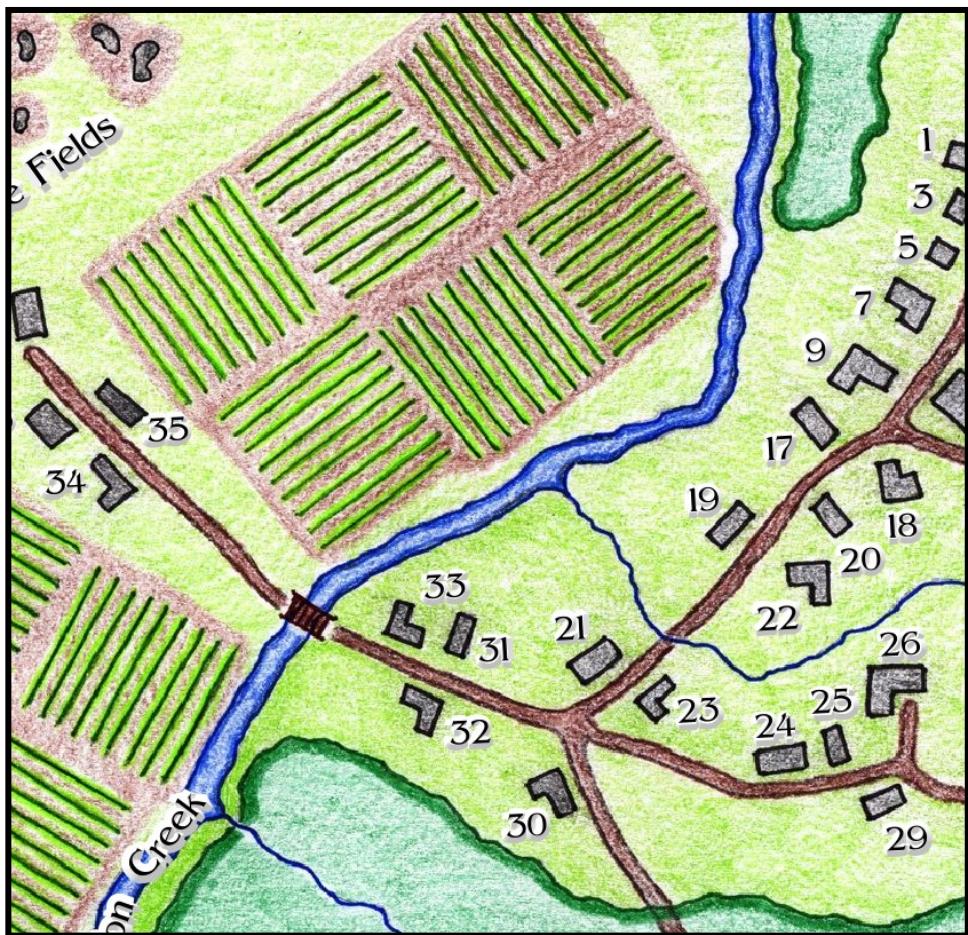


Stone Fields of Azoroth



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Village of Bad Water



Book 1

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Dedicated to

The 100 people who decided to take a chance on this crazy idea.

To Jarrod Shaw for coming up with the crazy idea and sweating out the details to make this a success. I hope it continues on for a long time.

And to Ivy, because she makes me cut out all the crappy stuff. And makes killer bread!



VILLAGERS OF BAD WATER

1. **Wallace** (field hand)
2. **Brown** (field hand)
3. **Yancy & Trumb** (field hands)
4. **Hendrick** (field hand)
5. **Joric** (field hand, 2nd lvl Fighter)
6. **Pearson** (field hand, 4th lvl Thief)
7. **Munson** (field hand)
8. **Thurmon** (butcher, 1st lvl Fighter)
9. **James** (3rd lvl Cleric)
10. **Charles & Edna** (field hand & prostitute)
11. **Herbert** (field hand)
12. **Manny** (field hand, 4th lvl Fighter)
13. **Aaron** (field hand, 3rd lvl Thief)
14. **Glane** (doesn't work, (2nd lvl Fighter)
15. **David** (herbalist)
16. **Jack & Jenna** (field hand & mid-wife, 1st lvl Druid)
17. **Montell & Del Ann** (field hand & 1st lvl Druid)
18. **Blier** (metalsmith)
19. **Smoke** (field hand, 1st level Thief)
20. **Blier & Heira** (metalsmith & alewife)
21. **Cawala** (general store, 6th lvl Mage)
22. **Yelsun** (field hand)
23. **Mallic** (mason)
24. **Umar and Lucinda** (woodward, 3rd lvl archer & 2nd lvl Thief)
25. **Milner** (field hand)
26. **Chalmers** (4th lvl Fighter)
27. **Guard Storage**
28. **Guard Tower**
29. **Powell** (woodward, 2nd lvl Fighter)
30. **Anthony** (field hand)
31. **Dreexter** (field hand, 1st lvl Illusionist)
32. **Jebadiah** (scholar)
33. **Illum & Rachel** (field hand & 3rd lvl Druid)
34. **Henry** (beadle, 2nd lvl Fighter)
35. **Burgess** (Hayward)
36. **Jordel** (reeve)
37. **Kurdon** (field hand, 2nd lvl Fighter)

SERVICES IN BAD WATER

- 8. Butcher
- 9. Shrine & Healing
- 15. Herbalist
- 18. Metalsmith
- 20. Ale wife
- 21. General Store
- 32. Scholar

VILLAGE OF BAD WATER

OVERVIEW

Bad Water was settled because of the fertile land and easy access to water. The Stone Fields made traditional farming challenging, but the stone proved to be of good quality and was used in the construction of the village buildings. Jordel (36) is the current reeve who organizes the field workers and presides over disputes between the villagers. Rarely do the conflicts go unresolved. If no solution is agreed upon the dispute is sent to Sir Glaive in Woodward. The people of Bad Water like to keep their problems within their own walls.

Travelers pass through Bad Water on the way to Woodward. There is no inn or tavern here. Once a week, an alewife (Heira 20) sells her ale by the tankard in front of her home where most of the villagers gather.

The people of Bad Water are simple, hardy folk who wish only to be left alone to live their lives. A few months ago the field hands reported seeing creatures roaming within the Stone Fields.

The Stone Fields have their own mystery with runes upon stone monoliths, cairns that look to be as ancient as the stones themselves and at night eerie flashes or glowing lights are seen.

MANATINE FOREST

The Manatine Forest is a combination of hard and soft wood trees, along with an abundance of plants and herbs. Villagers are permitted to gather fallen wood for their hearths, but only Umar (24) and Powell (29), the woodwards, are permitted to fell trees. It is rich with small game, deer, boar, turkey and bear. Trapping is good along the streams and Starvation Creek. The trappers sell the skins at the monthly market in Woodward.

STARVATION CREEK

Starvation Creek is narrow and shallow, but steady. The water is fresh, fed by streams created by underground springs. There are small game fish, fresh water clams, and crawfish. Trappers are designated to set their traps south of the village.

STONE FIELDS

The Stone Fields are concentrated within a half-day's walk around Bad Water. The stone is of good quality and used to construct many of the village's homes. Amongst the stones are ancient structures, such as monoliths and cairns.

Folks have seen eerie flashes of light, noises and apparitions around these structures. Recent activity within the Stone Fields has turned aggressive. Three sheep wandered into the fields and were found dead a few hours later. A field hand, Anthony (30) discovered a strange object in the field and when he touched it, it burned his hand. The villagers could not find the object. Some adventuring types explored a few of the more interesting sites, but returned with little to show for their efforts.

VILLAGE OF BAD WATER

1. Wallace (field hand)

Wallace lives with his wife and two young children. All of them are covered in dirt. Wallace is insensitive and careless concerning the feelings of others. They live modestly, but his brother is a 'big shot guard' who visits in the spring and fall and gives them lavish gifts. Wallace valubles are a pair of silver candlesticks (25sp) that he only brings out when his brother visits, a masterwork hatchet and a stash of 63cp and 23sp.

2. Brown (field hand)

Brown lives here with his brother, Jut, his wife and three children. He is one of the older field hands and tries to boss the workers in the field. He is not liked. His suggestions contradict what Jordel (36) assigns for the day. Brown thinks Jordel is stupid.

Brown wants to be reeve. He believes he can improve the village if only everyone would listen to him. Even Jut thinks Brown is full of shit.

3. Yancy & Trumb (field hands)

These two are large twin brothers. Both stand a head taller than the next tallest person in the village. When clearing a section of land they are responsible for removing the rocks. They love their job.

They have problems taking care of themselves. Both have a child-like intelligence. Their mother who used to care for them, died two winters ago. Now, the villagers have taken on the brothers and make sure that they are fed and have proper clothing.

The home is small, but they keep it clean. There is a single bed that was their mother's, but it remains untouched since the day she died. Yancy and Thrumb sleep on the floor.

They have little in the way of possessions. They carry all the money they have on them, 6cp and 1sp each. The only thing of value they possess is an ivory-handled mirror (20sp) that was their mother's.

4. Hendrick (field hand)

Hendrick lives here alone. His father, Frank, died a few months ago under mysterious circumstances. Hendrick blames Aaron (13) for Frank's death. The village is split with who they believe.

The truth is, Hendrick killed his own father. After a long night of drinking and being told what a worthless shit he was, Hendrick had had enough. When his father went to sleep, Hendrick smothered him. Since that night, he's had nightmares of his dead father clawing out of the grave. Hendrick has lost a lot of weight, is jumpy and paranoid.

5. Joric (field hand, 2nd lvl Fighter)

Joric is the newest villager. He was once an adventurer with a short career. He was kicked out of his group after losing a magic item. He did not lose the magic item, he sold it for a lot less than it was worth. Joric's greed often gets the better of him.

Hidden in a small coffer are 200sp and 10gp. Joric counts his money every night.

6. Pearson (field hand, 2nd lvl Thief)

Pearson is a member of the Silent Knives thieves guild. He is wanted in Eastgate for several serious crimes that would see him dead. He'd been jailed for several weeks before escaping. He wants to move onto Woodward to join his other guild brothers, but has to bide his time. He has his armor and weapons hidden in a locked chest. Until then he is the local seller of Viper Weed. In a hollow section of the wall, Pearson has 78sp and three bags of Viper Weed he sells for 10sp each.

He's having an affair with Del Ann (17). He is hoping that she will come with him when he is ready to move on.

7. Munson (field hand)

Munson lives with his wife, three children and her mother. Munson works in the fields for as long as possible. At home, his wife and mother-in-law criticize him about everything. He likes his children, except the older one, she is taking on her mother's habits. He constantly apologizes to others even when he's done nothing wrong.

What his wife doesn't know is that Munson is in debt. Over a year ago Munson and his two brothers started a business together, but his brothers left after they discovered how much work it was. Munson was stuck with a 500sp loan. He's paid 20sp on the loan this year. The interest is 50sp interest. If he doesn't make a 100sp payment within the month, their home will accidentally burn down.

8. Thurmon (butcher, 1st lvl Fighter)

Thurmon runs a butchery. He processes the animals brought into the village. He and his son are permitted to hunt for duck and turkey, but must pay the lord twenty ducks and ten turkeys.

Thurmon was a city guard, but took over the business after his leg was crippled during a off-duty accident. He limps, but he's still strong. He is patient with everyone except his son William.

Armor and weapons hang on the shop's wall. He promised to show William how to use his sword, but Thurmon is afraid William will run off and get himself killed.

Thurmon keeps his money in a drawer of the food pantry. He has four pouches with 25sp in each and 43cp loose in the drawer.

9. James (2nd lvl Cleric)

James is a priest of Salavan, Goddess of Beginnings and Hope. He came to Bad Water to establish a new temple, but Sir Glaive had no interest in using resources for a silly girl of a goddess. James used what money he had to build the house with a a shrine.

The villagers pay their respects, but their devotions are minimal except in times of trouble. James has created 'trouble times' in the past to increase revenue to build the temple. His good friend, Holculm, a mage, assists in creating the bad signs.

James has saved 320sp. A priest from the main church visits once a year to collect its tithe. James is planning on stealing the tithing wagon. It's wheels creak under the weight of the silver it carries. The tithing wagon arrives in two weeks.

10. Charles & Edna (field hand & prostitute)

Charles is a field hand with a knack for fixing things. He insults the people he helps because they were unable to fix it themselves. Edna, his wife, earns money by taking in men. She doesn't service locals, but those traveling through know her name. She charges 4sp for her services. Charles knows of her prostituting, but doesn't care.

Between the both of them they have saved 127sp. They are paranoid so they keep changing the location where they hid their money. Charles has created six secret compartments within their home.

11. Herbert (field hand)

Herbert lives with his son. He's spent years toiling in the fields. His back is hunched, fingers bent at odd angles and his face pitted and scarred. To relieve his pain he smokes Viper Weed. He prefers it over drinking. He buys his Viper Weed from Pearson (6). If he's caught smoking or buying it, the reeve will fine him then throw him in the stockade. Sir Glaive considers it an evil and dangerous plant. Herbert doesn't care, he smokes every night. His son steals some of the Viper Weed for his own use.

Herbert has very little saved. He has a bowl on the mantel where he throws his coins. There are 11sp and 9cp in the bowl.

12. Manny (field hand, 4th lvl Fighter)

Manny lives with his daughter. His wife had complications a year ago while giving birth to their second child. Both died. Manny is a strong, young man who works hard in the fields and is protective of his daughter. A month ago a stranger came through Bad Water and made a comment about her. Even though the man was a trained fighter, in armor and armed, Manny beat the man unconscious. The violence and ferocity of his attack startled everyone.

Before Manny married, he was a gladiator. He had a dozen wins when he met his wife and chose a life with her. He is deadly with his hands and anything with a blade, but specializes in dual short swords.

Under his bed, wrapped in his wedding blanket, are a pair of fine short swords he used in the arena.

13. Aaron (field hand, 3rd lvl Thief)

Aaron is a large, heavily muscled and intense looking man. He is precise in his work and his appearance. Disorder makes him angry. He shouts at the other field hands for not doing their work properly.

Hendrick (4) accused Aaron of killing Frank. Aaron doesn't give a shit that the old man died, but he didn't kill him. He's killed two others and has no problem adding to that number. Aaron has no other emotions than anger and getting angry.

Before he came to Bad Water he was street thug who robbed people. The guild finally caught up with him, but wouldn't recruit him because Aaron was too unpredictable. Should he go back to mugging the guild will kill him. He is paranoid that the Silent Knives is watching him.

14. Glane (doesn't work, 2nd lvl Fighter)

The house is falling down. Bent posts are propped beside posts that are splitting and brittle. Several wine jars are piled outside the door. Glane lives here alone. He does little in the way of work. He keeps to himself except to buy wine. He wears a faded and filthy version of his old guard uniform from when he walked the walls in Eastgate. That was several years ago. Now he drinks and sleeps.

If someone manages to get Glane to speak, he talks about how he could have been captain of the guard. The more wine someone gives him, the more he will talk.

Glane came across a bloody scene where two rival gangs killed one another. They fought over a chest full of silver and gold. He smuggled the chest away then became increasingly paranoid about the gangs hunting him or the city guard discovering his theft. He spent most of his time locked in his room with his chest. He lost his job and friends. Now the chest sits open with clothes thrown over it. He has 150sp and 15gp remaining.

Glane has no interest in getting better, having relationships or finding something to do with his time. He wants to drink until he dies.

15. David (herbalist)

Outside the home is a picture of a mortar and pestle. David has a small inventory of herbal medicines. He's missing fingers on his left hand. He has no interest in explaining what happened to him, but is more than happy to find cures to what ails his customers. He doesn't have magic healing potions for sale, but explains that his poultices and salves are more dependable.

David is the youngest son of Malchete, a well known mercenary leader. His father doesn't visit, but he sends people to keep an eye on David. This frustrates David, especially when his father's mercenaries visit expecting freebies.

David is always looking for supplies and pays well for exotic plants. He barters with the locals for treatment. Visitors to Bad Water are expected to pay in coin. He has 110sp in a small chest that also contains several recipe scrolls.

16. Jack & Jenna (field hand & mid-wife, 1st lvl Druid)

Jack and Jenna are a young couple expecting their first child in two months. Jack works the fields and Jenna is the village mid-wife. Both are very busy. Jack is clearing a new field and Jenna is occupied with her own pregnancy and Rachel's (33) soon to be child.

Jenna is a druid. She and two others in the village, Rachel (33) and Del Ann (17), make up the circle. They purposely timed their pregnancies to be three months apart. While Jenna loves Jack, she is more dedicated to her beliefs.

Jack knows some of what Jenna does. He's found her candles and ceremonial daggers. When he asks about them she distracts him with food or sex. Since it hasn't caused any harm he doesn't worry about it.

17. Montell & Del Ann (field hand & 1st lvl Druid)

Montell is a short man who squints a lot because he can't see well. Nice, but to a fault. He tries hard for others to like him which makes them not like him. His wife is the very attractive Del Ann. She finds reasons to be out of the home when Montell is there.

Del Ann is having an affair with Pearson (6). She is three months

pregnant with his child, but hasn't told anyone. She is part of a circle of druids, Jenna (16) and Rachel (33). She likes the excitement of the affair and the secrecy of being a druid.

Montell has no clue and even if someone told him Del Ann was having an affair or a druid or both, he wouldn't believe it.

There is an interesting family heirloom hanging on the wall. It is a mirror with a brass and copper frame. The frame is shaped to look like flames are burning around the mirror. The mirror is magical. Montell has no clue. Del Ann is suspicious of the mirror and keeps it covered. Something about it makes her uncomfortable. The mirror peers into a cave that is lit with gold and silver coins. It looks upon the horde of the Tormal, the three god kings' treasure, lost in a great earthquake. The mirror that hangs on their wall is the twin mirror that rests among the treasure. A person can hear and see what is happening with the other mirror.

18. Blier (metalsmith)

A covered area shelters an anvil and forge. Horseshoes, pots, various farming implements and a few metal shields hang from poles. Blier runs his business from here, he lives next door (20). He offers basic metal repair and can create simple items.

Blier is a short, balding man who is quick with a joke and likes to have a good time. His son, Harris, works with him. He is a good kid who has taken on his father's good nature. Harris is already surpassing his father's skill. This bothers him. He will purposely make a mistake so his father can correct him.

While neither can make armor or a weapon, they are able to repair them. They charge 5% of what the weapon cost new. They know nothing of magical items, a magical longsword is just a longsword to them. They buy scrap metal at 10% of the cost of the item.

19. Smoke (field hand, 1st level Thief)

Smoke has lived in Bad Water for several years. He is a long time member of the thieves guild, The Silent Knives. He knows of Pearson (6) and Lucinda (24), they don't know about Smoke's association with

the guild. He watches. He was assigned to watch what goes on. He reports only to his superior.

He spends his days on the field. He has a handful of friends, but socializes only when Heira (20) has tapped another keg.

Inside Smoke's home there is hidden compartment in the floor where he keeps ledgers of people coming and going, notes on merchants, caravans and their guard compliment. Some of these entries are starred. Also in the compartment is 50sp. He has two small stashes hidden outside the village, one to the north, the other to the south, both contain 50sp each and a dagger.

20. Blier & Heira (metalsmith & alewife)

Blier is the metalsmith (18) with his son Harris. His wife, Heira, is the village alewife. She is very attractive and extremely kind. On occasion, Blier and Heira take in those who are less fortunate. They have a small room connected to the house where a single person can sleep.

Inside the home, it is in disarray. Blier has tools laying about and Heira works here to create her ale concoctions. She is currently working on an apple ale, so there are baskets of apples stacked high. Within the mess is a metal chest with 340sp and 120cp.

21. Cawala (general store, 3rd lvl Mage)

Cawala runs a simple general store. Many of the food staples can be bought here in bulk. She carries iron rations, rope and most of the basic equipment. Except for oil. No oil. She's had issues in the past.

She is a taller, older woman who is strikingly attractive. Her long gray hair is neatly braided and she is always dressed in fine, well tailored clothes. She once belonged to the Rontrind House, a small group of mages who lived within the Manatine Forest. When the house was attacked by undead, she and her apprentice, Gilda, escaped. A few days later, Gilda died from a wound that would not heal. Cawala's hatred for the undead remains.

In Cawala's private living area there are 100sp worth of magical components, three 1st level scrolls and one third level scroll. She has

potions of *healing*, *invisibility* and *haste*. In a finely crafted walnut box is an uncharged *Wand of Magic Missile*. And in a small coffer near her bed are 140sp and 23gp. None of her magic items are for sale.

22. Yelsun (field hand)

Yelsun lives with his mother, wife and four children. He is a thin man who can work sun up to sun down. He doesn't talk much, he answers questions with a nod or a shake of the head. He enjoys music and will dance with abandon. His wife and mother get along well. The children are well mannered and kind.

There is very little of value within the home. Everything is spent keeping the family fed and warm. When not working, Yelsun goes into the forest at night to gather firewood. He knows the forest well.

23. Mallic (mason)

Mallic is a stone mason who is assisting with the construction of the new structures. He has the larger stones brought to his home where he makes them into workable bricks. He is good at what he does, but won't go out into the Stone Fields. He is afraid of the supernatural.

Once a month a woman from Woodward visits him. She is accompanied by an armed man who stands outside his home. He speaks to no one. She stays for the evening then returns in the morning. Her name is Alicia, she is a prostitute from Smoldering Waters brothel.

Mallic's home is well-kept. He has two dogs for companions. They are not guard dogs, they get excited when new people visit and would rather be pet than bite. There are three small statues, each is a nude of Alicia. In a desk drawer there are 23sp loose and in a pouch on top of the desk are 14cp and 22sp.

24. Umar and Lucinda (woodward, 3rd lvl Fighter & 1st lvl Thief)

Umar is one of the village woodwards. He is a skilled bowman. While he is soft-spoken he has made a few holes in strangers who did not respect the village laws. Umar was once a nobleman's forester, but left after the noble's son took over. He refused to work with the demon spawn.

Lucinda is a member of the Silent Knives. Umar is aware of her membership. He doesn't like it, but won't speak ill of the guild. Lucinda got married early in her career so she knows very little of membership and how the guild works. She sometimes hides people or things in a small crawl space under their home. Umar doesn't care as long as they are paid well and the person doesn't enter their home.

In addition to the secret crawl space, Umar has a secret room below the home on the other side. He originally dug a tunnel to the forest, but along the way he broke into an ancient tomb. On a table in the room are 17 large silver pieces with unknown minting, a broken gold necklace with a thumb sized ruby and seven clay pots that he's afraid to open.

25. Milner (field hand)

Milner lives alone. He's young and ambitious, but has strange ideas about how things ought to be. He makes weird connections between unrelated subjects/people/things. He is religious, but can't tell you exactly who he worships. During work he talks to himself, claiming he is reciting holy scripture, but it sounds like gibberish to everyone.

His home is a mess. He's collecting dead animals in baskets. When he's alone, he speaks to them.

When Milner drinks he becomes paranoid and violent. When the alewife produces a new keg, the villagers are careful not to allow him to drink more than two tankards.

26. Chalmers (4th lvl Fighter)

Chalmers is in charge of the guards stationed in Bad Water (28). He is responsible for the protection of the village and keeping the road clear of bandits and creatures. He believes the Stone Fields hold the greatest threat and prefers adventurers not tromp around there because it might stir up or awaken something.

Chalmers's home is sparse, upon the walls are weapons he's used throughout his life. He still owns the first spear he walked the wall with. He has helmets and shields of friends he's lost. While none of it is worth much it means the world to him. The only thing of value to anyone would be the rough hewn jade statue of a coiled snake (100sp).

27. Guard Storage

This building holds extra weapons and armor for the guards. Only Chalmers (26) has the key to this building. Within the building is four suits of leather armor, a chain hauberk, six shields, five short bows, one hundred arrows, fourteen spears, five javelins, a pair of short swords, great axe, enough camping equipment for a dozen men and forty days of iron rations.

28. Guard Tower

Ten guards are station in the tower (eight 1st lvl Fighters and two 2nd lvl Fighters). They patrol the road to Woodward to the south. They sometimes go into the forest or into the Stone Fields if needed. These men are well-equipped with armor and weapons. Chalmers is strict about them keeping their equipment maintained. No civilians are permitted in the tower. Criminals are pit into the pit, a 20' hole with a locked, steel grate covering it.

29. Powell (woodward, 2nd lvl Fighter)

Powell is a woodward of the village. He is a large man who lives here with his wife (who is twenty years younger) and their first child, who is only a few months old. He was a caravan guard, but didn't like the shady dealings that everyone seemed involved in. He was nearly killed when another of the caravan guards set him up.

He dislikes Umar and Lucinda, he believes they are up to no good. He watches people come and go in their place. He's asked them causally about visitors and they deny they have had any company.

Powell is strict with the rules. He is unpopular because of this. He believes everyone should follow the laws and stop expecting the laws to make an exception.

Powell carries a well-crafted spear (non-magical +1) that was given to him by an elven adventure who came through a year ago. He was interested in elves before this, but now he is in awe of them.

30. Anthony (field hand)

Anthony lives with his wife and six children. He is a good worker most of the time, but recently his drinking has increased. He's missed several days of work. His wife has covered for him, saying he's been sick, but Anthony is sleeping off the hangover.

He found a statuette in the field. He burned his hand when he touched it. The statuette depicted a humanoid creature with large teeth and wings. It was a holy trinket the diabolists used to obtain favor from the devils. Now Anthony hears the angry voice of Azoroth in his head demanding he be freed. Anthony drinks to quiet the voice. But he knows somewhere beneath the Stone Fields, Azoroth is alive and waiting for his freedom.

31. Drexter (field hand, 1st lvl Illusionist)

Drexter lives with his son and daughter. He works in the field, but has a secret skill for illusions. He trained when he was younger, but found he liked being outside and running around more than sitting behind a pile of books.

Drexter never married his children's mother. This is something he is ashamed of. Their mother was a prostitute who thought she could give up the life. After she gave birth to their daughter, she returned to Woodward to work in the brothel.

Drexter practices his illusions because the kids like them so much. He only knows a couple of spells, *Dancing Lights* and *Phantasmal Force*. He'd like to learn more spells.

32. Jebadiah (scholar)

Jebadiah is the storyteller of the village. He is an older man with an endless supply of tales. He lives with his wife, Athena. She says very little and smiles a lot. He doesn't work as much as sit on his porch and predict the weather. He's never been one to get dirty. Jordel listens to Jebadiah when he warns of storms.

Jebadiah lives here because of his interest in the cairns within the Stone Fields. He's mapping the area and intends to write a book when he gathers enough information of who built the cairns and who is buried

inside. He believes the cairns hide passages into a deeper crypts.

Inside his home are maps of the surrounding area, with notes on the locations of cairns and monoliths. On the table is an interesting compass. Parts float above the compass itself. There are three iron hands of different lengths and levels. The compass is the *Eye of Autour*. The largest arm detects the direction of something or someone the wielder wishes to find. The second arm detects danger. The shortest arm detects portals.

33. Illium & Rachel (field hand & 3rd lvl Druid)

Illium is an odd man, tall and frighteningly thin. His clothes are too large and his voice sounds like a braying donkey. He is married to the beautiful Rachel. Other women in the village believe she is a wicked woman out to seduce their husbands. Rachel doesn't mind.

Rachel belongs to a druid circle, Jenna (16) and Del Ann (17). She is the leader and pushes them to be more independent. Rachel uses Illium in her ceremonies. He will do anything for her.

Inside the home she has several ceremonial candles and a summoning circle hidden beneath a rug. She believes she can summon the spirit of a dead hero to possess her husband. There are 20sp worth of spell components and a ceremonial dagger with diabolical etchings.

34. Henry (beadle, 2nd lvl Fighter)

Henry is a good friend of Jordel (36). He had a short career as a mercenary, but disliked his commander. He moved on to become a city guard where he found he didn't like the captain. He pass on joining the military knowing he'd be kicked out. He doesn't like authority. He is spiteful when others tell him what to do. He was asked to be the village beadle by Jordel. While Henry can be moody when it comes to his job, he is level-headed and fair.

Henry lives here with his mother. She is old, but gets around. She keeps him busy doing chores and constantly gives him advice on how to improve himself so he can get a wife. He is waiting for her to die.

35. Burgess (hayward)

Burgess lives with his wife and three children. He is the hayward. He is a large, round man who gets very close when he speaks. He answers to Jordel directly. While he's not a friend of the reeve, he considers Jordel a reliable and honest man. Burgess is frequently late getting on the field and finds excuses to return home.

His wife keeps a good home. Their children are wild. Burgess tries to discipline them, but they don't listen. A cabinet contains four, silver goblets (40sp), a silver platter (20sp) and a silver bowl (10sp).

36. Jordel (reeve)

Jordel is the village reeve. He is responsible for the day-to-day activities of the village. He's been reeve for six years. He doesn't mind being the 'bad guy' if it means people get to eat in the winter. He works the field along side the others and oversees which crops need tending and keeping everyone busy.

One month ago his curiosity nearly cost him life when he explored the Stone Fields. He entered a cairn and became sick. Luckily, others were there to pull him out. When they removed Jordel from the cairn, they said Jordel's appearance was frightening. But as they got him farther from the cairn, Jordel returned to his old self.

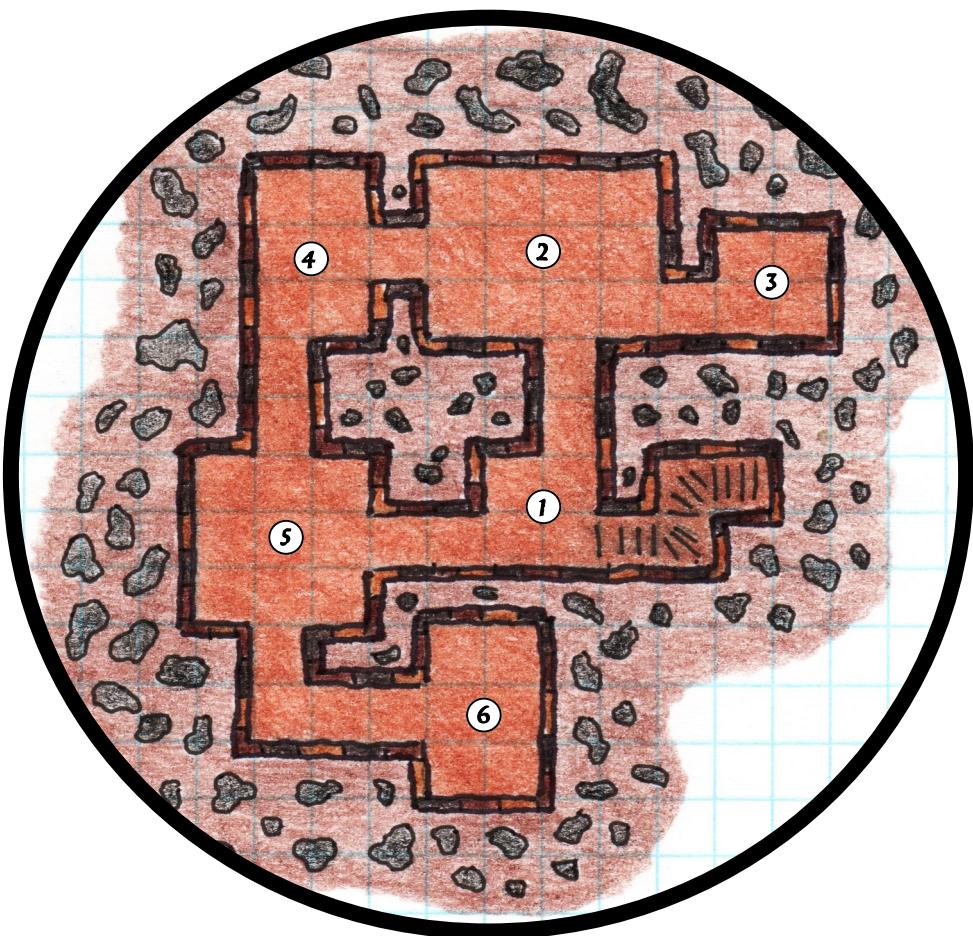
Jordel is possessed. He stumbled into the mass grave of diabolists. One of the restless spirits entered Jordel and is manipulating him. Jordel is calculating where clear land in the Stone Fields. He's hoping to free the Azoroth.

37. Kurdon (field hand, 2nd lvl Fighter)

Kurdon lives with his brother. Both work the fields. Kurdon is a good swordsman and enjoys showing off his skill. He'd like to become more proficient, but knows he won't get to do that here. He remains in Bad Water to help his brother. His brother has trouble performing the simplest of daily tasks and would not do well without Kurdon.

The house is clean. There is a lot of food stored in the pantry. Hanging on the wall is Kurdon's longsword, he calls it Old Gray. He longs for the life of adventure.

Last Temple of Praxus



Book 2

DISCOVERY OF THE CAIRN

Yancy and Trumb (3) discovered rune stones while clearing a section of the Stone Fields. Jordel (36) became excited and sent others to assist in clearing the field. More rune stones were found. At the end of the third day, the ground shook and a section gave way as small granite stairway was revealed.

The workers speculated what they would find until a horrifying scream erupted from the darkness. This sent the workers running. The villagers are afraid to work in the fields.

BACKGROUND

This is the last temple of Praxus, the God of Imprisonment. Several centuries ago, his champion, Samsus X, ruled over this region. Praxus demanded sacrifices, Samsus X fulfilled these rites at the cost of his people.

Devil worshipping cults soon permeated the population. The people chose to be ruled by a lawful devil than a chaotic tyrant. A gate was opened into Avernus, the first plane of Hell. It allowed a small hoard of minor devils, imps, to escape. They scattered throughout the land in the guise of rats, spiders and ravens. Then Azoroth walked through the gate and organized the cultists and imps.

A war was fought, Samsus X against Azoroth. The war ended when Samsus X sacrificed himself to imprison Azoroth. With the temple revealed, it could all begin again.

Map by

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1. THE SCREAMER

A scream rips through the darkness. A strange skeletal creature is hunched over, its mouth wide and filled with dozens of small, sharp teeth. It unleashes another deafening scream as it charges the party.

Screamer

HP: 16, HD: 3, AC: 14, Dam: 2 claws (1d3) and bite (1d6), MV: 12, SV: 13, Special: Scream.

A Screamer is aptly named because of the screaming noise it makes. It is a creature of fear. It can scream while it attacks. A save must be made. On a failed save, the victim flees in terror for one hour.

This undead creature is created when someone is literally frightened to death.

In the corner is a bag with a rusted knife inside. It is a **Sculpting Knife** once owned by Rodin, an unknown sculptor. The knife is imbued with minor enchantments that allow the wielder to find the 'true shape' of a piece of wood or stone. In the hands of a skilled craftsman, the chance of creating a master work is increased. After a day's use, the knife's blade needs to be placed into a fire for one hour to recharge.



2. ALTAR OF PRAXUS

A brass thurible (50sp) hangs from the ceiling. Against the north wall is a wooden platform with a heavy wooden table. On the table is a large brass bowl (10sp).

Samsus X made offerings to Praxus in this room. The brass bowl is stained with blood. The thurible still contains incense. If the incense is burned and at least 4hp worth of blood is sacrificed into the bowl, the character can *Commune* with Praxus, asking one, yes or no, question. After the question is answered the player understands one question is permitted per day.

3. HOPELESSNESS ATTACKS

The floor is covered in a viscous slime. There are ten cages of various sizes and types hanging from the 20' high ceiling. A gust of air brushes by the party, it carries the harsh whispers of several people.

If a character enters the room, an amorphous creature rises from the slime. The slime is the physical manifestation of hopelessness.

Manifestation of Hopelessness

HP: 16, HD: 4, AC: 14, Dam: strike (1d4), MV: 9, SV: 13, Special: Splitting and hopelessness.

A manifestation of hopelessness is a horrible entity created by a single person or a group of people who died after prolonged suffering. When this entity attacks it creates a club-like appendage. When it deals 10hp of damage to a character will suffer the **effects of hopelessness** (save negates).

- no motivation (*no spells can be memorized, equipment decay*)
- lethargy (*no hit point recovery from sleep*)
- humorless (-2 to all social interactions)

Splitting occurs when its hit points are depleted. A 4HD with 16hp splits into two, 2HD creatures with 8hp and then into four, 1HD creatures with 4hp each. After the 1HD creatures are defeated the manifestation of hopelessness collapses into puddles of black sludge.

A manifestation of hopelessness is an undead creature. While weapons and spells can damage the entity it cannot fully destroy it. Only the power of the righteous can put these tortured souls to rest.

Minor exposure to the slime has no effect, but should a character have prolonged contact or consume the slime, a successful save is needed or the character suffers the effects of hopelessness (see above).

The various cages were used to imprison people in different ways. Some cages covered just the head. Others cages restrict any movement. The cages' metal is brittle and falls apart when touched.

4. STATUE OF PRAXUS

The stonework on the floor and on the walls have a precise pattern unlike other areas. Against the north wall is a large statue of pot-bellied man sitting cross-legged with his arms stretched forward, eyes closed. Shackles are clamped around his ankles and wrists. The shackles look are made of silver.

This is a statue of Praxus, God of Imprisonment. There is a pit trap trigger attached to the wrist shackles. If these shackles are manipulated, the floor in front of the statue falls open into a 20' pit (2d6 damage). The floor springs back into place at the end of next round. In the middle of the pit is a wooden pole (secured to the floor). It is a **Rod of Cancellation**. Anyone touching the pole must make a save for all their magical items or they become mundane items.

The shackles are made of hard silver used to silver weapons or sold for 10x the normal price of silver.

5. SRIPTORIUM

The walls are covered with shelving. The shelving is empty except for one of the units has ten scroll cases that look to be made of bone. On the floor are the remains of two standing desks and four, dried inkwells.

Eight of the scroll cases are empty. The other two scroll cases are enchanted to preserve the contents placed inside them. Inside both cases are single documents. The documents are written in a vertical series of runes. They are a record of a battle with diabolical forces. The name Azoroth is mentioned several times.



6. SAMSUS X

In the center of the room is a statue of a man with outstretched arms, wielding two swords. Set into the wall is a dark, gray tablet with hundreds of archaic runes etched into its surface.



This statue is Samsus X. Should anyone enter the room, Samsus X animates. He's gone mad from centuries of standing guard. He did not know he would be aware while he was a statue. He savagely attacks the party. If he has the chance, in a final defiance to Praxus, Samsus X attacks the **Imprisonment Stone** (see New Magic Items), which he has been staring at for over 200 years.

Samsus X (7th level Fighter)

S: 16 (+3), D: 15 (+2) C: 13 , I: 12 , W: 11 , Ch: 13 (+1)

HP: 50, AC: 15, Dam: 2 attacks with the Short Swords of Praxus (1d6+4+*Hold Person*) MV: 12, SV: 8, Special: Two attacks/round.

Possessions: **Short Swords of Praxus** (see New Magic Items), helm, leather vest, Belt of Protection +2.

If the Imprisonment Stone is broken, it will explode doing 6d6 damage to anyone in the room (Save halves damage). If Samsus is killed the stone will be drained of all energy within two days. With either the destruction or draining of the stone, Azoroth's prison is revealed.

CONCLUSION

If the Imprisonment Stone is destroyed or Samsus X is kill, a figure dressed in a tattered cowl stands at the bottom of the stairwell, blocking the exit. No facial features are distinguishable. Only white eyes are seen peering from within the hood.

This is all that remains of Praxus. His power depleted. He targets one of the party members he believes who can be swayed by the promise of power. If the player choses to follow Praxus, he is granted 5hp above his maximum and the ability of a 1st level cleric.



If the player is not swayed, jagged chains fall from the ceiling and attack the party. The image of Praxus vanishes.

14 Constrictor Chains

HP: 10 each, HD: 2, AC: 17, Dam: strike (1d4), MV: 3 reach, SV: 15, Special: Constriction.

Constrictor chains whip around looking for a victim to coil around. If they to max damage of 4, they constrict around its target. The character cannot act until a contest of strength is won. The constrictor chain has a strength of 16. Each round a character is being constricted, he suffers 4 points of damage.

New Magical Items

IMPRISONMENT STONE

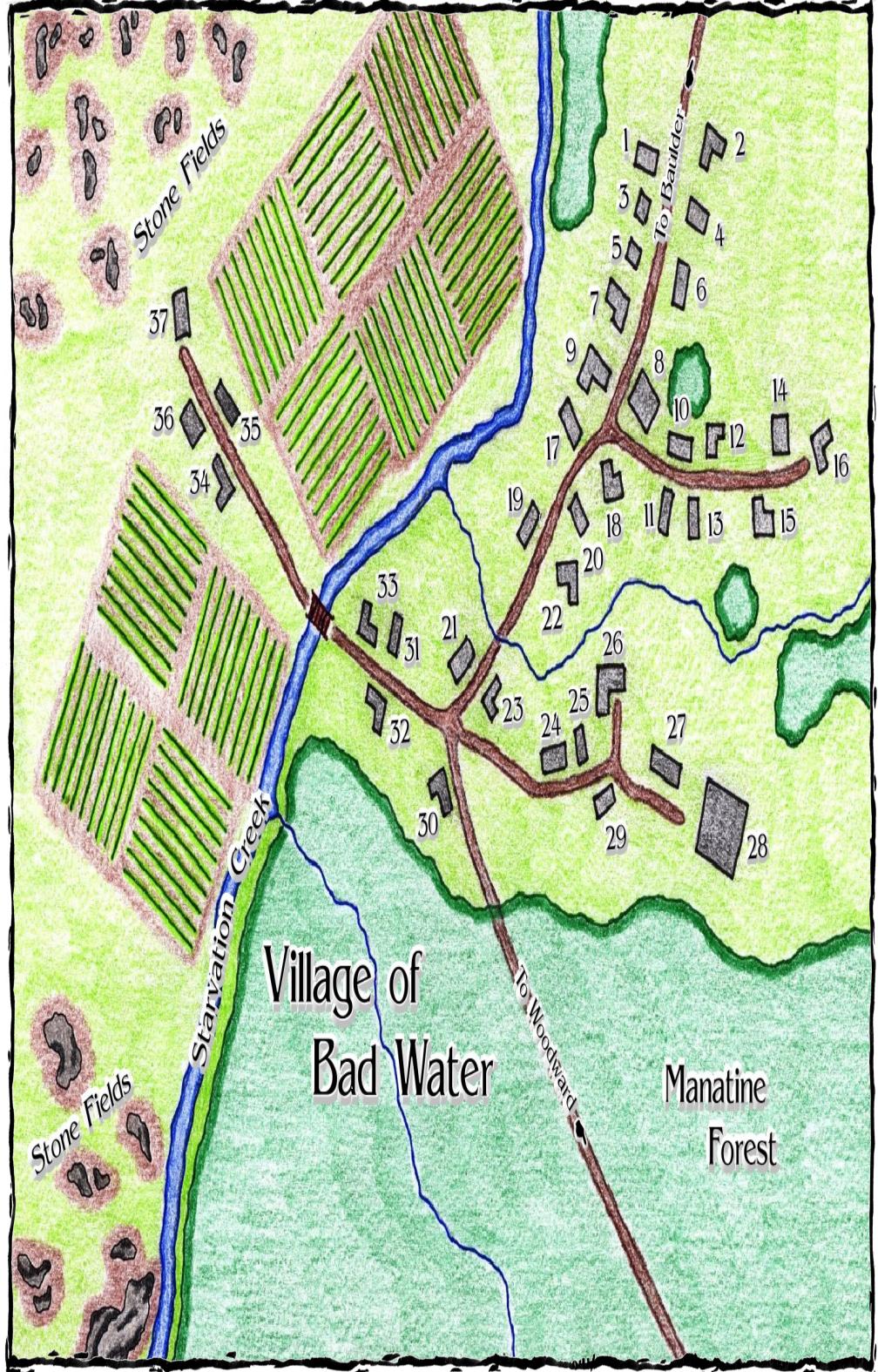
Imprisonment Stones were created by the priests of Praxus. They come in various forms, but most are made from granite. The stones are imbued with every magical spell known that immobilizes a creature. It takes one month to complete a Imprisonment Stone. This binds a single creature of 10HD or below for as long as the stone is intact. Great Imprisonment Stones take three months to construct and can bind a single 15HD creature or below. There is rumor of more powerful Imprisonment Stones, but they are made with rare materials and would be considered an artifact level.

If an Imprisonment Stone is broken, the magic contained within explodes, showering those in a 50' radius with stone shards doing 6d6 damage. A Great Imprisonment Stone showers a 100' radius, doing 12d6 damage. A successful save will halve the damage.

SWORDS OF PRAXUS

The Swords of Praxus are short swords imbued with +1 to hit and damage. On a successful hit, the target needs to make a save or be immobilized for 10 minutes. Each sword can 'hold' one target at a time. The wielder can choose to release someone who is held to target a new victim.

Requirements to wield the Swords of Praxus is a strength of 16 or better. These are heavy swords, weighing 35lbs a piece. To keep the swords powers active, the wielder will need to make a blood sacrifice (4hp of his own) once a week. Each time this is done, there is a 2% chance that Praxus will notice, and send him on a quest. The GM should think of something horrible the character needs to accomplish to complete the quest. At the end of the quest, the character may receive a boon. This may include a bump of 1 to any attribute, bonus experience or money.





Stone Fields of Azoroth



The Stone Fields of Azoroth is a mini-sandbox for a party of experienced adventurers. The first book contains the Village of Bad Water, settled within the Stone Fields. The village is fully detailed and provides an endless amount of role-playing opportunities and a place for the party to begin adventures.

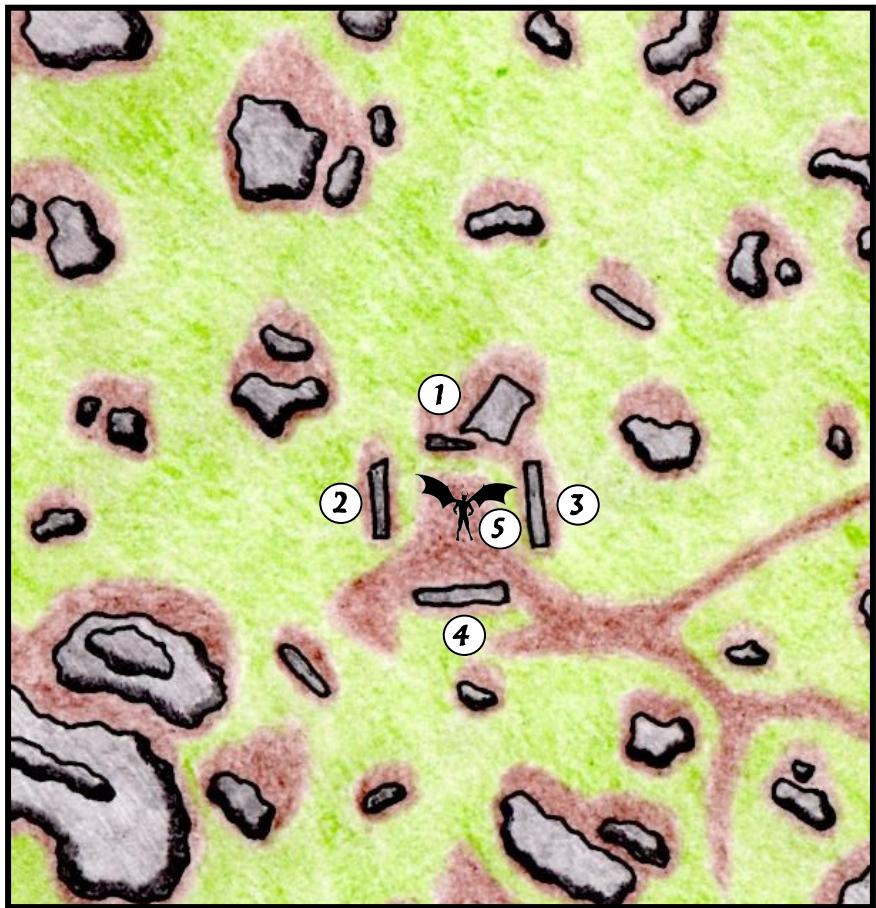
The second book details two adventures within the Stone Fields. These adventures open up the history of the region...if the party survives. Within these stones the adventurers will battle an ancient enemy and discover details of an ancient war between two evils.

The stones await your company.



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The Prison of Azoroth



Book 3

CURRENT SITUATION

A darkness has fallen over a section of the Stone Fields. Unknown creature fly into and out of the swirling black. The temperature in the area has dropped low enough for ice to form on the surface of Starvation Creek. The people of Bad Water are terrified. And if the situation could not get worse their leader, Jordel, is missing.

APPROACHING THE DARKNESS

The temperature drops lower the closer the party gets to the darkness. Creatures appear at the edge of the night storm then disappear. The storm is as high as the clouds and a quarter mile round. At the edge of the darkness, Jordel is fighting off two creatures.

Imps

HP: 8 each, HD: 2, AC: 17, Dam: sting (1d4 + poison), MV: 6/16 (flying), SV: 16, Special: Poison (save or die), regenerates 1hp/round, immune to fire, can only be harmed by silvered or magical weapons.

Jordel is waving a silvered sword over his head keep the imps away for now. He has a large wound on the back of his shoulder (5hp remaining). The imps are flanking him and going in for the attack.

Jordel is crazed. He is making his way to Azoroth to free him. If the party joins the fight with the imps, Jordel takes the opportunity to enter the darkness. Two more imps will join the fight once the party engages the first pair.

Map by

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INTO THE DARKNESS

It is icy cold within the darkness and the wind is fierce enough to extinguish torches and lanterns (unless they are magical). Traveling is difficult because of the many stones that grab at the character's feet. Above the party's heads are more flying devils, waiting. The imps (1d4 in number) attack when the party is in combat with another creature.

The ground swells and atop a mound a gray light glows. Large monoliths surround a suit of armor. The armor is tethered to the monoliths by bright silver threads.

MITHIRIL THREADS

The mithril threads binding Azoroth to the monoliths can be severed by a powerful magic item (+3 weapon or better), otherwise any attempt to sever a mithril thread destroys the weapon (magical weapons get a save). These threads can be salvaged.

1. SHATTERED MONOLITH

This monolith has shattered. Stone shards litter the area and a large chunk of the top has fallen over. Smoke rises from the stone. A dead imp lies sprawled over the broken stone. This looks to have been the largest of the monoliths.

The monolith shattered when the Imprisonment Stone was destroyed. It was responsible for keeping the location of the prison unknown and unknowable.

2. MONOLITH OF THE GAPPING MAW

This monolith stands 10' tall and has a large mouth etched into the granite. From the center of the mouth, a thread of mithril is bound to the armor in the center.

It requires 50 points of damage to destroy the monolith. The gaping maw is a bulette. If the monolith is broken the bulette is freed and attacks. The mithril thread falls away from the monolith and the armor.

Bullette

HP: 25 each, HD: 5, AC: 20, Dam: bite (2d12) and 2 claws (1d6), MV: 15/3 (burrowing), SV: 11, Special: Leaping, surprise.

3. THE SQUIRMING MONOLITH

This monolith is the smallest of the group standing only 5' tall. It is made of thousands of intricate details. The surface of the stone seems to move. Those who get close enough to it can feel a low vibration. From the center of the monolith is a thread of mithril connects to the armor.

This monolith is destroyed after it suffers 25hp of damage. Once destroyed, thousands of angry insects swarm the party. The insects attack anyone within a 20' radius of the monolith for 2d4 rounds then disperse. The mithril thread falls free from the monolith and the armor.

Insect Swarm

HP: nil, HD: 5, AC: nil, Dam: swarm (1d4), MV: 15 (flying), SV: nil, Special: Immune to attacks except for area attacks which disperses the swarm. While someone is within the swarm spellcasting is impossible.

4. THE YELLOW MONOLITH

The granite of this 8' monolith has a strange yellow hue and no other distinctive markings. At the center of the monolith, a mithril thread is connected at the center of the monolith and attached to the armor.

When the monolith suffers 30hp of damage it explodes in a cloud of yellow mold. Anyone within a 20' radius must make a save or die from inhaling the mold. If the stone is destroyed by fire, the yellow mold dies. The mithril thread falls away from the monolith and the armor.

5. AZOROTH

In the center of monoliths stands a suit of heavy armor. It is layers upon layers of metal. Three threads of mithril are attached to the armor and the surrounding monoliths. A aura of evil surrounds the armor.

Azoroth is incased in the **Armor of Captivity** (see New Magic Items). It has been his prison for over 200 years. Unlike his human



counter point, Samsus X, 200 years was much easier to endure. It is nearly impossible to harm Azoroth while he is in the armor. Once the threads are severed from the armor, it falls away revealing Azoroth's true form.



Once Azoroth is freed 3d6 imps join him in his attack on the party. They concentrate their attacks on holy men and mages. The party can attempt to speak with him, and if they offer a good trade, he may let them live, but probably not.

Azoroth

HP: 25, HD: 5, AC: 24, Dam: 2 claws (1d4), bite (1d4), MV: 9/18 (flying), SV: 11, Special: Immune to normal weapons, 50% magic resistance, 50% summon another horned devil, exudes fear 10' radius. Azoroth has none of his spell abilities because of the prolonged imprisonment within the Armor of Captivity.

CONCLUSION

If the party defeats Azoroth, his body slowly decays into the ground. This does not rid the land of the night storm and there are still dozens of imps lost in the fields. While the night storm is still active it will attract diabolical sympathizers attempting to reopen a gate to Hell.

New Magical Items

ARMOR OF CAPTIVITY

A suits of Captivity Armor are built for single person or creature, enchanted to immobilize its victim and drain them of their magical abilities. While it imprisons its target it also protects them. Normal weapons cannot damage the armor and it acts as a Rod of Cancelation, draining any spells or magical weapons. Thus, the prisoner cannot shorten his sentence by death.

Armor of Captivity requires energy. A lot of it. The most common technique is to capture creatures and use a conduit to syphon the life force to power the armor. To keep the creatures alive for a prolonged time they are turned to stone. Mithril most often used for the conduit.

There are rumors that the negative life energy of the undead drains the armor of its abilities.

Once the energy is drained from the armor, it falls away in a heap of metal scrap. The prisoner is the same age and same physical state as the moment he was placed within the Armor of Captivity.

THANK YOU!

Thanks for reading. Hope you enjoyed it. Thanks to Jarrod for asking me to be part of his maiden voyage. I'd love to hear what you thought of the adventure. Stop on by gothridgemanor.blogspot.com and let me know. Or you can email me at elder_sensa@yahoo.com.

