinforced with iron, keep unwanted visitors from entering the castle. Outside the front doors, two cultists are always on watch for intruders. A small bell inside the hall can be rung from outside – the bell ring emanates throughout the castle. Cultists will alert the rest of the castle by ringing this bell.

The doors are locked at all times. There are two locks – each requires a different key. Each of the two cultists on guard outside (**AC 5, HD 1, HP 6 ea, #AT 1 - mace, D 1-6, MV 30'**) has one of the keys. A spare set of keys are found hanging inside the hallway next to the front doors. Each acolyte wears chainmail and carries a mace.

Random Encounter Table for Castle Tokatel, Upper Level	
Roll on d6	Result
1	1-2 Acolytes
2-6	Nothing Encountered

Table 4-2

Area D17: Grand Stairwell

A wide stairwell winds upward to a second floor. A faded and tattered red carpet barely covers the stair steps.

Area D18: Upper Hall

Acolytes congregate in this area when not resting or performing a task for Ghak'tanesh. 1d6+3 cultists (**AC 8, HD 1, HP 4 ea, #AT 1 - club, D 1-4, MV 30'**) can be found here. This area provides access to the acolyte's quarters, the high priest's bed chamber, and the temple.

Several wooden tables and chairs are off to each side of the hall. Acolytes use this area to eat and discuss religious points of view.

Area D19: South Hall

Once the hallway to Essen and Yeenamaas' younger children, this area now leads to chambers for the acolytes. There is a 3 in 6 chance (roll of 1-3 on d6) of encountering an acolyte in this hallway.

Area D20: Nanny's Bedroom (Study Room)

Acolytes use this area to research and study their religion. Four small tables, each with a pair of chairs, fill the center of the room. Simple shelves, once used to store children's books, now holds evil tomes used in research. One to two acolytes will be found here studying.

Areas D21-D24: Child's Bedroom (Acolytes Quarters)

Each of these four rooms was a once a bedroom to one or two of the Tokatel's children. Very little remains to identify these rooms as child rooms; acolytes have built two sets of bunk beds in each room. Depending on the time of day, acolytes may be found here resting.

Careful searches may reveal old blood stains on the floors from when the children were killed in their sleep.

Area D25: Large Closet (Storeroom)

The acolytes use this area to store food supplies, linens, and extra robes. There is nothing else of value here.

Area D26: North Hall

This hallway leads to master bed chamber, now used by Ghak'tanesh. An attentive adventurer may spot a reddish stain on the floor of this hallway – this is the spot where Yeenamaas died at the hands of the Redshanks agent.

Area D27: Butler's Room (Acolyte's Quarters)

The chief servant of the castle used this area as his quarters and office. Two lesser priests of Thringalesh now use this room as their private quarters. Several tomes are stacked upon a study desk. Paper scrolls with an unknown language scrawled upon them are piled up on the floor next to the desk.

Area D28: Child's Bedroom (Acolytes Quarters)

Acolytes that have shown promise as potential priests are moved in to this area. Two bunk beds and a study table fill this room.

Essen and Yeenamaas' oldest child Essaas used this room. Faint blood spattering can be found on the one wall.

Area D29: Personal Library (Ghak'tanesh's Library)

Ghak'tanesh has moved all important books, scrolls, and maps that he has acquired throughout the years in to this room. He uses this space to study and research the spell that frees his god. When he is in this room working, no one is to bother him unless it is a dire emergency.

Dozens of ancient dusty tomes from a time forgotten can be found in piles on tables and the floor. Shelves contain more books, stacked in a disorderly fashion. Although the room looks messy, Ghak'tanesh knows exactly where every book is.

Area D30: Tokatel Bed Chambers (Ghak'tanesh's Quarters)

This was Essen and Yeenamaas' bed chambers before the murders. Essen, much older than Yeenamaas and a heavy sleeper, did not wake when Yeenamaas left the bed to check on her children. Yeenamaas did not hear the attack but had a feeling of dread. She encountered the attacker in the hallway after he had murdered her oldest child Essaas just down the hall. Her scream awakened Essen and the castle guard. Before the agent could get to Essen, two castle guards intercepted the attacker and killed him.

Ghak'tanesh uses this area to rest, meditate and pray to Thringalesh. He has set up a small shrine in his room so that he can try to contact his god when he feels he has a chance. Until recently, Ghak'tanesh has never felt the presence of his god.

A locked chest under his bed contains two sets of high priest robes, a **scroll of Convert Foe**, and a small silver box containing a large **red ruby worth 1,000 sp**.

Area D31: Maid's Room (Visitor's Quarters)

The chief maid used this area as her quarters when the Tokatels lived here. This area is now used for overnight guests to the temple and special visitors. A simple bed, wardrobe and writing desk fill the room.

Area D32: Upper Reception Hall (Prayer Room)

Exiting the Upper Hall, visitors enter a large reception hall once used for Tokatel parties and events. The acolytes now use this area as a mass prayer room three times per day. At sunrise, midday, and sunset, all the acolytes (except those guarding the front door) assemble here for prayer. Ghak'tanesh usually leads the services but has relinquished the duty to either of the lesser priests while he continues work on the spell to free Thringalesh. Ghak'tanesh will not allow prayer in the main temple until the return of Thringalesh.

Area D33: Domed Room (Temple)

Essen Tokatel was quite fond of the stars and sky. When he built the castle, he had this area created as an observatory. He would sit here or on his balcony at night gazing up at the stars. Massive glass windows make up the entire domed roof in this room.

Ghak'tanesh long ago converted this area to the main temple. Amphitheater seating allows worshippers full sight to the shrine in the lower center of the room. A massive shrine including a sacrificial altar and large stone idol depicting the evil twin god are surrounded on three sides with the raised wooden seating. This room is normally empty, but currently has two dozen spectators (dwarves and acolytes).

When the adventurers arrive in this location, the room will be filled with dozens of converted dwarves and acolytes. Ghak'tanesh will be seconds away from completing his spell to free Thringalesh from his glass cube. The adventurers have one round to interrupt Ghak'tanesh's spell before Thringalesh is freed.

Once Thringalesh is released, he will need five rounds to recover his power enough to leave the temple. He will take Ghak'tanesh (**AC 2, Cleric 6, HP 21, #AT 1 – dagger or spell, D 1-4, MV 20'**) and two of his acolytes (Umgass the Bold and Bixnax) with him. He will explode upwards and through the glass ceiling and will disappear in to the sky, the three chosen trailing behind him.

Jwellna Sissnop (**AC 3, Cleric 4, HP 28, #AT 1 – hand axe, D d6+1, MV 30'**) will stay behind to neutralize the adventurers. Dozens of fanatical dwarves and acolytes will assault the adventurers, attempting to first prevent their escape, then killing them. The adventurers will have to somehow escape the murderous horde (either back through the castle, down the stairs in D34, or out the balcony in area D34/D35) or destroy every last foe.

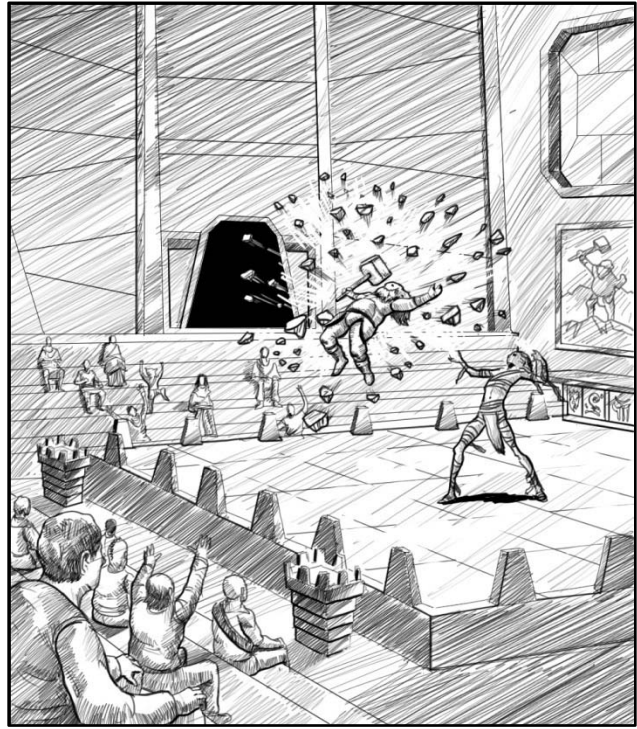
Area D34: Back Stairwell (Temple Stairwell)

A back stairwell descends down to Area D5 below. Ghak'tanesh is the only one allowed to use this stairwell; most of the acolytes do not even know that it exists. A locked door in this room opposite the temple area leads to a balcony in area D34. The door can be unlocked from the inside by turning a bolt. There is no way to unlock the door from the outside.

Over thirty feet from the ground, a balcony extends over the clearing below. A dexterous adventurer could safely climb down to the ground from here. Jumping down would be extremely disastrous but possibly survivable.

Area D35: Sitting Room (Priest's Antechambers)

Similar in shape and size to Area D34, Ghak'tanesh uses this former sitting room as his temple antechambers. He prepares for services, researches ancient lore, and meditates here occasionally. This area has a locked door and balcony as well.



Wrap Up

If the adventurers survive the last encounter, they will have likely have several questions and concerns about Thringalesh's escape. Any dwarves or acolytes that survive the last encounter can be questioned about Thringalesh's whereabouts but they won't know where he went. Only Thringalesh and the three he took with him know where they went after exiting the castle.

Part three of this series, *God Slayers* concludes the story. Details of what happened in the last encounter of this book are found there. As a prelude to the last book, the GM should know that Thringalesh has returned to his old stomping grounds in Grulbarag, the city of Giants. He needs several weeks to regain his full powers as a god and to become immortal once again. Until that time, he can be killed by mere mortals with magical weapons. After he is completely back to god status, he can only be destroyed by his brother Thrinbor or with **Thrinbor's Justice** (a magic item designed to destroy Thringalesh, lost eons ago). Thrinbor is aware that his brother has been freed. Like most gods, Thrinbor will wait and see what mortals do with this new threat before intervening.

Possible Next Steps

The adventurers have several options on what to do next.

- Return to Baron Wyrmbul and report their findings.
- Return to Gusnex the hermit for help or advice.
- Head further in Darkhome, hoping to follow Thringalesh (The adventure concludes in FP3 "God Slayers").

Appendix

This section is reserved for new monsters, magic items, encounter sheets and other materials the GM will need to run this adventure.

New Monsters

Giant Water Beetle

Armor Class	5	No. Appearing	2d6
Hit Dice	1+1	Save As	Fighter: 1
Move	20' / 50' in water	Morale	8
Attacks	1	Treasure Type	N/A
Damage	1-4	Alignment	Neutral

A distant and much smaller cousin of giant fire beetles, the Water beetle is less than 1' in length. It swims in the water much faster than it can scurry on ground. Swimming under water toward its prey, it emerges and attacks with its large mandibles, dealing d4 damage on each successful attack. The water beetle can stay submerged for well over 5 minutes before coming up for air.

Although the beetles will not have any treasure, their shells and meat are sought after by chefs and desert merchants.

New Magic Items

Elixir of Truth-Telling: This elixir is normally found in a white color. Those that consume this powerful liquid will be unable to tell a lie for the next 24 hours until it has worn off. Note that a to-hit attack must be made to force someone to drink this elixir.

Bracers of Advanced Defense: To the common eye, these appear as ordinary cloth wrappings. When swathed around the wrists, they provide the wearer with an Armor Class of 3. No other defense bonuses apply except for Dexterity (e.g. magical rings or armor do not get counted toward AC).

Wristband of Etu: This bracelet gives the wearer the ability to grow almost any plant in nearly any climate (within reason of course). Gardens and crops tended by the wearer of this artifact will produce three to four times the normal amount and will be resistant to all disease and insect plagues.

New Spells

Animate Plant **Range:** 20' (or special)
Duration: 1 hour

This spell animates normal plants for a single purpose. The caster can give the plant a single command, e.g. entangle. The plant will follow the command with anything that it encounters. Note that the plant cannot move if rooted.

If combined with the spell Thought Transfer, the caster may increase the range of the spell to anywhere within sight.

Convert Foe **Range:** 20'
Duration: 24 hours, permanent

This spell is from an ancient time, when gods had need for mortal followers to do their bidding. Clerics of these malicious gods were given the ability (this spell) to convert foes to followers. The spell requires that the priest makes and holds eye contact with the victim. The victim gets one saving throw versus Spells every 24 hours for the first three days - if all three saving throws are failed, the victim is converted forever. Any healing spell has a 50% chance of returning the victim to his or her previous state. While converted, the victim will

follow all commands of the god and the god's priests, even unto death. Priests who have been given this ability can use it once per day per level (e.g. 4th level Cleric can use it 4x per day).

Summon Wildlife Creature **Range:** 500'
Duration: once

The caster can summon up to twice his or her levels (or HD) in wildlife creatures. Any creatures within range will immediately respond to the summoning. If cast with Thought Transfer, the animals will arrive knowing what the caster needs or why they were summoned. For example, a 4th level Cleric can summon 2 Black Bears, 1 Grizzly Bear, 4 Normal Wolves, 2 Dire Wolves, 2 Mountain Lions, 2 Boars, 32 Normal Rats, 16 Giant Rats, or 2 Giant Rattlesnakes.

Thought Transfer **Range:** special
Duration: immediate

This spell allows the caster to send a simple thought to any living creature. This thought can be an image or a few simple words. On its own, it is a simple mechanism to relay information, but cast with other spells, it can alter the effectiveness of the secondary spell.

Woodland Travel **Range:** special
Duration: 24 hours

Woodland Travel is cast upon a person or creature. That target (and anyone within 20') can travel through forests without difficulty and cannot get lost. This spell also protects the targets from Animated Plants or any woodland creatures for the duration of the spell.

Foe Statistics

This section lists the statistics for foes found within False Promises for handy reference.

Area	Foe	AC	HD	Dam	XP
GV1	Dwarves (3)	7	1	1-6	10
GV4	Dwarf (1)	7	1	1-6	10
GV5	Dwarves (d4)	7	1	1-6	10
GV6	Dwarves (2)	7	1	1-6	10
DW1/9	Soldiers (4-8)	5	1+1	1-6	15
DW4	Dwarves (4)	7	1	1-6	10
DW12	Dwarf (1)	7	1	1-6	10
Woods	Black Orb	2	4**	1-4	200
DPE1,10	Soldiers (2)	5	1+1	1-8	15
DPE2	Soldiers (12)	5/7	1+1	1-6/1-8	15
DPE3	Captain Jenustik	4	5*	1-8	300
DPE3	Officers (1-3)	5	2+1	1-8	25
DPE4	Rhak'tul'nak	4	4	1-10	75
DPE4	Vrash'nik'pul	6	2+1	1-6	25
DPE4	Orcs (20)	6	1	1-6	10
DPE6	Soldiers (12)	5	1+1	1-8	15
DPE7	Gibbik	6	3*	2-7	50
DPE7	Goblins (24-36)	6	1-1	1-4	5
DPE8	Cave Lizards (6)	5	3+1	1-8	50
DPE11	Dwarves(25)	7	1	1-6	10
CT4	Water Beetles (4)	5	1+1	1-4	15
CT9	Giant Rats (12)	7	¼	1-3	5
CT12	G. Centipedes (6)	9	¼	Poison	5
CT16	Acolytes (2)	5	1	1-6	10
CT18	Acolytes (4-9)	8	1	1-4	10
CT33	Jwellna Sissnop	3	4**	2-7	200
CT33	Ghak'tanesh	2	6*	1-4	500

Key: GV = Gisselvist, DW = Dragonstail Watch,
DPE = Dragonstail Pass Encampment, CT = Castle Tokatel

Table A-1

Mung-Tu-Kep

The weakest of the four followers caught in Thrinbor's spell, Mung-Tu-Kep was ordered to stay behind to guard the new Thringalesh temple. Although a Cleric in class, he is still a good warrior, preferring to fight bare-handed using martial arts. He doesn't do much damage with each hit, but can punch twice per round or kick once.

He refuses to wear armor and never uses weapons. He has no treasure, having given all his worldly possessions to Thringalesh. As described in the "Hints to Playing the Main Actor(s)" section, he is dedicated to his god but will avoid death if possible. Survival means continuing his work to further the cause.

Mung-Tu-Kep		Class:	Cleric	Level:	4 th
Str: 14	Int: 14	Wis: 17	Dex: 18	Con: 13	Ch: 16
AC: 6	HD: 4**	HP: 18	AT: 1-2	D: 1-2/1-2 or 1-4	
Spells: Cure Light Wounds, Remove Fear, Bless, Hold Person					
Abilities: Convert Foe – 4x per day, see New Spells section for details					

Jwellna Sissnop

Jwellna is a muscular yet feminine looking dwarf. She does not have a beard (some female dwarves do), and has a somewhat shapely figure. Her prowess in battle is nearly unrivalled; only Uumgass in his earlier days could match her axe wielding attacks.

She wears ornate red chainmail armor, and wields two finely crafted hand axes. She prefers to settle problems with her weapons instead of spells – she generally leaves the spell casting to the other acolytes. She will not submit or surrender, she fights to the death.

Jwellna Sissnop		Class:	Cleric	Level:	4 th
Str: 15	Int: 13	Wis: 16	Dex: 17	Con: 15	Ch: 17
AC: 3	HD: 4**	HP: 28	AT: 1	D: 1-6 (+1 STR)	
Spells: Cure Light Wounds, Detect Good, Hold Person					
Abilities: Convert Foe – 4x per day, see New Spells section for details					

Ghak'tanesh

The last high priest of Thringalesh on Terra Minor, Ghak'tanesh is old beyond measure. Once human, this evil cleric has found ways to prolong his life to continue researching the last tomb of his god. He has spent dozens of years scouring tomes and scrolls for the whereabouts of Thringalesh's prison.

Several years ago, Ghak'tanesh found a way to free Thringalesh from his entombment – but he had yet to find the location of the tomb. The inadvertent discovery in Kwaltist has solved that problem for him. Once Ghak'tanesh learned of the discovery, he set his plan in motion – he has arranged for the return of his god and began preparing the ancient spells to free him.

Ghak'tanesh can only cast Convert Foe once per day – once Thringalesh is at full strength, he will be able to cast it four times per day (as the four dwarven acolytes do). The high priest wears simple yet tattered garments and **Bracers of Advanced Defense**. He carries a ceremonial dagger as his sole weapon.

Ghak'tanesh		Class:	Cleric	Level:	6 th
Str: 12	Int: 17	Wis: 18	Dex: 14	Con: 10	Ch: 17
AC: 2	HD: 6**	HP: 18	AT: 1	D: 1-4	
Spells: Cause L. Wounds x2, Hold Person x2, Cause Disease, Cause S. Wounds					
Abilities: Convert Foe – 1x per day, see New Spells section for details					

Thringalesh, God of Misfits and Retribution

The twin brother of Thrinbor has been imprisoned in his glass tomb for hundreds of years. Although he bears a physical resemblance to his brother, Thringalesh differs greatly in the areas of morality. He prefers lawlessness and violence to peace and justice. Prior to his imprisonment, he was a popular god to misfits, murderers and thieves.

Thringalesh is tall for a dwarf, with a sturdy build. His blonde beard and hair are unusual for those of his race (and will soon change in *God Slayers*). He will have his hammer **Goldblister** with him when freed.

Once freed by Ghak'tanesh, Thringalesh will be too weak to protect himself or engage in combat. It will take him a moment or two to gather his senses and recall what has happened. Once he regains his memory and understands the current situation, he will attempt to flee; his only ability is a powerful jump with limited flight. In his current weakened state, his ability allows him to carry up to 1,000 pounds in addition to his own weight. He will flee the castle taking with him three of his dedicated servants. His limited flight will take him approximately one mile north over the Dragonstail Mountains and in to Darkhome before coming back down to the ground. From there, the small group will move toward Grulbarag, the city of Giants. Note that Thringalesh will leave Ghak'tanesh behind to ensure his own escape if needed; Uumgass the Bold and Bixnax are more valuable to Thringalesh than the high priest.

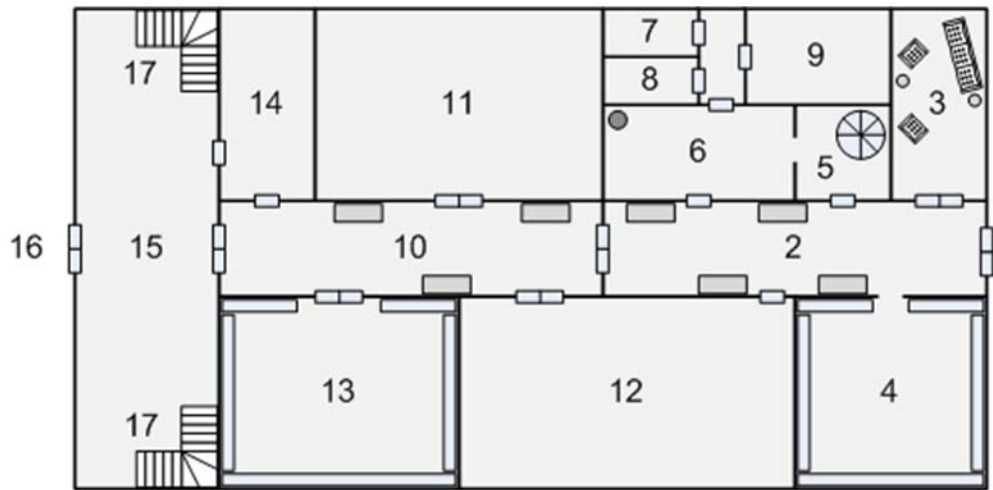
Thringalesh will need d4+3 weeks to fully regain his powers as a god. During that time, most of Darkhome will have heard of his return and will rally under his banner. This will be the first time in hundreds of years that all the warring clans of Darkhome will unite with a single purpose – to destroy Thrinbor and all his followers.

Additional details for Thringalesh and his hammer **Goldblister** will be found in the last book of the series, *God Slayers*.

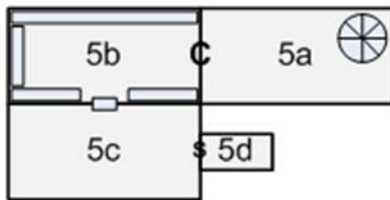
Thringalesh		Class:	n/a	Level:	n/a
Str: 15	Int: 15	Wis: 15	Dex: 12	Con: 12	Ch: 15
AC: 9	HD: 8	HP: 50	AT: 0	D: n/a	
Spells: none					
Abilities: special (see above)					

GM Notes

ThrowiGames.com
FP2 – Fury of Thringalesh – B/X Edition
Version 1.01, PDF edition
By Thom Wilson
TSRS2502

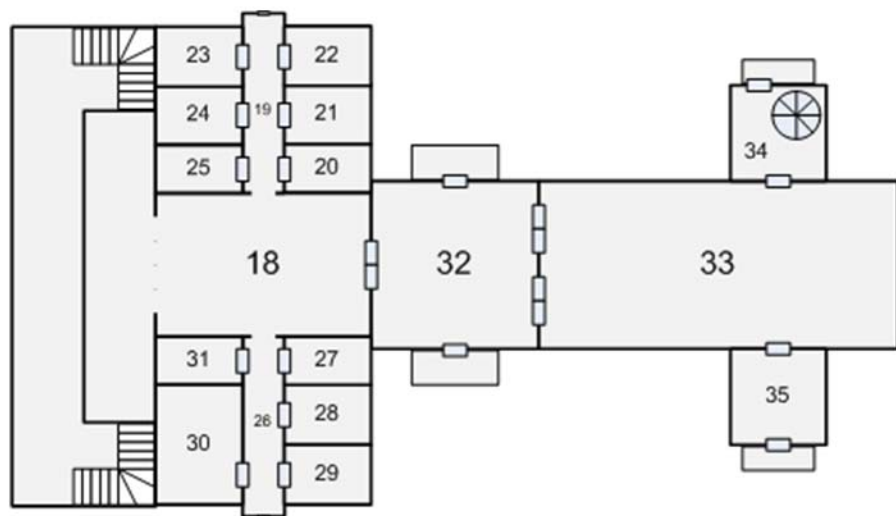


Lower Level



Cellar

Castle Tokatel



Upper Level

Look out for these Old School Releases from ThrowiGames:

FP1 – False Promises

FP3 – God Slayers (released in 2015)

Download these adventures for FREE at throwigames.com!

ES1 – Crypt of Mandazed
E1 – Mysteries in Mannath

MS1 – Lair of the Goblin King
E2 – The Evil Within

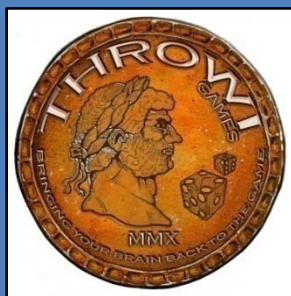
DS1 – Another Knight Like This
TSC1 – In Defense of Thuil

Check out these other FREE products from ThrowiGames!

TSRS1001 Core Guidelines
TSRS1102 Lusus Naturae II
TSRS1201 Res Magicus
TSRS GM Experience Sheets

TSRS1002 Advanced Guide
TSRS1103 Lusus Naturae III
TSRS1501 Terra Minor World Guide
TSRS Encounter Sheets

TSRS1101 Lusus Naturae I
TSRS1104 Lusus Naturae IV
TSRS1401 GM 3-Panel Screen
TSRS Adventurer Sheets



Bringing Your Brain Back to the Game

Throwigames.com

TSRS 2502