

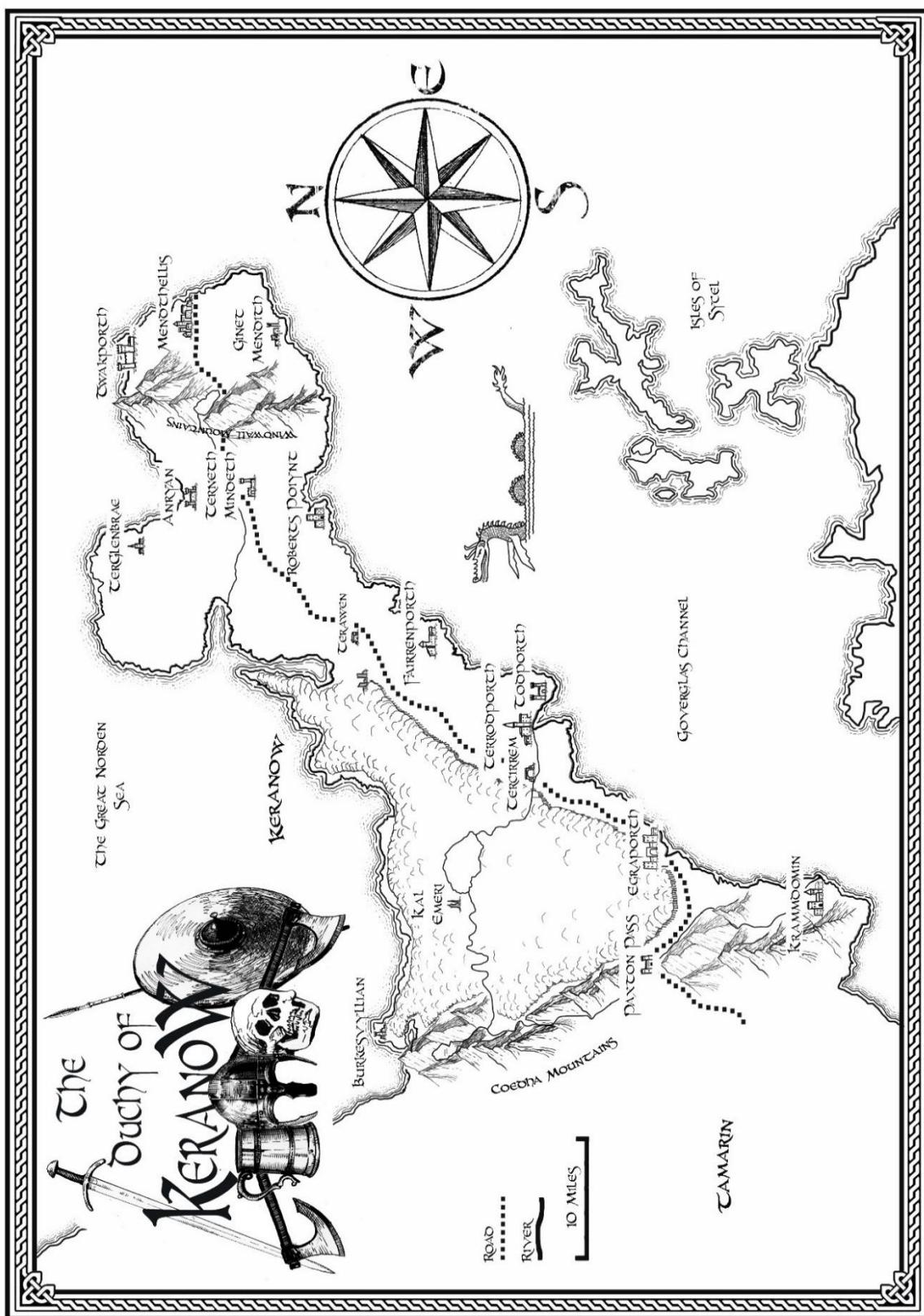
The Cruellest Mistress of All

An OSR Fantasy Adventure Module



This adventure is for 4-6 4th level PC's

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1 FOREWORD

Thank you for contributing to our second Kickstarter Campaign. I hope you enjoy the adventure as much as my contributors and I have had in creating it. As this Kickstarter has been a success, a sequel module will be produced. If long term plans work out, then a total of 7 linked adventures will be released taking the characters up to 20th level. It is intended that the PCs start the final instalment at 20th level to allow use of so-called capstone abilities.

The associated '**digital file pack**' contains all the artwork, flavour ribbons and high-resolution maps for online play.

The Cruellest Mistress of All

is an adventure for OSR editions of fantasy roleplaying games. The adventure is for a party of four PCs starting at 4th level. If there are more or less players, combat difficulty can be increased or decreased by:

- Adding/ subtracting creature hps;
- Having more or less creatures;
- Making more or less spell slots available.

In addition, you may need to expand location sizes to fit extra characters and opponents. Maps do not have squares so adjust scale to fit PC numbers.

Game Breakers. At these levels, the PCs will have access to spells that may allow some easier access to places like *invisibility*, *levitate*, *spider climb*. They will also start to have features that allow them to start to 'control' social situations like *clairvoyance*, *enthall*, *zone of truth*, etc. They may also be at the point where mundane things like needing to forage or buy rations starts to be a thing of the past. It is assumed that the PCs will still travel, over land and sea, by mundane means like horses and ships, and cannot quite have endless uses of *fly*, *water-walk*, and such. It is clearly impossible to predict when and how these increasing powers will be used, but hopefully it does not mean your players will walk through, or bypass, the challenges ahead. Adjust the encounters

and layouts if everything seems too easy - but don't punish players for good ideas and solutions. In my opinion there are few things worse in a 'game' than when you read '*fly spells will not work here*', for example!

Over the course of the adventure, a PC should enough XP, making them 7th at the conclusion. For convenience, the PCs could be made 5th level after defending the town; 6th after exploring Andrin's keep; and 7th after surviving the death pits. They should all have earned 1-2 enchanted magic items as well. The adventure assumes the PCs have personal backgrounds, personality, edges, flaws, hindrances and other flavour origins.

Please feel free to add, or remove, detail in the adventure; after all it now belongs to the players and yourself as GM.

Game terms.

READ ALOUD. Box text, yeah! Details in italics should be read to the PCs when they first enter an area for example. Hopefully, I have kept this to a useful minimum.

Points of Play. These areas are noted as they may contain a number of potential encounters where the party may not be motivated to do a task (*why should they help?*), or the outcome may not be morally simple (*dealing with the children of monsters for example*). I can offer suggestions but you know your friends better than I do!

Monster Stat Blocks

All I am adding is my idea of what the HD of the monster should be. Assume a HD is equivalent to 1-8 hps. AC is so varied, and non-existent in some OSR games, I am not even adding that.

Personality/ Quirks & Motivation/ Goals. Most sentient creatures will have an entry for these sorts of traits, to give an idea of how they should be role-played by the GM.

On The OSR

There are a whole range of different games in this category so this adventure is kept generic enough to use with your favourite. To that end, this version is written with the following spirits of OSR in mind:

- Things are a lot more random.
- Risks are less balanced than in many d20 games.
- The PCs have very few 'skills'. Some bits of information etc. are gained without needing an ability check. Clerics pretty much know about religion; thieves have an eye for other thieves; halflings have a feel for the land, and such.
- Overcoming challenges is less prescribed. What the players say is as important as the PCs' abilities (more even?). There should be many ways to overcome a challenge and things should not be just down a dice roll, ability check, etc.
- The rules do not cover everything. Go with what feels right at the time.

I am working on the assumption your game has fighters, thieves, rangers, bards, and also clerics and demi-humans. Some OSR games don't, so adjust as needed.



2 BACKGROUND

In the prequel adventure to this, **The Last Prayer of the Dying**, the PCs will have completed or discovered all/ most of the following:

- 3 items (a sword, a rod and a helm) that will help them find a fortress lost in history that once belonged to the 'Knight Arisen' (*Terandrin Mendith*).
- The Orc Sea-Reavers are on the move and gathering forces for an attack.
- Zuvicius the Decrepit, a vengeful minor deity has been influencing key fey factions and rousing them against an alliance of humans and elves.

It may be that some Rose Fey the PCs encountered previously are still alive. They may be enemies or allies. If enemies, then have them join the Reaver attack to add extra difficulty (assume they form a temporary alliance). If the PCs have allied with the fey then this will give them extra warning of the coming Reaver attack. If the PCs have not played the first instalment, then assume their presence has been requested at an audience with the priests at the **Sanctuary of the Green** in Fairrenporth.

2.1 Synopsis

The GM should bear in mind one of the key points of this adventure is that the PCs will eventually travel over the Great Norden Sea to the domain of the Orc Sea-Reavers. It is up to you how this happens, but it should happen after they have explored Andrin's keep. There are a number of ways to motivate the players to undertake this hazardous journey to the land of the enemy. They include combinations of the following:

- The PCs themselves may decide to go and investigate to either attack or parley with this ancient enemy.
- The Lord of Fairrenporth, a priest or perhaps a fey ally could ask/ coerce the PCs into finding the cause of this sudden Reaver attack.
- They could take the *Stone of Iron*, which they may have found in the prequel adventure, to use as a gift or bargaining tool.

- They may wish to return any captive Orc Sea-Reavers.
- They could wish to return the bodies of any notable slain Orcs, as the corpses of their own dead hold great spiritual meaning.
- The PCs will have captured relics of the Orc Sea-Reavers from the battlefield.
- The PCs have evidence that the Orcs are being twisted in their faith to that of Lokthor the Mischievous and his ally Zuvicius.

It is assumed the PCs are 4th level, and have adventured with each other in the past. They are one of a number of groups hoping to resettle the ancient Duchy of Keranow. The adventure starts in the bustling harbour town of Fairrenporth, and the PCs are taking a small break from adventuring.

The adventure should flow as follows:

- The PCs seek a divination to help find Andrin's keep, also they have time to do social and town activities.
- The PCs help fight off the Reaver attack.
- The PCs head off into the wilderness, have a few encounters, explore the keep and retrieve its weapons and lore.
- The PCs head over the seas to encounter the leaders of the Orcs.
- They complete the death pits of Gorathi, either as guests or captives.
- They meet their final confrontation with Fax'Netha, the Orcs' new spiritual advisor.



3 DOWNTIME & DIVINATIONS

The adventure starts with the PCs in the harbour town of Fairrenporth. It is only briefly outlined in this section. The town will soon be raided by Orc Sea-Reavers and after that, a sense of urgency should occupy the players.

If the PCs have played the prequel adventure to this then they are likely in need of a brief downtime, and will be trying to find a holy man of Belin of high enough level to cast the required *divination* spell. If they have not played the prequel, assume that an elderly priest has heard of their exploits and wishes to put a beneficial proposal before them.

3.1 Opening Scene

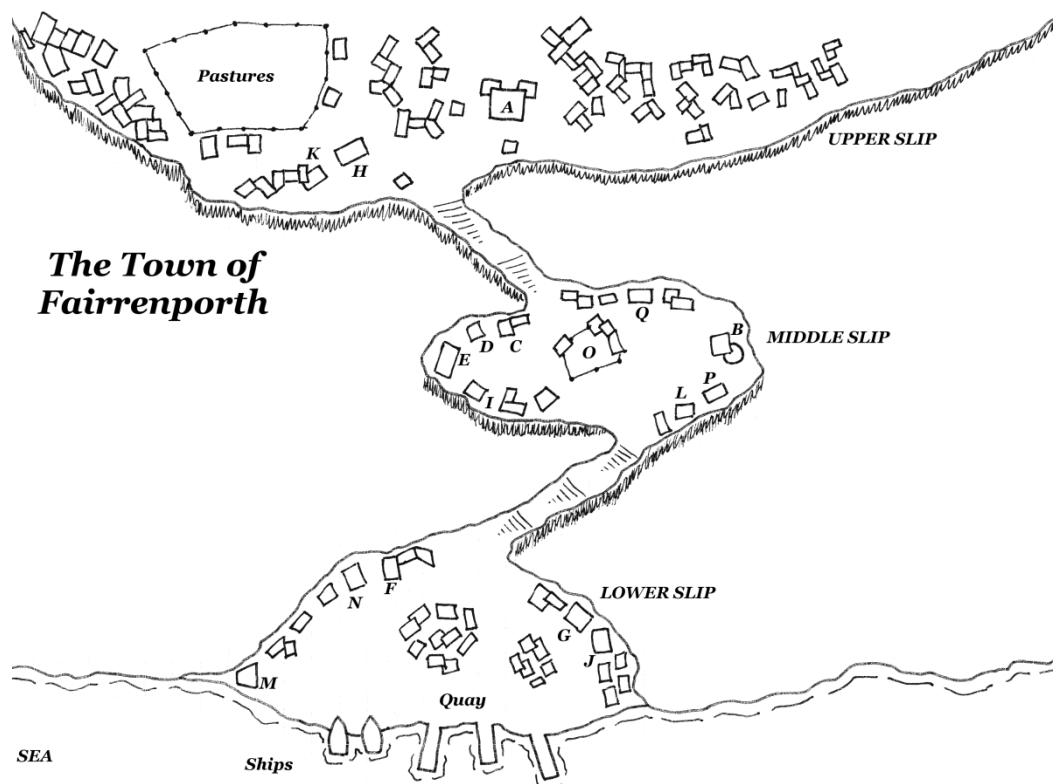
READ ALOUD

The small harbour town of Fairrenporth spreads out before you. It was built originally on some sloping hills leading down to a beach and the sea. During the period when the Duchy was abandoned, some 60 years ago, there was an earthquake which caused some land slippage in various parts of the country, including this coast. As a result, the town now exists

on three levels, or Slips as the locals call them. The Upper Slip contains most of the residences and important town buildings; the Middle Slip contains some trade houses, military buildings and a shrine to the Green God Belin. The Lower Slip is now a small bay area, with quays for moderate sized ships, and adjacent beaches. Rather steep walkways connect the three separate levels.

3.2 Views from Fairrenporth

The settlement is a bustling port town, which is rapidly expanding as the re-conquest of Keranow proceeds. Merchants of all kinds have arrived in the last six months, ready to peddle wares, trick the unwary, and deal in the exotic. The PCs should easily be able to re-stock in all manner of arms and armour, and equipment both alchemical and mundane. Items costing more than 500gp may take d4+1 days to be built, fitted, found, etc. In terms of easy access to spells, assume the town can provide level 1-4 spell casting of a divine nature and level 1-3 spells of an arcane bent, (including the purchase of scrolls and the more common potions).



3.3 Downtime Activities

Assume the party have a week or two to fill between the end of the previous adventure and the true start of this one if they wish. The harbour has all sorts of places for the PCs to get involved in carousing, enterprise, gambling, research, training etc. To add a bit of flavour the following locations may prove useful.

Some of the more prominent areas and businesses (thanks to backer rewards) are summarised below, with their location in the town. Much more detail, and how they interact with the rest of the town, is included in the Gazetteer of Fairrenporth.

A	The Lords Keep (3.5)
B	The Sanctuary of the Green (3.4)
C	Ye Olde Exchange; adventurers gear
D	Snydley's House of Money Lending
E	Twisted Rose Tavern
F	Aelroth's Apothecary and Herbs
G	Old Red's Lagoon house of Pleasure
H	The Growling Gutter Tavern
I	Jub's 3-Finger Discount Store; weapons
J	Mother Yarrow's Apothecary
K	Rydia's Toy Chest
L	The Flying Quill; books & pigeons
M	Selma's Wet Traders
N	Gerren Firhamamer ; Seagull Warden
O	Defenders' Muster Point (3.6)
P	Town's Armoury
Q	Emergency hospice

These are shown on the town map.

3.4 The Sanctuary of the Green

If the PCs have played the prequel adventure, they will be looking for someone to cast a *divination* spell for them so they can find the lost fort of *Terandrin Mendith*. They will have three items with them to act as a focus for the spell. If the PCs have not played the prequel, assume their reputation for brave endeavours have gone before them and the priest seeks them out (and he already has the items in his possession). Most citizens of the settlement are otherwise too engaged in their own affairs to go off on

adventures, or do not have the same range of resources as an adventuring group. The authorities of the town are concerned with rumours of a new rise of the Orc Sea-Reavers, and with redeveloping newly re-occupied areas.

READ ALOUD

A small shrine dedicated to the Green God Belin, sits in the Middle Slip. It is partially built into the cliff face and has a small stone circle around its front. It can be clearly noted that these stones are the same as the cliff material and are from the historical landslip. The décor on the outside is incomplete, and there are small piles of building materials stored outside.

A cleric or bard can reveal that the stones fell from the cliffs in a perfect circle. This was taken as positive sign from the Gods, and a shrine built within them, with the stones remaining untouched. Anybody attempting to move the human sized stones will be disliked by just about everyone in the town.

The shrine has two large wooden doors carved with the green man imagery that is identified with the pantheon in these lands. Assuming the party enter:

READ ALOUD

There is a circular shrine to Belin, the Green God, beyond the doorway. It would appear worshippers either stand or kneel for there are no chairs. Leaf and twine motifs decorate the walls and ceiling, and a large altar is carved like a tree stump. Leering faces of the Green Man, in various emotional states, peer down from coving and struts. Three small wooden round-topped doors lead out of the main chamber. Two garbed holy men are at work, a young one at the beginning of his clerical life, and another you may think has only a few years left. The young one looks like a typical priest, the older man looks somewhat unkempt and easily mistaken for a gardener or shepherd.



DEVELOPMENT

If the PCs have the 3 relics of Andrin from the previous adventure then the older priest, Gw'than Gwindyr will place them on the altar and cast a *divination* spell. Due to the ancestral nature of the items, it will go beyond the scope of the spell's normal capabilities. If the PCs have not played the prequel, then Gw'than will introduce himself and be most pleased they have answered the call in Keranow's time of need. He will show them an ancient rod sword and helm and say these 3 items are a means to magically finding the lost keep of Terandrin Mendith, a now deceased warrior of great renown. There is said to be knowledge and weapons held within that will help the Duchy in this time of need. However this scene is handled

READ ALOUD

Gw'than completes the spell and you see a vision of a small keep, built into a valley wall. Its single outer tower appears to have crashed to the ground, partially obscuring the door. The vision pulls away from the keep and you see a tight, maze-like twist of dips, narrows and sparse woodland. In the distance, you see the opposite coast to the one you are at now. Your

gaze is rapidly pulled south, back to Fairrenporth - the hidden keep of Andrin is nearly straight due North of here. The divination fades.

A druid, halfling or ranger will know the keep is about 10 miles due north of Fairrenporth in a wild rugged area.

Gw'than, like many others, is fearful of what will unfold in the future so will implore the PCs to go the keep and retrieve whatever ancient weapons and lore it holds.

The younger priest is Aiomus (from the village of Terawen in the prequel). He is a 2nd level divine spell caster and if given cheerful news about his home village he will give any support he can to the PCs while they stay in the town.



3.5 The Lord of Fairrenporth

It is possible that the PCs will seek an audience with the High Master of Fairrenporth, Ythrin Morganne. He is a rather frail, and bewildered looking man, who had hoped to spend his elder years with a "cushy" role, and home by the sea. He will be very polite and courteous and

be as helpful as possible to the PCs as long as it does not add to his workload or be any kind of strain on the town's resources. If they relate to him their endeavours in the prequel adventure, he will listen with great interest, and be thankful it was not he "who had to do these courageous deeds". The more dangerous and heroic the PCs make things sound the keener he is to help them along, and away from the town, just in case danger and adventure follows in their wake.

3.6 The Reavers Cometh

Allow the PCs time to do whatever business in town they need to do, and when it looks like they are about finished (or need prompting on something to do), the 5 Reavers' ships will be spotted. If the PCs rush to observe their approach:

READ ALOUD

Five distinctive Orc Sea-Reaver dragonships come into view. Three are in a line in the front with two slightly further behind to provide cover. They head with great pace toward the quay on the Lower Slip area of the town.

(Backers have given the following descriptions for the three lead ships. The prequel module details their Captains, the Erskal).

- **The Screaming Storm.** The figurehead depicts a snake with wide jaws and fangs bared. Years ago, the previous Captain managed to bind a wind spirit to the figurehead. He hoped that the wind spirit could be forced to provide favourable winds no matter the weather. He succeeded but at a cost; whenever the figurehead is uncovered a forceful wind fills the sails but dark thunderclouds form overhead and the wind itself screams like a thousand tortured souls. This screaming can be heard leagues away and renders the ship incapable of stealthy movement when used. The crew themselves appear haunted; twitching, mumbling and staring into nothingness. The sound of the screams rings constantly in their ears.

Erskal: **Aspon Ale-beard**; Orc Types Archers (A) and Conquerors (C).

- **The Skulldelver.** It is a Snekja class long ship of 18 metres length that can carry up to 32 crew. Shattered and holed skulls, strung along a rope in various stages of decay, adorn the gunwales. Jawbones tied with gut dangle from her boom and mast. The skulls of many narwhales adorn the bow creating a tangle of tusks that prove a fearsome sight from land. Her draught is very short and she flies a red ragged sail, favouring shallow waters and avoiding the open ocean. Her captain uses this to best effect with close coastal engagements and lightning raids down rivers and through wetlands. The long days of heaving oars through any wind or current makes the crew's backs and arms strong and bulky, so they prefer to fight with maces, morningstars and other weapons designed to crush and shatter. Her crew desire slaughter above pillage and collect the ruptured heads of their victims as surely as any treasure. These Reavers will prowl the shore opportunistically, charging and beaching with maximum speed while crying aloud "Reap the bones, scour the flesh". Erskal: **Mickal Reddickus**; Orc type Berserker (B).

- **The Wave Hag** is adorned with the flayed faces of their captain's victims as a grizzly sacrifice to the tumultuous sea. It has a mainly female crew who wear light armour and use many daggers, which they use to flay the skin off their enemies. Erskal: **Utgafa Og Skyslur**; Orc type Fleet (F).

The final two ships **The Dawning Glory** (Erskal: **Argryl Longspear**) and **The Severed Squid** (Erskal: **Matta the One Eyed**), are crewed with Orc types Dishonoured (D) and Enard (E).

The Orcs. Erskal Captains aside, the Orcs will have one of six different stat blocks. Any differences to the normal 'Orc' are noted below:

CREATURES

Orc Sea-Reavers

Archers (A). These use hand axes, longbows and wear hide armour. They will try to avoid melee, target enemy priests, and cover each other's movements. They are 1 HD.

Bloodborn (B). Crash into frontlines to try and cause havoc. They will sacrifice defence for offence and have berserker-like abilities. They wear no armour and wield bludgeoning weapons. They are 2 HD.

Conquerors (C). Deployed when an area needs holding so others can deploy, reinforce, fire missiles etc. They have chainmail armour, longspears and shields. They have no missile weapons. They will have 2 HD.

Dishonoured (D). These wretches have failed to live up to the high ideals of the current leaders, and of the sagas of old. They are sent into battle unarmoured with only a shield and a sling. They are often pushed to the front like skirmishers and so the enemy's missiles and magic can be assessed. They are painted blue in an odd woad-like paste, which actually gives them Advantage to avoid being affected by *fear* spells and the *frightened* condition. They will have 1 HD.

Enard (E). Typical general Orc Sea-Reaver armed with a greataxe and deployed in pitched battles in somewhat organised and great numbers. They will have 3 HD.

Fleet Feet (F). They wield a weapon in each hand, usually daggers, with hand axes, short swords and spears. They move in fast and are unarmoured, and will try to flank or cause disruption behind enemy lines. If faced with a solid line of defenders, they will throw missiles. They will have 2 HD.

HOW THE TOWN REACTS

This somewhat depends on how you as GM, and the players, wish to play out this raid. The following events will occur no matter how you proceed:

- The defenders of Keranow will form into 3 battles on the Middle Slip. Each will have about 50 armed warriors of 1+1 HD with some 4HD heroes.
- Messenger pigeons from the **Flying Quill** will be sent off inland and along the coast to call for aid.
- The Lord of the town, with a small retinue and as many healers as possible will form a reserve behind the armed groups.
- Merfolk will slip out to sea from **Selmas** to watch for any other ships not yet committed.
- A hue-and-cry will go up, people will ring bells, and warn their neighbours.
- Most citizens will flee up into the Upper Slip, though not all will make it.

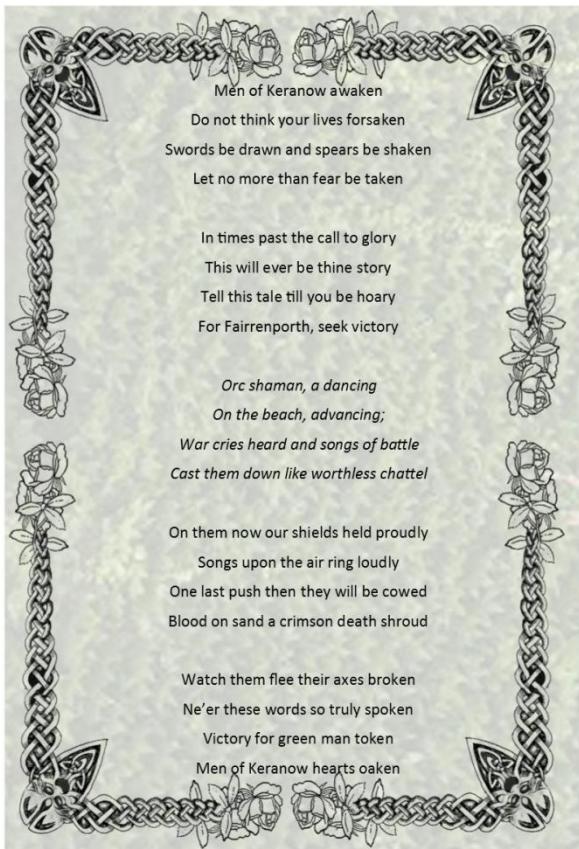
3.7 Songs of Battle

If both forces line up for a straight up battle, before either the Orc Reavers or the Folk of Keranow are ready for battle, they rouse themselves with great morale building verses. *These songs are available in the digital map pack.*

The Orcs



The Defenders of Fairrenporth



4 THE SHIELDWALL OF KERANOW

In order to win the PCs must accumulate 5 Victory Points as detailed in the various actions below. They do not lose any for any scene they do not win, but it will clearly drain the PCs' resources as the battle is extended. The combats are somewhat more abstract than normal, as once the conditions are met that bit of skirmish, action, trial etc. is resolved. If the PCs were not there the Orcs would likely win, if the PCs are there then the Orcs should likely lose.

4.1 Many Paths to Victory's Song

The assault by the clans of Orc Sea-Reavers can be run in a number of ways:

- **Divide and Conquer.** The PCs can intervene in attacks around the bay and buildings. If they win five encounters, the raiders are depleted so victory is assured.
- **Hold the Line.** They can be part of a larger mass battle, with an encounter either side of this, and if they survive the folk of the town can claim victory.
- **By Words and Deeds.** They can defend the settlement in a more abstract way, in a series of extended skill checks, and if they succeed more than they fail, they rally and lead the inhabitants to glory.
- As GM you can mix and match as you wish. *It is suggested the whole raid not last longer than a half to single gaming session.*

Orc Sea-Reaver Tactics. As their main goals are trophies as well as glory they tend to limit the use of anything that will cause fire and destruction, at least until they have taken the valuables. If one of their allies is in a fair one-to-one fight for glory, they will not usually interfere, but will then attack any victorious enemy.

Just as their ships are ever in motion, so they tend to like to fight on the move and not get stuck in prolonged static action. They will try to flank, withdraw, etc. to seek advantage and progress. They rarely use mounts so each warrior is expected to be able to move and fight.

They value the use of missile fire as well as melee combat, a lesson learnt in years of fighting elves and men. They take the heads of their enemies, but usually when the fight is over - to be done with precision and some reverence for a fallen foe.

Some of the Orcs have become corrupted and deceived so may not follow the guidelines above.



4.2 Divide and Conquer

The following events and scenes will put the PCs at the centre of all the action, which after all, is where they should be.

4.2.1 Wall Crawlers

READ ALOUD

A group of lightly armed Orcs are trying to scale around the edges of the cliffs and buildings in the Lower Slip.

2d6+1 Type F Orcs are trying to use cover and the edges of the cliffs to flank their enemies. They will use missile fire to cover each other, but will all fire and move. PCs may need to make skill checks to manoeuvre around rocky ledges and similar obstacles. If the party can kill more than five in five or less rounds assume

they disperse the rest, and the PCs can claim a Victory Point.

4.2.2 Blood Axes

READ ALOUD

In a narrow section of street four fierce and rather insane looking Orcs are trying to force their way through.

2d4+1 Type B Orcs have broken through, in two. More are poised to pile in but if the party hold them back for 3 rounds the assault in this section moves elsewhere. If a PC falls unconscious or prone, it invigorates the Orcs and an Erskal, **Mickal Reddickus** and **d3 Type C** Orcs move in to hold the line. If all the Orcs are not defeated within another 5 rounds, the whole area starts to swarm with Reavers. If the Orcs are defeated in time, award a Victory Point.

CREATURE

Mickal Reddickus

Orc Berserker CN

Mickal is a 4HD creature wielding a greataxe, which he can use twice per round.

4.2.3 Reign of Arrows

READ ALOUD

From across a square a sudden mass of arrows comes pouring down upon your position. The archers are in good cover behind upturned carts, stacks of boxes or walls.

Make ranged attack rolls against each PC from **Type A** Orcs. There are five groups of two, separated by 20-30ft each. These Orcs are not robust and they will break if even 4 are slain. Award a Victory Point for this success.

4.2.4 The Rabble

READ ALOUD

Ahead a group of unarmoured Orcs using light shields and slings are targeting non-combatants amongst the townsfolk. In their midst is a pale grey Orc who blasts lightning and shows great glee at those whom he inflicts pain upon.

Two blocks of **2d4 Type D** Orcs. They are under the command of a newly turned

servant of Lokthor, the Erskal, **Matta The One Eyed**. The Orcs will fight while Matta lives, but will flee in good order if he is defeated. One Orc will assist the spell-user, for it is a **doppelganger** sent by Fax'Netha, (see 7.2). Award a Victory Point for completing this scene.

CREATURE

Matta The One Eyed **Lokthor Fanatic**

He is a 3HD divine spell caster that likes to use commands, holds and inflict spells.

4.3 Hold the Line

The PCs and townsfolk can face the Orc-Reavers in a mass battle action.

The Orcs will form into five groups, in their standard three in front, two behind formation. The crews of the Screaming Storm will take the centre, with the crews of the Wave Hag and Skulldelver on their flanks. The remaining crews will form up behind, in the hopes of a rapid flank attack at some point.

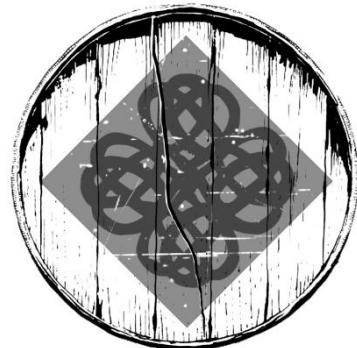
The townsfolk will form in 3 groups, the centre group slightly ahead, of the two on the flanks. This both guards against encirclement, and allows them to swing round to encircle the enemy. In the centre of the line for each group three heroes have volunteered, each proud to be part of the shieldwall.



In the centre group is **Torban the Just**, whose shield is a dark blue round shield with a set of scales of justice in gold on it. On the left is **Tremenyes Kesowrys**, a mere 16-year-old maiden, whose shield bears a lion sejant.



On the right is **Santo Audain**, betrothed of **Rydia Clovershield**, whose family arms are on his shield, with a diamond box and a four-leaf clover in the middle.



The PCs can position themselves where they please. The battle will likely take place in the Lower Slip with the PCs making some use of the slope, or in the Middle Slip, but this means that the Lower Slip area will automatically fall to the invaders.

A number of mass combat and skirmish systems are available to use. WOTC have released one specifically for 5th edition fantasy.

http://media.wizards.com/2015/downloads/dnd/UA_Battlesystem.pdf

They are not part of the SRD.

Paizo Inc. also has a mass combat ruleset for d20 games which could be adapted. <http://paizo.com/pathfinderRPG/prd/ultimateCampaign/kingdomsAndWar/massCombat.html>

There are also a number of fan made ones on the internet. However, not all role-players are fans of wargames because they can often feel like 1 GM and 1 player doing all the work.

Dependent on which rules system you adapt you could set victory conditions such as:

- A set number of losses causes the townsfolk's formations to break.
- A set time passes and the Orcs are pushed back.

4.4 Words & Deeds

This section details some less combat based, more skill based ways to defeat the orc incursion.

4.4.1 Save the Injured

The townsfolk will have better access to medicine than the Orcs, and so can possibly send healed troops back into battle more efficiently than the Reavers can. If the PCs can use magic and skills to keep the townsfolk in the battle, it will add to their morale. Have the players each narrate 1-2 ways their PCs' abilities can help in this endeavour setting. For example:

- Strength can be used to rapidly carrying the wounded or equipment
- Intelligence can be used to decide where best to deploy healers
- Wisdom can be used to note which groups are taking the most damage
- Constitution can be used to maintain effective healing in the "to and fro" of battle

Give bonuses for good narrative ideas. Award a Victory Point if 5 successes are made before 3 failures.

4.4.2 Foil the Deception

Not all the attackers are Orcs. Indeed, not all have the same ambitions as the Orcs. A group of doppelgangers are within their ranks. There are here to steal valuables and stir utter hatred between men and Orcs.

READ ALOUD

You give chase to a couple of very lightly armed Orcs who disappear into some narrow alleyways. Rounding the corner, you hear a muffled scream through a slightly open door ahead.

Assume the building entered is one the party may have visited during their downtime. The two doppelgangers will have quickly overwhelmed the occupants and dumped their unconscious bodies round the back. They will have assumed their roles and will pretend to be frightened citizens. They will say they saw two Orcs pass by but think they headed deeper into the town.

If the PCs cannot see through the deception, the doppelgangers will begin to steal choice items and slay important citizens. They will begin to set fires as well, which is not part of the Orcs' strategy.

CREATURES

Doppelgangers (2), 3-4 HD.

4.4.3 Watch the Flanks

Small groups of Orcs will be beginning using stealth, speed and physical prowess to get around battle lines and start to scale up cliffs using grapples, pitons and ropes. Set up a situation where the PCs have to find and stop these attempts by using their own skills sets. Have the players each narrate 1-2 ways their PCs abilities can help in this endeavour setting. For example:

- Wisdom could be used to spot Orcs using stealth.
- Dexterity could be used to disrupt the Orcs' climbing.
- Strength could be used to pull out ropes and pitons.
- Rangers and Druids could drive angry sea-gulls at any climbers.
- Thieves could get the jump on less wary Orcs.
- Fighters could read the Orcs' strategy.

Give bonuses for good narrative ideas. Award a Victory Point if 5 successes are made before 3 failures.

4.4.4 The Fine Art of War

The PCs can aid the towns' warriors indirectly by directing the shieldwall to keep the Orcs at bay, and help ultimately to drive them back.

Have the players each narrate 1-2 ways their PCs non-physical abilities can help in this endeavour setting. For example:

- Bards could see where morale may be flagging.
- Intelligence to rapidly count and assess enemy numbers.
- Wisdom to time counter-attacks precisely.
- Charisma could be used to inspire with great tales.
- Halflings could bring humour to humiliate enemies.
- Constitution could be used to make attackers falter and be intimidated.

Give bonuses for good narrative ideas. Award a Victory Point if 5 successes are made before 3 failures.

4.4.5 Sabotage

The PCs could try to overcome the light amount of guards who stay with the dragonships. If they can set some alight it could certainly affect the morale of some of the Orcs, who adore their ships more than they do combat! The PCs could use a combination of one skill check each to manoeuvre into position and if there are more successes than failures, they only have to face two **Type A Orcs** and 8 **Type D Orcs**; none of whom have a chance to raise an alarm. Award a Victory Point if they easily burn a few ships. If the initial skill checks fail, then two **Type C Orcs** rush back from the fighting to aid them.

4.5 Aftermath of the Raid

Whichever combination of the above ideas, the battle should not last more than a session. As a stalemate is unlikely, there are two possible outcomes. The PCs have completed enough tasks to earn 5 Victory Points or their resources, (spells, hps, special dice, etc.) run so low that they realise they cannot win and so fall back leaving the Orcs free to loot the town.

4.5.1 Victory for the Town

Some of the Orcs will surrender. The PCs may capture an Erskal alive. They may let some Orcs escape to the sea. The PCs may capture a few dragonships. They may discover that some of the Orcs were doppelgangers. Some townsfolk have been

vengeful and stuck severed Orc heads on spikes in mockery of the orcish customs.

Whatever conditions apply assume:

- A few town buildings have been ransacked, maybe burnt.
- Some of the NPCs the PCs spent downtime with have been slain and injured.
- A fair number of soldiers have been killed or injured.
- The defenders are joyous at victory but tired from their toil.

Each Orc would have brought his finest weapons, favoured charms, brightest jewellery and most sacred items. The PCs can collect a number of tribal totems. In total the Orcs would have had 500gp of mixed wealth from various items, small gems, trinkets and such.

About a fifth of the Orcs would have a hidden lightning brand (of Lokthor) which is something none of the folk of Keranow would have heard Reavers having in times past. Captives may be persuaded (or intimidated) to admit that not all the Orcs were in favour of this assault, and they will blame this lack of unity for their defeat.

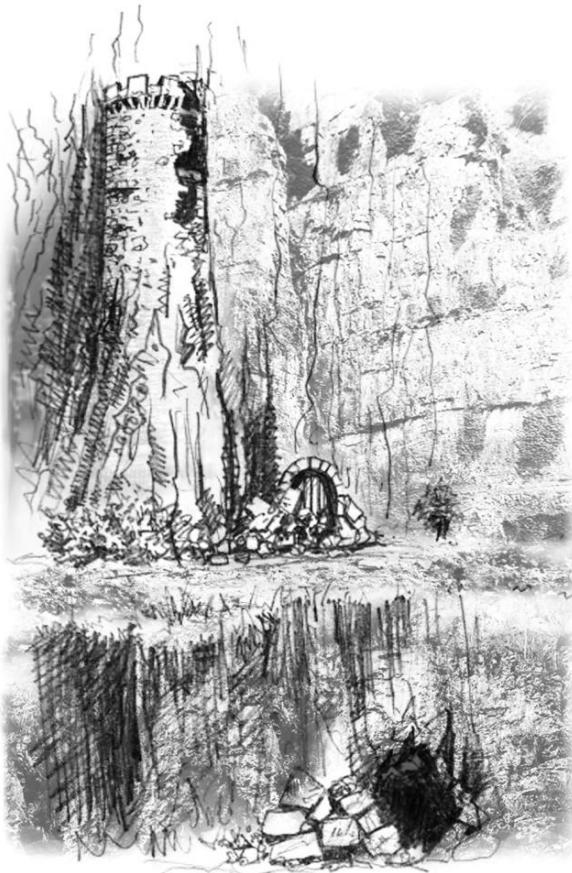


4.5.2 Victory for the Orcs

It may be that bad luck, 'swingyness' of mass combat rolls or bad choices mean the Orcs can claim victory. If they do, they will take what they can and be gone by dawn

the next day. Assume a third of all the businesses have been emptied, and prices immediately rise 50% for kit. A large minority of the town's defenders are slain or badly wounded. The keep is ransacked and the sanctuary is burnt. A number of prominent NPCs have been slain (either the Lord of Fairrenporth or the priest, Gw'than). The Orcs may even have taken some away. The heads of more worthy townsfolk will have been removed and taken as trophies. The Orcs will have lost enough troops that they leave behind 1-2 dragonships, as they no longer have enough crew.

Reinforcements from other towns will arrive over the next few days, as will fresh supplies of food and other consumables.



5 THE KEEP OF TERANDRIN MENDITH

With the battle won, or lost, the PCs may be keen to follow up on the divination so they can find and explore the lost fortress of Andrin Gwindah. The fortress takes the form of a tower built into the side of a cliff face. It is 10 miles from the town to the keep so a couple of encounters may add to the journey. The keep is situated in a series of rocky crags, which have allowed it to remain hidden. The crags themselves are barren and dangerous.

READ ALOUD

Ahead the usual abundance of greenery and wildlife seems to decay. A series of undulating and craggy hills sprawls out before you. Within lies the keep of the warrior of the green, Andrin. You feel a strange sense of familiarity, and the way ahead suddenly seems less daunting.

The divination will guide the PCs through the twisted pathways to the keep. Few settlers have been this away as it just looks unwelcoming. A pair of **manticores** has made this maze their hunting ground. Should the PCs explore off the path have them make a relevant skill check. Assume a failure attracts the attention of the creatures who will try to ambush the PCs in a narrow crevasse, firing their tail bolts from atop the walls that reach 40ft up from the floor and are hard to climb as there is no firm footing except crumbling rock.

CREATURES

Snipes and Spineheart

Manticores (2); 5 HD.

Personality/ Quirks. Overly inquisitive as they get few opportunities / each wears a copper crown they will constantly struggle to keep on their heads.

Motivation/ Goals. Feast upon human flesh/ try to take captives for entertainment.

TREASURE AND REWARD

The copper crowns are of dwarven origin and are worth 30gp each.

An **elf**, **halfling** or **ranger** can track back to the manticores' lair. They fly for the most part so are difficult to track.

TREASURE AND REWARD

The nest, in the shade of a large red-brown outcrop contains the bones of prey, a half-eaten freshly killed goat and the following:

- Copper bracers and chain of office that match the crowns found previously, value of 40gp or twice that to a dwarf.
- Various trinkets, carvings and sculptures from other more feral humanoid races worth 75gp.
- A torn leather reinforced sack from the Time of Kings containing 87gp, and 108sp.

Eventually the PCs will start to ascend a narrow walkway, which leads to the keep entrance.

READ ALOUD

A track, barely a person wide, runs adjacent to the valley walls. Ahead you see where the walls have been worn smooth. Halfway up the walls are the foundations and partial remains of a small turret that once jutted out. A major part of it has fallen onto the track, and partially obscures the door. Some of its debris has run over the track edge and into the overgrown thickets below, which now only partially cover a small doorway.

This collapse allows three entry points. The PCs could climb up to the broken tower; they can go in through the partially blocked front door; or they could go in via the new revealed sally port beneath the track.

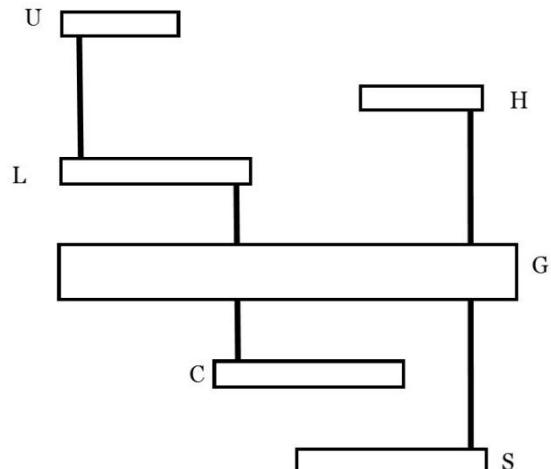
Summary of the Keep. Within are a number of odd inhabitants and lost treasures. They include:

- A badly wounded **phase lamia**, who has recently *ethereally jaunted* in and occupied this quiet domain to recover her health.
- A half created **flesh golem**, Andrin had rescued and held captive while

trying to find a way to save the trapped souls within.

- A **gibbering mouther**, that has crawled its way into the lower area. It has trapped some inquisitive **gnomes** who had been living there.
- A **ghost**, who had developed a beneficial relationship with Andrin and who may be helpful, or harmful, to the PCs.
- Some **dust mephits** who flew in through the top. They themselves had slain a **harpy** that had been there for some time. A **swarm** currently lives in the carcass.

Side View of Andrins Keep



The keep holds a number of magic items. Some have never been used and so have lost some enchantment and need be activated for their full purpose to be revealed. Andrin was wise enough to realise that these relics may be needed at a time when he was not there so would wish a number of things to be accessed by like-minded souls, so clues may be discovered.

5.1 Ground Floor

5.1.1 Main Entry (G1)

READ ALOUD

The road is partially blocked by fallen debris, but it does not prevent access to the doors. A large iron bound and heavy oak set of double doors bars

entry into the fortress. The smiling face of Belin the Green Man is carved upon them. A large iron lock and a chain, with a further lock stop easy access inside.

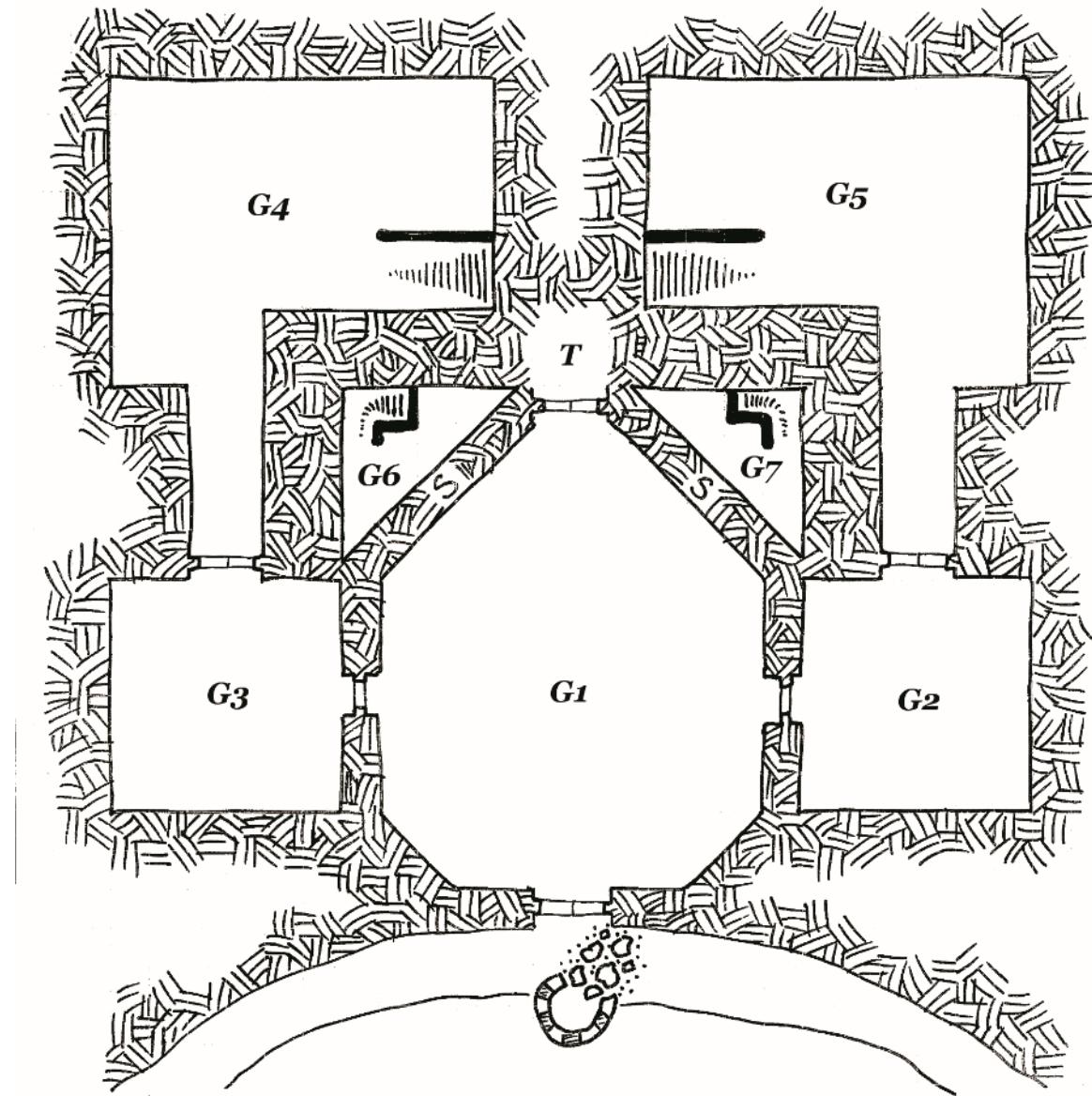
If the PCs have the sword 'Channeller's Fist' from the prequel adventure, it unlocks the lock on the door. If they have the 'ornate rod' from the prequel that will cause the lock on the chain to magically open. Great skill is required to bypass the locks. It has a 4-part latch so even a master thief will need assistance. They can otherwise be broken or the doors stove-in.

If this creates too much noise, takes a number of attempts etc. it will alert some of the occupants. The **mephits** in **L6** are likely to interfere with the PCs' efforts.

Once the PCs have got past the doors:

READ ALOUD

An uneven octagonal grand hall provides the entry of this ancient small fortress. Many paintings hang on the walls, each of a regal looking lord or lady. A crude stone statue of a crone carved with chains and blindfolded sits in the northern wall. Two suits of chainmail sit on



mannequins to the east and west. Each has a halberd fastened to it, and they stand vigil to guard small doors.

The Paintings

A bard or magic-user can tell that the 6ft x 3ft paintings represent the 12 rulers of Gaelia, the country that splintered to form the Five Duchies. Prolonged study will reveal the paintings are not in the correct chronological order. The paintings of the first and last ruler are set in the middle of the northwest and northeast walls.

Note. The prequel module contains details of the Line of Kings. The out of place picture of the first king is a swirl of elemental air and a half-elf druid of The Green. The out of place 12th king is Uthan GanBarrat. **Detailed investigation** above these paintings will find they are in fact concealed doors, which are hinged and swing open. As the paintings are 10ft off the ground, they are awkward to get to. The concealed doors give access to **G6** and **G7**.

The Statue

A cleric or druid will note that the bound crone is a representation of Zuvicius the Decrepit. [Note: the prequel module contains details of this deity. She is an enemy of Belin].

Looking at its base will show the statue can be moved to reveal a secret door. **Detailed investigation** by prodding with a pick for example will reveal it is actually a trap and a false exit.

Gas Pressure Trap (Setback)

Gas Trap: hidden in the frame of the false door, jets of gas will burst into this room.

Trigger: when the statue is moved roll a d6; on a 1-5 the trap triggers, on a 6 age has rendered it non-operational

Effects: A 30ft radius of *essence of ether* gas is released, which causes PCs to become drowsy and sluggish for an hour

Disarm/ Bypass: Anybody succeeding exceptionally well can collect d3+1 vials of the *essence of ether*, each of which will affect a 5ft radius if released.

Reset: manual, the gases would need re-filling.

The suits of chainmail and halberds are of a moderate quality.

5.1.2 Eastern Store (G2)

READ ALOUD

Wooden racks and stone coffers line the walls of this very tidy storeroom.

Neatly stacked in the racks is a large amount of building materials and relevant tools. There is enough material here to fix the broken tower, mend any door, and repair any leaks and interior damage. The value is 400gp and would require 6 wagons to remove.

5.1.3 Western Store (G3)

READ ALOUD

Weapons racks, and frames for storing armour and shields fill the room.

The racks are all but empty. Assume there are two shields, 4 martial and 8 simple weapons remaining of whichever type the PCs would like. None are remarkable.

Investigating the frames shows they have scratches and scuffs so it can be assumed they were once full and the weapons removed for some long past battle. There is enough space to have arms to equip adequately 30 soldiers.

5.1.4 Lower Quarters (G4)

READ ALOUD

Many double bunks are tightly packed into this area, which is clearly a guard barracks. The beds are unmade, coated in dust. Numerous footlockers, backpacks and bags are scattered about. A single stair heads down east.

The soldiers who were stationed here left in a hurry for a short mission from which they never returned (some died, others fled). As a result, there are a lot of personal effects. It is likely the descendants of some of the guards here dwell once more in the Duchy. The stairs go down to **C1**.

5.1.5 Workshop (G5)

READ ALOUD

This area has been totally trashed. Smashed benches, twisted metals, damaged wall plaster, dried up oil stains, and other items indicative of a once well-stocked workshop. Heavy footfalls and a low moaning noise come from the top of the stairs in the west.

The main weapon and armour repair shop has been obliterated over the years by an insane and possessed **flesh golem**. It was made from the parts of executed criminals and so has a number of foul spirits and a cruel attitude driving it on. Andrin had been working on a way to free the spirits of souls caught within, and had been storing it in the upper hall. Every week the golem has a 1% chance to go berserk for a day, and over the decades this has resulted in the utter destruction of a few areas of the keep. Berserk or not its long isolation means it will attack the PCs unless somehow persuaded otherwise. After it is reduced to 0 hps the PCs will see the wretched souls within liberated and dispersed to an eternal rest. It is difficult but it can be reasoned with.

CREATURE

Darkheart The Flesh Golem (8-9HD).

Personality/ Quirks. Aggressive, wracked by pain/ pulls at its own flesh, hair, wires etc.

Motivation/ Goals. To end the torture its component souls have suffered/ to be destroyed forever.

The stairs go up to **H1**.

5.1.6 Secret Route Up (G6)

An Investigation of the area, or chance view by an elf or dwarf will find a smooth stone panel that slides to the side to reveal a staircase leading up. It winds up anti-clockwise and is a tight squeeze for anyone overly tall or

encumbered. Bronze torch sconces cast like tree branches are tapped into the wall at regular intervals. This stairway goes up to **L1**.

5.1.7 Secret Route Down (G7)

An Investigation of the area, or chance view by an elf or dwarf will find a smooth stone panel that slides to the side to reveal a staircase leading down. The panel will stick halfway through opening it as a discarded back pack gets stuck in the mechanism. The backpack contains enough gear for a ranger's pack, as well as a *potion of healing*, and 12 silver sling bullets. This stairway goes down to **S1**.

5.2 The Undercroft

5.2.1 The Chapel (C1)

READ ALOUD

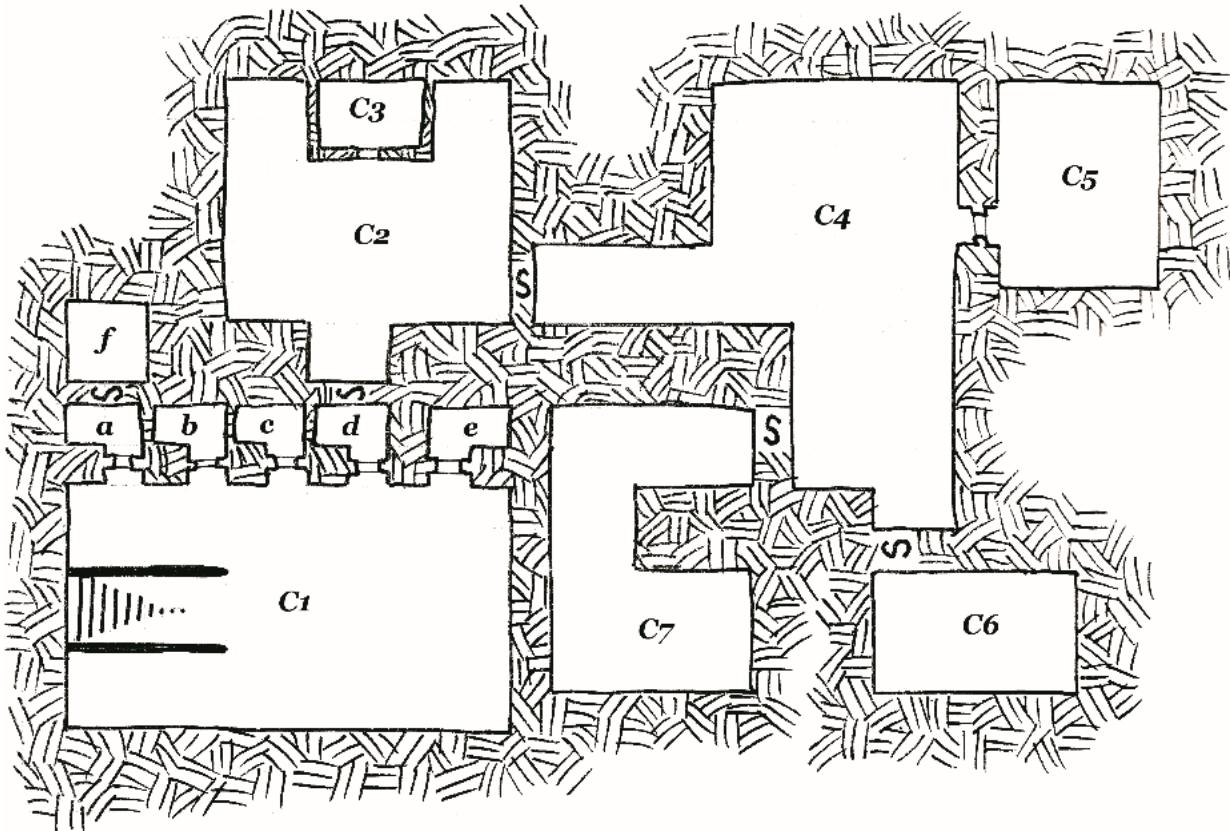
The stone stairs lead down into what is clearly a chapel. The walls are carved with simple depictions of trees, stone circles, and mischievous, but not benign, looking fey. The east wall has a large carving of the Green Man image that is Belin. Two dozen stone blocks act as seats. The north wall has five low arched doors.

An observant PC can reveal that amongst the imagery on the south wall there are five trees, each with a beautiful humanoid fey on them. The fey stepping into the 1st and 4th trees look rather happy, and the fey stepping into the 2nd, 3rd and 5th look rather glum.

A druid or ranger will know that the fey are dryads, and they live in trees and use them as portals to get around.

DEVELOPMENT

The images give a hint that the 1st and 4th doors in the North lead to something rather beneficial, and the other doors don't. If anyone opens one of the north doors, then:



READ ALOUD

Simple mats on the floor are slowly fading and drying out. The north wall of the room is carved with a single tree and the east wall of each room is carved with a simple Green Man motif.

A cleric or druid will note that the rooms were used for individual meditation and prayer to Belin. **More detailed thinking will show** that the rooms are also a punishment in the form of solitary confinement and are the start of a path to redemption.

Pressing the trees in a) and d) will open the secret door. **They can otherwise be found** as they stick out a bit from the walls.

Room (f) contains a shrine to D'hagda.

READ ALOUD

A simple stone carving of a gnome sat upon a rock is in the centre of the room. The gnome holds a helm of

white and green, in the shape of an owl head.

A Cleric will know the image depicts D'hagda, the Lord of Judgement, who greets all men after their death. **Great wisdom will show** that this imagery particularly depicts him in a contemplative mood as to whether he should help those who are injured.

TREASURE AND REWARD

The Helm of D'hagda. This helm detects as magical. If a person, not on maximum hit points, wears the helm during a short rest then they benefit from a free extra hit-dice of healing, or however such systems work in your OSR.

5.2.2 The Ghost's Retreat (C2)

This room contains a **ghost** who had developed a beneficial relationship with Andrin. The ghost may be helpful, or harmful, to the PCs.

READ ALOUD

Half of this room has numerous stone shelves set into its walls. There are two wooden tables and 4 chairs. The

whole room feels akin to a library, except incomplete and with no books! An iron bound door is in the north wall.

DEVELOPMENT

If a PC does not succeed at a moving quietly, or talks above a whisper, casts a spell, drops something or does anything else that 'breaks the silence' then **Svintha the ghost** will manifest from out of one of the walls. As she is unaware of the PCs intentions she will use her *horrifying visage* ability as she manifests, but will cease all hostilities with even a slight attempt by the PCs at diplomacy.

READ ALOUD

Stepping out of the walls appears the diaphanous image of a woman all in grey. She has a steely resolve about her face, and piercing green eyes. "How dare you break the silence of this place.....?!"

Assuming a combat does not break out, Svintha is more than willing to talk and can impart the following information, dependent on the question she is asked, and on any information the PCs may impart. In her life she was a covenanter of Belin, a holy order that helped the underprivileged.

- "Andrin saved me from the depredations of some Orc-Reavers many hundreds of years ago. He did this by killing me with an arrow, for there were too many foes."
- "When Andrin would go into his long sleeps of death, I would 'awaken' and keep a vigil in this place."
- "I awoke several weeks ago, but my heartfelt troubled, as though something perilous had happened to Andrin."
- "Andrin is dead! Then perhaps I too should succumb to D'hagda's will, and join him."
- "The Reavers have returned! Within this keep are a number of powerful

magical artefacts. Perhaps noble folk such as you should bring them back into the world. A spear is within the chamber to the north, from what I recall there is also a wand and a mace within the keep."

- "This room was have been a library we would to use to collate and compile Andrin's long and valiant life."

5.2.3 Vault of the Spear (C3)

The door to this room has a complex lock and sturdy frame.

READ ALOUD

A rack of horn and wood holds a silver-blue spear. This ancient mithril spear shines with a metallic blue light.

Asking Svintha about it or remembering tavern tales and history:

"Its blade will never dull; its sheen will never lose its lustre and its fame will not die. Its heritage is claimed by many cultures, for whoever wields it will strike with great clarity of purpose and will know their enemy from ally.

To the Elves, it is known as Thornglim and its light will pierce any shadow; in Orcish it is called H'rangar and the warrior who wields it is filled with purpose and fierce intent; Men of the Five Duchies call it Surestrike, for its wielder will not waiver from any task."

It has a +1 magical bonus. The wielder gains other bonuses dependent on their race (requires attunement), after the item has been 'activated' for it has never been used:

Elves roll with advantage when intimidating the fey and the undead; *demon-bane* quality. **A magic-user or elf will know** to activate it must be held up high under a full moon.

Humans roll at advantage to resist fear and charm effects; *demon-bane* quality. **A**

cleric or ranger will know to activate it must be held up high in the glare of the noon sun.

Orcs roll at advantage in combat whenever they have 10 hp's or less left; *demon bane* quality. **A druid, dwarf or fighter will know** to activate the tip must be placed into an outdoor fire, lit at dusk.

* *demon-bane*. When you hit a demon with this weapon, it does an extra 2d6 damage.



5.2.4 Tests of the Green (C4)

READ ALOUD

This room has 4 wooden tables and a dozen small wooden stools piled tidily against the northern wall. A number of small green bound books are in a crate. 4 wooden stands are bound with a crude rope. A strong sturdy door provides exit to the east. A door, difficult see if it was not already open, is in the middle of the south wall. It opens into the room beyond.

A relevant skill/ attribute check will reveal that this room was a practise area for the guards who were stationed here. The ropes and stands make a small fighting arena, and the tables and books were used for study. The books detail the Green Man religion; its ethics and codes; and how its advocates should deal with many issues. If a PC is trying to find lore, religion, nature and other bits of information tied to Keranow, its fey, its religion or its history the book will allow the roll at advantage if studied for at least ten minutes. They are 11 books in total. They have a value of 15gp each.

The door to the east has a complex lock and sturdy frame. The lock is deeper than a normal pick would reach, and it will make a right old mess to bash it all in. **Anyone searching in the right place** will find the secret door to the west. If the southern door were closed it would be equally hard to find.

The rest of the Undercroft is a last stand area for the keep's guard.

5.2.5 Last Hold (C5)

READ ALOUD

This room has a well in the northeast, a rack holding 4 glaives and 2 nets. A wooden shelf holds a number of bottles and pouches. Next to these on the shelf is a wooden box with an iron clasp.

TREASURE AND REWARD

Two bottles contain *alchemical fire*, and one contains *acid*. Two bags hold caltrops, and another holds ball bearings. The wooden box has small simple. In it are 3 glass capsules containing an opaque green liquid: 3 doses of *Serpent Venom* poison. The last guardians would have used this to take their own lives rather than be taken prisoner.

5.2.6 Sanctuary of the Fates (C6)

READ ALOUD

The south of this room has a stone block upon which are a number of vials of liquid and a bundle of scrolls. A bedroll is laid out against the west

wall, which is slowly becoming musty and decayed.

The back of the door contains a message, a reminder for Andrin. The door is currently open and flush against the north wall so the message is not visible until the door is moved or closed. The message in Sylvan reads:

“Remember, old friend, do not close this door as it will release the beast. The potions will then be needed to make your escape”.

It is a note Andrin left for himself lest time make him forget!

DEVELOPMENT

This area provided Andrin with one last chance should the keep be over-run. If the door is closed the door into **C7** swings open into **C4**, allowing the creature in there to be free and assail the inhabitants of **C4**.

TREASURE AND REWARD

There is a potion of *invisibility* and a potion of *gaseous form*. The scrolls are *protection from evil* and *protection from poison*. Andrin would have used these to protect himself and then to bypass the **Green Basilisk** from **C7**, while it was occupied with intruders!

Fiddling with the mechanism for a few minutes will disconnect the link between the doors into **C6** and **C7**.

5.2.7 Guardian of Last Resort (C7)

READ ALOUD

This room contains a small empty rock-pool, and a nest made of a metal frame and woollen sheets.

It also contains a **green basilisk**. This wicked creature has been gifted with immortality by Zuvicius the Decrepit. As it became a hazard to the land it was captured by Andrin, and sent to serve here.

A low squat six-legged lizard is present here. It has emerald flecked scales and a neck-frill containing sharpened quills. A tongue flickers

from a toothy maw. The most striking features are the dead grey eyes!

The creature has the same features as a basilisk with the following additions.

- It has regeneration 2 (unless it takes *necrotic* or *radiant* damage).
- Creatures turned to stone look like petrified tree versions of themselves.
- It has advantage on all saves against magic.

Personality/ Quirks. Very aggressive and filled with rage at long imprisonment/ constantly flicks the air with its tongue as it tastes new things after its long confinement.

Motivation/ Goals. Kill all interlopers and feed on flesh or freshly created stone/ to escape to feel the sun once more.

Fiddling with the mechanism for a few minutes will disconnect the link between the doors into **C7** and **C6**.

5.3 The Lower Tower

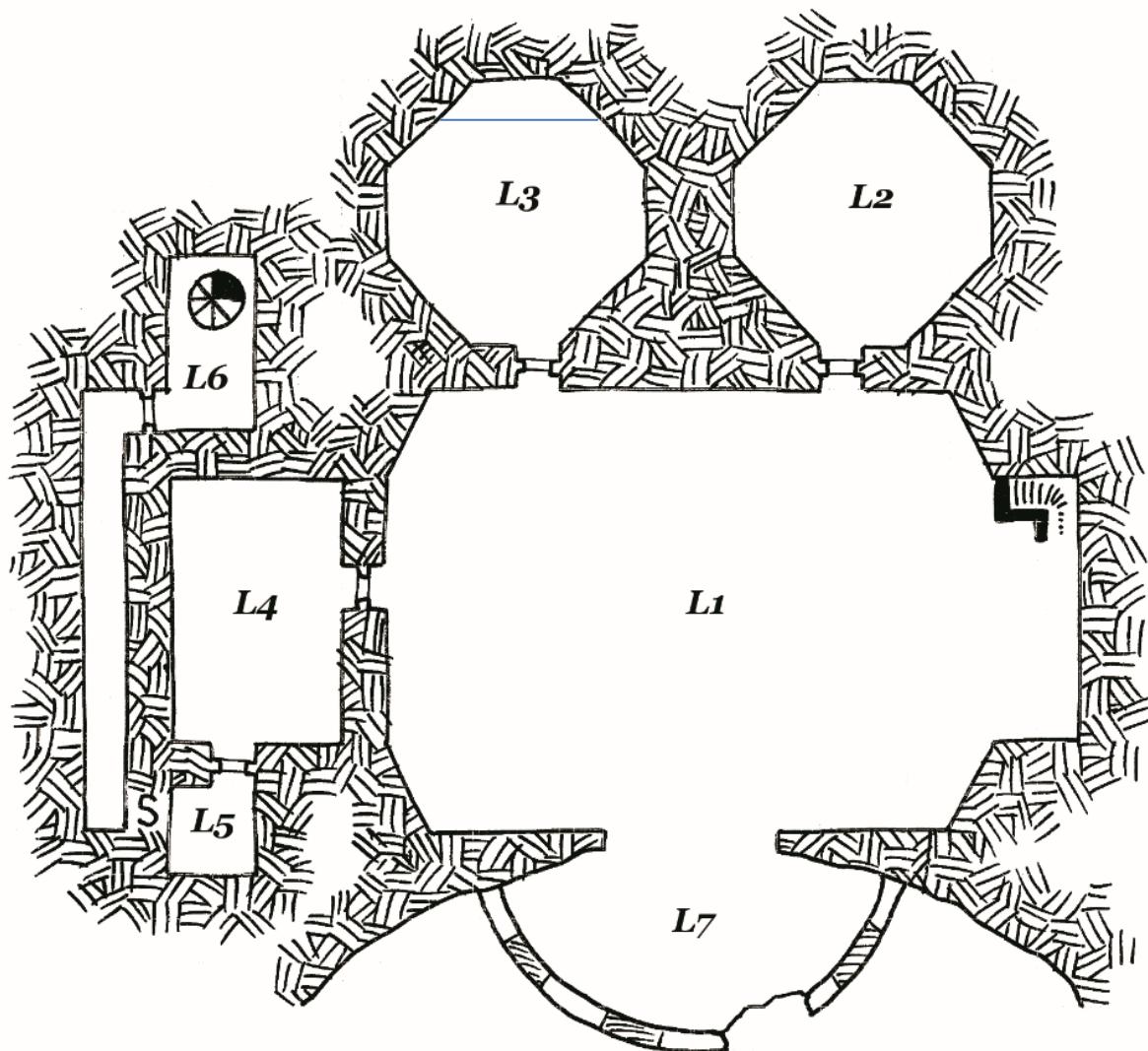
5.3.1 Meeting Hall (L1)

The stair into this room comes from **G6**.

READ ALOUD

An enormous oval table, 60ft long and 15ft wide, dominates this room. Chairs for 25 are adjacent to it. Though the table is not overly elaborate, with a basic Green Man face on it, the chairs are etched with imagery of leaf, storm and sea. Each seat is a finely upholstered cushion grass green in colour. Small arched doors exit to the north, and a simple wooden door to the west. The ravages of weather and time have taken their toll though on these furnishings. The south has suffered an amount of structural damage. The double doors have collapsed leaving a wide hole that leads to an equally damaged battlement area. The decaying corpse of a winged equine creature is strewn in this area (L7), parts of it bound in webbing that wafts in the light breeze.

The earthquake that struck the area damaged outer parts of the keep. A recent fight has taken place here. There is a



phase lamia in **L3** recovering from a fight in the tumultuous ethereal planes. She was resting here when she heard a disturbance. Two hippogriffs had come to explore looking for a new nest site, and encountered the **ettercap** that has made a lair under the table. It is under the effect of a *geas* spell cast on it by the **phase lamia**. The *geas* is “you must guard this room and warn me if intruders threaten you”.

Under the table is a matted area of thick webs the **ettercap** has set there. It is *heavily obscured* and *difficult to traverse* to any creature without the web-walking abilities feature. It will fight from under the table while squealing loudly to warn its mistress. *The phase lamia would need*

time to cast a scry spell to observe the ettercap.

CREATURE

Rachnian The Ettercap, 3HD.

Personality/ Quirks. Would be a complete coward were he not charmed by the **phase lamia**.

Motivation/ Goals. To keep well fed/ go back to his quiet life.

TREASURE AND REWARD

Amongst tangled webs, bird skeletons, and mammalian remains are a small purse containing 19gp, and 13sp.

5.3.2 Andrin's Chamber (L2)

This door is locked with an intricate wheel and latch system. *Channeller's Fist*,

Andrin's sword can unlock it or an onerous attempt at picking it.

READ ALOUD

An elaborately carved oaken bedstead is the centrepiece of this chamber. It is decorated with many types of leaf. A simple desk and chair are situated in the east and a sturdy wooden rack to the west. This contains a number of neatly folded clothes, and the lower shelf has a silver mace resting on it.

The mace is a silvered weapon. The clothes are three ceremonial robes, and two sets of Keranow styled clothes. The desk contains quill, a dried ink well, and 5 sheets of parchment. Each is delicately embossed with four leaves. Value of 5sp each.

A bard, druid, elf, halfling or ranger will note the leaves Holly, Oak, Ash, Elm. **They may recall that** the four leaves are symbolic of the seasons (winter, autumn, summer and spring, respectively).

Note. They are clues to opening the secret compartment in the bed.

Investigating the bed

Four of the leaves at the foot of the bed are in a circle and each appears to be a button.

Each button can be pressed independently.

If an incorrect button is pressed, it locks the rest for one hour.

A *detect magic* will inform that it is tied to a conjure spell.

Conjure Insects Trap

Trigger: if the incorrect button is pressed, or the bed is attacked. The correct button is that of the current season.

Effects: a spell is triggered 2d4 HD of giant insects appear.

Disarm/ Bypass: The correct button is pressed.

Reset: automatic. Buttons are locked for one hour if pressed incorrectly. Magic resets in one week.

TREASURE AND REWARD

- Scrolls of: *divine favour, heroism and shield of faith.*
- 12 small green gems, value 15gp each.
- A green sackcloth bag of holding.

5.3.3 Occupied Guest Chamber (L3)

A **phase lamia** is recuperating from a fight on another plane. She will have cast a *Major Image* spell to hide the northern 20ft portion of the room, beyond the line noted on the map. In her rush to stay hidden, the image is not perfect. She will stay quiet and hope the PCs just leave her alone.

READ ALOUD

A simple bedchamber contains 4 single beds positioned next to the eastern and western walls, each able to be partitioned by curtains and rails. Each bed has a large footlocker associated with it. The lids of all four are open, with contents scattered about the room.

Fresh bedding, candles, matches, and ceremonial robes are strewn about the floor.

The observant will note that a small portion of a pillow seems to 'disappear' into the northern wall.

DEVELOPMENT

If the PCs see past the illusion read the following:

Clinging to the ceiling is a creature whose upper torso is that of a beautiful elfin albino woman with cat's eyes and sharp fangs, while her lower body is that of a milk-white spider. She has a number of deep wounds.

CREATURE

Siskha

Phase Lamia. She is 8HD, and has all the abilities of a lamia but the lower legs and phasing ability of a phase-spider.

Personality/ Quirks. Quiet and thoughtful/ wide eyed.

Motivation/ Goals. Self-preservation and steady progress/ to heal for a week then get revenge.

Tactics. She is not looking for a fight. If attacked she will throw a couple of *charm persons* then *ethereally jaunt* to another area of the keep. She will then *scry* to see the outcome of any inter-party conflict.

When fully healed she will wreak terrible vengeance on the PCs.



5.3.4 The Kitchens (L4)

READ ALOUD

This kitchen has a rustic feel to it. There is sufficient crockery and utensils to feed several dozen. There is a compact plain wooden door in the south of the room.

There is no food at all, but a number of well-sealed bottles of *fire-tongue cider* (see the prequel, area 5) are still drinkable.

5.3.5 The Privy Secret (L5)

READ ALOUD

This is a water closet. It is clean and has not been used for some time.

There are two pump housings, one with an intact pump. Depressing the latter several times will eventually draw up water from an artesian layer beneath the keep.

A quick look will note the interior of the pipe work into the wall from the non-operational pump is blocked off about 6 inches in. **More meddling and poking about will spot** there is significant give and movement in this pipe work, which clearly is not capable of drawing water. **Eventually investigation** will identify the secret door.

Simply sticking a knife blade or other small sharp pointed item into the hollowed part of the tube, and using it as a lever will allow the piping to move slightly. This opens the secret door into the adjoining corridor.

5.3.6 The Upper Stairwell (L6)

READ ALOUD

From under the small door in the east, dust and fine powder meander into this corridor up to a height of about one foot.

Three **dust mephits** are play fighting in the stairwell beyond. When the PCs open the door:

READ ALOUD

An iron stairwell climbs up into darkness. Dust and clouds of fine sand and soil litter the area. Three devilish looking entities tire of the game of fighting each other, and look at you with mischief in their eyes and toothy grins.

CREATURES

Clay, Loam and Silt

Dust Mephits, 3HD

Personality/ Quirks. Rather insane and maniacal/ pretend to sneeze as though affected by their own dust; complaining about allergies and ill health.

Motivation/ Goals. Wanton destruction and misery of others/ none.

5.3.7 The Grand Lower Tower (L7)

There is the rotted carcass of a hippogriff slain by **Siskha** and the **Ettercap** here.

READ ALOUD

A large extensive battlement is in a state of partial ruin. Debris from higher up the keep has crashed into here, and forced one of its turrets to fall away. The rotting carcass of a horse eagle hybrid is scattered about the area. Fine webs have dried in the sun.

The front of the keep was worst affected by the earthquake. The battlement is safe to walk on.

5.4 The Higher Halls

5.4.1 The Golem Study (H1)

This room was being used by Andrin to try to restore some humanity to the Golem the PCs may have encountered in G5.

READ ALOUD

This room is a mess. Smashed and splintered wood are all that remains of a table and a number of chairs. A heavily barred door to the north has been stove-in from the room beyond.

A quick search of the debris finds a partially torn journal (see the Golem Study Journal below). **Detailed checking** finds the secret door: a panel, which pushes to one side to reveal a lever.

Golem Study Journal

It consists of several dozen hand-written pages. It is torn in several areas and has smudged ink from some damp. In summary, it is a diary of Andrin's attempt

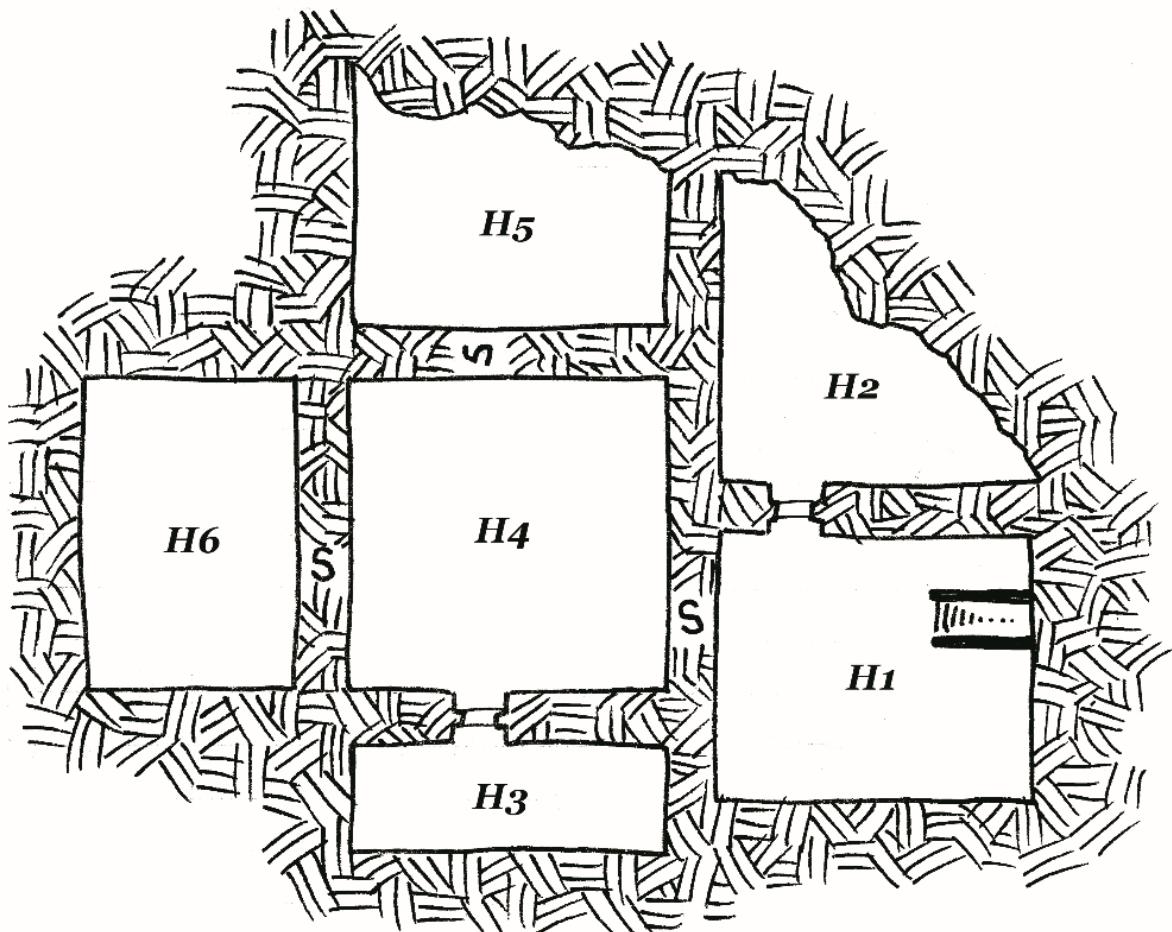
to 'cure' a flesh golem. The golem was made up of parts of exhumed criminals put together by a cruel fey sorcerer. The cruel will of these ne'er do wells gave the golem a wicked spirit. Andrin hoped time would heal all wounds, after all the golem is immortal and Andrin's pact made him very long lived. The Knight was not a true healer and it appeared he made little progress.

5.4.2 The Golem's Prison (H2)

READ ALOUD

The destroyed door clearly shows this to have been a prison cell, though a rather comfortable one with a sturdy bed, and stone chair. Both are intact, which is a surprise given the probable resident. Parts of the wall are crudely carved showing the room is not complete.

Inspection of the door shows it was broken only in the last few months. Around the same time other creatures had started to



enter the keep and had found the incarcerated Flesh Golem.

5.4.3 The Thoull (H3)

A troll prisoner was locked in here. Over the long years of gnawing hunger, he devoured himself, only to slowly regenerate. It eventually succumbed, returning as a cannibalistic troll with ghoul-like abilities, a Thoull. When it hears the PCs it will try to remain very quiet, but the thought of rending fresh meat is overwhelming.

READ ALOUD

A spindly gangling giant creature, with slavering maw and wicked curved claws prepares to pounce. It has great rents in its body where strips of flesh have been torn away.

CREATURE

Thoull, A Giant Undead. This has the base 5-6HD of a troll, but its claws paralyse like a ghoul!!

Personality/ Quirks. Ravenous/indecision at whom to eat first.

Motivation/ Goals. To feed and be free of the gnawing pangs/ to feel the damp earth of a nice cave.

5.4.4 Interrogation Room (H4)

READ ALOUD

This room contains a large stone table and devices, suggestive of it being part of a prison or interrogation area. In the northwest two sets of manacles are set into the wall, one holding the desiccated remains of an orc, with a larger set of chains attached to the southwest. A smooth set door is ajar in the north, indicating it would be difficult to find if closed, and a very sturdy iron and wooden door is in the south. A set of keys hangs next to this door.

The room is not a torture chamber, as none of the equipment here would cause great suffering. There are a few more chains, thumbscrews and other more persuasive items. The keys on the wall open the door into **H3**, **H5**, and **H6**.

A cleric or ranger will know the orc died of starvation. **A brief search** finds a piece of movable wall that reveals the key holes for the secret doors into **H5** and **H6**. **Studying at the door means** a PC can hear guttural beast-like noises beyond the door to **H3**.

5.4.5 Incomplete Cell (H5)

The cell was being built to hold large creatures as prisoners, or for their own safety.

READ ALOUD

This is clearly to be a cell, but for something much bigger than a man. Stone beds up to 15ft. long were being carved. A few picks, saws, and carving tools lie around.

There is enough material to make two artisan's kits.

5.4.6 Hidden Vault (H6)

This room contains another created, but unused, magical relic.

READ ALOUD

This room is empty and sparse except for a stone-carved tree, which grasps a single twisted horn of bone.

Actually the horn is made of two bulls horns, twisted around each other.

A druid, dwarf, fighter or ranger knows the horns are in fact from a Minotaur, a **bard or magic-user** knows they are magical.

Wand of Ramming Force, rare (requires attunement).

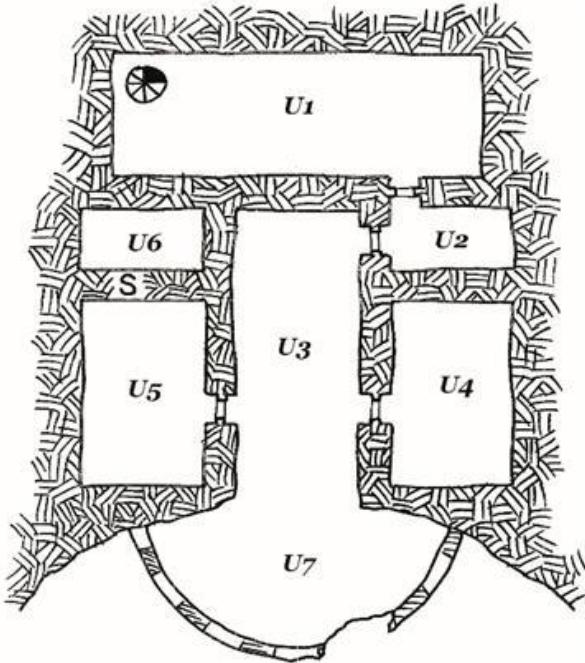
This wand has 17 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the magic missile spell, except visually it seems like spectral bull's heads are shoot from the wand. For 1 charge, you cast 1 missile, up to 5 at a time for 5 charges.

Elf spellcaster. If used by an elf; add an extra missile to the attack.

Orc spellcaster. If used by an orc; an audio effect accompanies the spectral bull's head. If all the missiles are targeted

at the same creature it is also knocked over.

Human spellcaster. If used by a human all 1's on the damage are 2's.



5.5 The Upper Tower

5.5.1 Entry (U1)

The spiral stair continues up from the L6 spiral stair, so the **dust mephits** there would come and investigate any noise here.

READ ALOUD

Layers of fine grey sand are sporadically scattered about the room. A metallic wheeled frame is secured in the northeast corner. It has a partially completed telescope on it. Rough drawings on the walls depict the night sky.

The telescope's frame is almost built but there are no lenses.

Anyone having a good sniff will detect an unpleasant smell coming from beyond the southern door.

5.5.2 Rope Room (U2)

READ ALOUD

This room contains maybe a dozen ropes in various states of decay. Hanging from ropes on the wall is the

blasted corpse of a hideous winged female. The flesh on her corpse twitches as myriad of winged centipedes crawl in and about her. A door is open to the west.

Optional fight. If you are feeling mean then the Harpy's carcass can re-animate as a **flying ghast** constantly surrounded by a **centipede swarm**.

5.5.3 Hall of Progress (U3)

READ ALOUD

The floor of this hall has a partially built set of grooves finely cut into the floor. Upon completion, an Onager (small catapult) and a Telescope could have been wheeled in and out. They lead to the exposed battlement/balcony beyond.

5.5.4 The Demon's Demesne (U4)

The most recent arrival in the keep is a demonic Vrock. Attracted by the stench and filth of the harpy and centipedes he flew in and settled in this room. When he can find the time, he intends to explore the place. He has a vague memory of tales of the Knight Arisen, from his war against fiends many centuries ago. For now, he is more than happy to lounge in the harpy's nest, even though it is far too small, and he looks quite ridiculous in it. Anyone approaching **U4** can smell the decay and stench.

READ ALOUD

A filthy vulture-headed vaguely humanoid giant squats in a nest, clearly not built for him. Bits of spindly flesh spill over it. In one hand, it plays with shiny brightly coloured gems. Its hiss expresses its anger at your entry.

It will take extraordinary persuasion for the Vrock not attacked.

CREATURE

Demon, Tansa The Vrock. 7HD.

Personality/ Quirks. A loner, but happy that way/ bulbous stare aimed at bright and shiny things.

Motivation/ Goals. Greed, and a quiet life/ tear off bits of adventurer's flesh, play with shiny baubles.

If someone searches the nest, they find a belt decorated with many yellow, red and orange gems and a number of loose gems the creature was holding (value 120gp).

5.5.5 Hall Of Murals (U5)

The door is locked with a simple mechanism.

READ ALOUD

Seven woven murals hang on the walls of this otherwise plain room. They depict deeds and other images involving Andrin, the Arisen Knight, whose keep this is.

- **East (south of the door).** An image of Belin the Green God, reaching to take the hand of a young looking Andrin.
- **South.** Andrin battles Orcs, fey and fiends.
- **West (most southern).** The creation of this keep is depicted.
- **West (in the middle).** Andrin sleeps with his sword and the rod crossed over his arms.
- **West (most northern).** Andrin carries the body of a slain female priestess of the Green. (This is Svintha, whose ghost dwells in c2).
- **North.** An orc, an elf and a human create a green ring, a silvery spear and a twisted horn wand (the three relics within this keep).
- **East (north of the door).** An elderly Andrin keeps a vigil over hill, mountain, forest and sea.

The secret (concealed) door can be found by pushing aside the northern mural.

5.5.6 The Vault of the Ring of Green (U6)

This contains another of the newly created relics of power.

READ ALOUD

A stone statue of a stern warrior holds forth its hands. On one is a plain jade-green ring, one the other is carved a scroll with writing on it.

The writing, in common, reads:

"If greed here you bring

*Or darkness in heart
Take not the green ring
Touch nought and depart."*

This is clearly a warning. If a chaotic or evil aligned person takes the ring, they do so successfully but the statue transforms into a **black pudding**.

CREATURE

Black Pudding. This could be up to 10HD, and so it may be time to run!!!

Personality/ Quirks. None/ none.

Motivation / Goals. To corrode things/ to corrode lots of things!

If any other alignment touches the ring, they can safely claim it. Award a 250xp bonus

The Green Jade Ring, It functions as a *stone of good luck*. The wielder gains other bonuses dependent on their race after the item has been 'activated' for it has never been used:

Elf. If activated and worn by an elf it functions as a *ring of swimming*.

A druid or elf or ranger will suggest, this needs to be bathed in a fresh flowing spring to activate.

Human. If activated and worn by a human it functions as a *ring of warmth*.

Any human may have heard the legend that this needs to be placed in a small fire to activate.

Orc. If activated and worn by an orc it functions as a *ring of jumping*.

A bard or dwarf may remember that the wearer needs to climb a tree to activate it.

5.5.7 Upper Battlement (U7)

READ ALOUD

A large extensive battlement is in a state of partial ruin. Debris litters the floor. There is a large gap where one of its turrets has fallen away. The damaged remains of an Onager sit in its centre, its rope long rotted away. All but one wheel has fallen off, though once it would have been possible to wheel it into the hall

beyond. The entry to this hall has grooves in the floor.

The onager would need 2 days' work to repair.

5.6 Sally Port Level

5.6.1 Rally Point (S1)

READ ALOUD

This damp cool room has a raised stone block at the southern end where the keep's master could rally the troops. The west and east walls hold racks containing a couple of dozen spears and a shelf holds 6 bottles of oil. A series of hooks under the stairs hold stained and mouldy grey-green cloaks. A strongly bound wood and iron door exits in the north.

Anyone with military training will see this as a rally point. The spears and oil are all functional; the cloaks have lost any waterproofing they once had.

The north door has a very strong steel double lock. It is immune to piercing weapons, and somewhat resistant to bludgeoning. Award 250 XP for getting through it. Any attempt to break it open will bring cries of relief from the gnomes stuck in **S2**.

5.6.2 Help, Gnomes (S2)

In the event of the sally port being

breached, this room would have been used to ensure progress would be slow in its narrow confines.

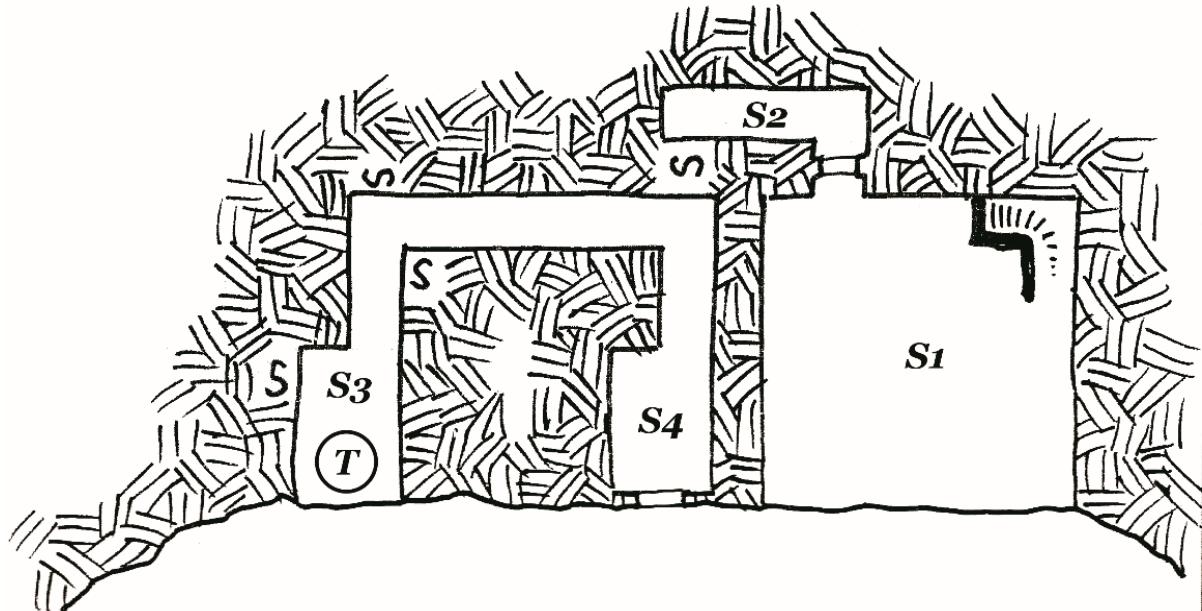
READ ALOUD

Three distraught gnomes seem very relieved at your presence. They look somewhat dehydrated and are clearly hungry, and have been stuck here for some time. The place they are sheltering in is barely a fit for a human sized creature to pass through.

A female gnome called Collie, and two of her male cousins called Alf and Barge are here. They are keen to talk!

- *"We found the lower entry into this area whilst out exploring. Many gnomes have heeded the call to re-establish Keranow."*
- *"There is a secret door in the south west which we eventually entered this room via."*
- *"Beyond is a horrible beast with many eyes and mouths, which slithers along the floor. It does not seem able to get through the secret door. The corridors also contain false secret doors and traps. We lost three of our number to the beast and the trapped corridors."*
- *"That must have been 2-3 days ago. We have some water left but little food."*

They will also enquire about the dangers



in the rest of the keep, and whether it contains much treasure!

The **gnomes** are equivalent to a **noble**, a **guard** and a **scout**, but armed with daggers, shortswords or shortbows.

5.6.3 Trap the unwary (S3)

This corridor contains secret doors and traps.

READ ALOUD

This dusty brickwork corridor has signs of battle and death in it. Altogether, the bits of three gnome corpses lie scattered about. They have many small bite marks on them, and one seems half dissolved. The one in the southwest corner is peppered with darts and has fewer bites.

There is a **gibbering mouther** lurking in the corridor (either here or **S4**).

Each secret door contains a dart trap that shoots 4 darts at a time. The southernmost trapped door has only 4 darts left as the rest are in the unfortunate gnome. The others have 12. **A Poison Dart Trap** on it activated when the false secret door is opened. 4 darts are shot at a time at chest height. The poison has decayed somewhat and does 4d10 damage subduing damage. No real damage is done but if the 4d10 rolled is greater than the PCs current hps they collapse unconscious overwhelmed by the venom. It takes 2d4 turns to come around.

5.6.4 Sally Gate (S4)

READ ALOUD

A room filled with dried leaves and other debris blown in from outside, has a small arched open door to its south. Small sized arrows are visible in a few areas and the place has the feel of a fairly recent combat.

There is a **gibbering mouther** lurking in the area (either here or **S3**). The arrows are from the gnomes in **S2**. If they hear the PCs in conversation, they will bang on the secret door into **S2** and shout for help. The secret door is smooth into the brickwork and hard to find.

CREATURE

Gibbering Mouther. Usually 5-6HD.

Personality/ Quirks. None/ none.

Motivation/ Goals. Food/ find a mate.

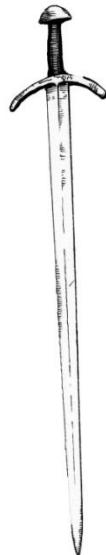


6 OVER THE SEA

With the ancient relics secure, the PCs are requested to travel over the sea to parley with the Orc Sea-Reavers. The reason for their raid is, as yet, unclear and seems more than simply for glory and gain. The PCs may have uncovered clues to the Orcs' behaviour:

- Some have clearly fallen to the worship of Lokthor, the spirit of lightning and mischief.
- In the fight for the town the PCs may discovered that some of the Orcs were in fact shape changers, and some Orcs wielded evil magic.
- Captives may have said that their spiritual mother, The Shaper, has recently changed her view on leaving Keranow be.
- Captives may have stressed that the Orcs are not unified. Previously, when it came to raiding they were always as one, despite their fierce and ambitious natures.
- The PCs will be requested to do this by any important NPC that has survived the raid; or they make take it upon themselves to do this quest.

They can use one of the Reavers' ships if they are intact, or a vessel from Fairrenporth. A number of the encounters in 8 are suitable for use during a sea journey. How difficult that journey is, is down to you and your players. The assumption is that the journey should take about 4 days heading northeast.



7 OF PORTS & PARLEY

The PCs have been sent on a diplomatic mission. They may discover the reason behind the Reaver attacks, or they could end up making things worse. When the PCs approach the Orc Sea-Reavers stronghold, (in Keranow lore its location is well known):

READ ALOUD

Rising out of the sea is a great arch, ancient and long resistant against the raging waters. It appears in the form of twisted beasts from the deep oceans, akin to terrifying legends of the Great Old Gods, before the time of even the elves. Its height reaches more than 100ft into the air and it is wide enough for 3 ships to pass through. The arch is the safe way into the Reavers' harbour, as it is well charted that rocky shoals protect the flanks of the bay.

The Orc Sea-Reaver settlement is at first glance unlike most Orc encampments. It is relatively ordered and clean and its structures are well built and maintained. If coming across the settlement from a distance, on a foggy morning, you might be mistaken for taking it for a human one. At least at first, before the icy fingers of fear crept down your back as you realised your mistake. By then it would be too late.

Beyond the great rock sea-arch lies a sheltered cove. Several long-ships are moored at wooden jetties; more still are pulled beached onto the shale shoreline. Other ships sit like predators in the cove itself; oars dipped and spears raised ready to move at a moment's notice. Several ships of various sizes are being repaired or constructed at the shore's edge.

In rough circles, rising above the cove, are various homestead structures, warrior's long-houses, storehouses and outbuildings for animals and slaves. There is a certain brutish quality to the architecture – a rough efficiency without charm or grace. Smoke hangs thickly across the buildings from cooking fires and blacksmiths' forges.

Getting closer (for the first time) it is clearly apparent that this is, in fact, not a human settlement: battle-worn shields hang from the structures and stand propped up outside buildings, spears and weapons stand blood stained in the mud and severed heads and other grisly body parts hang from racks or are speared on poles. Harsh banners fly from towers and the upper stories of the long-houses, adorned with brutal symbols of power and war. The hammering of tools and unsettling war cries carry over the cove, enough to put any sturdy heart on edge. There is no joy here, only battle and terror.

High above the cover is a singular building, the chief's war-house. Ten times the size of any other building, it is built from massive single trunks of trees and roofed with turf. Carved, snarling horned beasts sit at each corner, the grim pinnacle of Orcish art. In summer, the side shutters are thrown open for all to see the might of the Orc Widsith. In winter, it is sealed up tight as a fortress and as easily defended.

The Reaver Lord's throne-room is smoky from the huge central fire-pit where at least several beasts (and maybe a captive enemy or two) are being roasted at any one time. Orc archers sit in the rafters and watch keenly the senior and strongest Orcs in the war-band as they drink and feast below. A number of steaming pots of liquid – as high as an Orc – sit at the edge of the fire-pit. It is filled with strange orc brews:

Greyskull Grog. A hoppy pale ale imported from a small brewery in Emon (in the Isles of Sycel). Every barrel is supposedly seasoned with the bones of a gnome cleric - at least that is what the scurrilous bard who sold it says.

Blood Grog. Gets its name not from the colour (murky olive) but from its effect. Vision becomes veiled in a red tinge. The taste and smell is tolerably sour. However, the warm serving temperature and the unexpected texture have been known to trigger the gag reflex in the heartiest consumer.

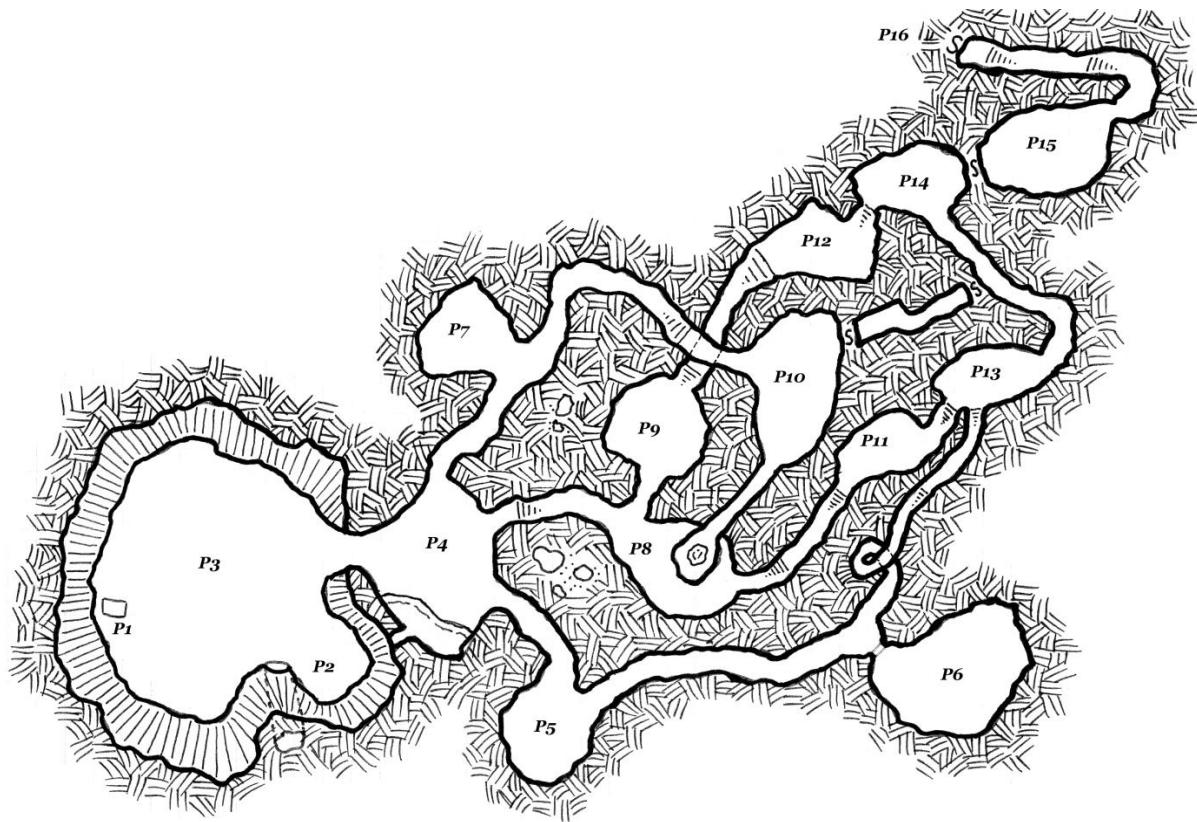
The Reaver Lord himself sits on an oak throne carved in the shape of a dragon, it is covered with furs and skins and has enough room for the Orc Lord to lounge and cavort with slave-girls, if the sinister looking queen sat next to him would allow such things. Around the throne room are trophies: weapons and shields stained with dark and dried blood; as well as rotting heads and other body parts of the Reaver Lord's enemies: human, elf, dwarf and Orc alike.

The Widsith, though wild looking, are patient and often wise. They will listen patiently to what the PCs have to say. They will be keen to hear that their troops fought with honour, and will be most displeased if this turns out not to be the case. Whatever the outcome of any discussion, the Widsith will insist the PCs stick to their customs, and ancient ways. While they ponder the PCs information, they will ask the PCs to enter the Death Pits of the Gorathi (7.1). They will hold in high spiritual importance the Gorathi's reaction to them, and will give this as much weight as anything the PCs say or do.

7.1 The Death Pits of the Gorathi

It is expected the PCs will complete this small dungeon either as captives of the Reavers, or as honoured guests, (and so making the challenges somewhat easier). If the PCs are on terms with the Widsith leaders they will lower into the Death Pits by the cage/ lift at **P1**. If they are being forced or in some way coerced they will be bundled in through the chute, **P2**.

The Death Pits are used to test foe and friend alike. Death is far from certain so perhaps the name is somewhat grandiose. Every 1 to 3 months a well-armed group of Reavers will go into the pits, move carcasses, dump personal treasures from corpses into area **P6**, and re-stock the place with 'monsters'. On rare occasions, Orcs may try to consult the Gorathi avatar in **P15** to discuss their own possible fate, or a relative's fate in the afterworld. It is a dungeon filled with some classic foes, and a variation on a very well used riddle!



7.1.1 The Cage Lift (P1)

READ ALOUD

A cage of metal and wood, held together with thick twine provides a rickety ride down the 80ft into an open arena.

Assume all the PCs can fit in and will be lowered down safely, though for added 'effect' you could describe the cage swinging and creaking under the strain.

7.1.2 The Chute (P2)

READ ALOUD

A hole in the ground leads to a damp chute going down somewhat steeply. The chute is far from smooth, and looks slippery with moss, and clinging fungus. A water pump sits near the entrance, which is fed by leather piping from a nearby dirty looking pool.

Assuming the PCs have been coerced, then they face a difficult descent. Sharp rocks, tight corners and damp surfaces, made extra hazardous by the Orcs pumping water into the chute.

To make this descent hazardous and dynamic, but not too laborious to run/play (or too lethal), assume each PC has to face 2-3 of the following challenges. Each test is a variety of skills and saves. Not every eventuality is listed so will require some DM/ Player input. Assume it is not possible to take a short rest in the chute. Assume each can be overcome by awesome narrative.

A Big Leap. The drop between the stones the PC stand on and the next one down looks somewhat daunting. Needs a piece of acrobatics or dexterity saves or take 2d6 bludgeoning damage.

A Rapid Drop. The chute narrows here but goes nearly straight down. There are a few footholds here and there. Needs an insight check or intelligence save or the next task will be rolled at disadvantage.

Diverted. A particularly slippery area threatens to send a PC through a secondary tunnel. Something acrobatics or athletic OR a strength / dexterity save is required or the PC is sent cascading down the side chute into area **P4**. They also take d6 bludgeoning damage.

Glittering Lights. A luminescent rapidly flickering growth covers the walls here. The PCs must or wisdom save or quickly look away and climb down with their eyes averted, to overcome the confusing effect or they slip and take 2d6 damage.

Sharp Edges. The small rocks here have remained dry and seem purposefully sharpened into a myriad of tiny spikes. A sleight of hand or constitution save to fight through the pain or the PC takes d6 damage and rolls the next challenge at disadvantage.

Torrent. A cascade of water suddenly drops on the PC. Need a strength saving throw to hang on or take 1d6 damage. A critical fail on this leaves the character very fatigued, a critical success means good positioning so the next task is attempted at advantage.

7.1.3 The Dumping Ground (P3)

READ ALOUD

This area has a slightly raised centre. The bleached bones of many humanoid types, as well as large canines and felines, and probably reptiles, are scattered throughout.

A quick peruse notes that none of the human, elf, orc, etc. bodies have any equipment.

Anyone can tell the non-humanoid bodies are sabre-toothed cat, dire wolf, bull, horned lizards and similar aggressive larger animals.

7.1.4 The Hydra's Den (P4)

A **hydra** lives under the floor of this room, in a watery abode, and attacks by popping its heads through the numerous holes in the ground. It will try to surprise those in the room, and has learnt not to attack until at least three people are in the cave. It may be by sheer luck the PCs pass through the area without being attacked. PCs may have been dumped in the pool in the southwest from the chute in **P2**. If the party do stand and fight, it may be a tough combat for 6th level PCs.

READ ALOUD

This large high cave has a dozen or so water filled holes in its floor, each big enough for a man to climb through. Watery stains litter the floor. A shallow pool sits in the southwest and water trickles into it from the chute. Tunnels provide exit to the southeast and northeast, and a crude stairwell leads down in the east.

CREATURE

The Pit Hydra. Somewhere between 5 and 7 heads.

Personality/ Quirks. Cunning/ hisses at its own heads.

Motivation/ Goals. Hunger/ it would desire to escape its prison.

Due to the way the heads have to stick through the holes, and because the **hydra** is angry at itself it free attacks, if people move away from it. When the Orcs need to get past here they either do so stealthily in small numbers or use stout wooden plugs that they lower down from above to fill the holes.

7.1.5 Owlbear Trail (P5)

If the party approach **P5** from either **P4** or **P6** d4 **owlbears** come rampaging down the corridor. They are recent additions and are far from happy. They are scared of the hydra and too big to go up the stairwell near **P6**.

CREATURES

Owlbears. Small 3HD variety.

Personality/ Quirks. Rampaging/ very noisy combination of hoot and roar.

Motivation/ Goals. Angered at confinement, wary of the hydra/ escape and to slaughter their Orc captors.

READ ALOUD

The remains of a fresh nest for something large have been shredded and scattered in this area. The bloody carcass of a large goat, itself equally torn, is splattered on the south wall.

7.1.6 The Deads' Hoard (P6)

READ ALOUD

A stout, locked wood and iron door bar this exit. It has a few scratch marks on it.

Simple lock, but there are 3 of them.
Within are bundled heaps of torn armour, weapons, bags, clothes, lanterns, flasks and spilt coins.

TREASURE AND REWARD

A search and sort for an hour will find:

- 427cp, 246sp, 183gp, 17pp.
- Ten suits of armour, either light or medium.
- Fifteen weapons.
- Three flasks of oil.
- Four ropes.
- Other dungeoneering kit that the party may require.
- D4+2 scrolls of level 2-3 divine spells.
- D4+1 scrolls of level 2-3 arcane spells.
- A *potion of healing*.
- A +1 item (let the PCs choose).

7.1.7 Gargoyle Guardians (P7)

While normally somewhat cruel, the **gargoyles** that dwell here are a bit of a disappointment to the Orcs. They rarely attack anything, though they do seek gold and gems. As they can fly, they could leave at any time but for now are more than happy to just rest and dwell here for a few more decades. If diplomatic with them, they may even provide some information!

READ ALOUD

A dozen statues in heroic martial poses line the north wall. Some have a look of fear, others surprise, others steely resolve. All look very well made.

CREATURES

Gargoyles (d4+1). 4HD.

Personality/ Quirks. Slow and sombre/nod in agreement at each other's words.

Motivation/ Goals. Peace and Quiet, treasure/ none at the moment.

If the PCs interact with the **gargoyles**, they will not be openly hostile. Use of social skills will make them begrudgingly talkative for 15gp a piece of information. Otherwise, they will want 20gp apiece. They may impart the following details (**gargoyles** have average wisdom, but low intelligence/ charisma).

- "We have flown about a bit in these areas and listened to some chat".

- "The Gorathi are Orc harbingers of death and renewal. They return slain Orcs who have not been worthy."
- "Before you can get into her lair there are a couple of stony-frog like guardians. One tells the truth and one tells lies."
- "There is a narrow and smelly tunnel leading up, we didn't investigate further."
- "Big cats with long sharp teeth have been stalking the place."
- "The Orcs gather up all the dead bodies, but they strip them of gear and lock it in a room in the southwest."
- "Erm. We didn't make the rest of these statues. One of them snake-headed ladies did."

A dwarf or magic-user may recall that gargoyles are immune to petrification and poison. They would easily defeat a medusa. They will assail it, at a price of 300gp, or 200gp if a social check is achieved.

7.1.8 Fungal Chamber (P8)

This area is home to 5 **shriekers**. The noise will alert the **medusa** in **P9**, and the 'sabre-toothed tigers' in **P11**, but none will come to investigate.

READ ALOUD

This area is abundant with moulds and fungus, some of which are several feet tall. The ceiling is 15ft high. In its centre is an orc-sized hole leading up. This tunnel has iron handholds leading up into the darkness beyond.

The iron handholds are strong and functional. **A quick search** will find 5 +1 arrows dropped by a previous group. They are tied in a bundle with twine.

7.1.9 The Medusa's Lair (P9)

As soon as the PCs start moving toward this area, assuming she can hear them, the medusa speaks.

READ ALOUD

A hiss echoes from the darkness, and a female voice rasps. "Seek a different path for my gaze will be your death,

find a safer way for my bite is a toxin to your mortal weak flesh”

She will throw the stony head of a petrified orc down the corridor toward the PCs to add to her warning. Of course, the PCs may just charge in and she will fight to defend herself.

CREATURE

Medusa 6-7HD.

Personality/ Quirks. Cautious, weary/ very chatty, complains a lot about betrayal.

Motivation/ Goals. To be left in peace for now/ to survive with minimal conflict.

READ ALOUD

This cave is rather will appointed. There is a large fur covered bed made of wood and horn, and a carved stone edifice that would function as a perch. A number of broken statues litter the floor.

7.1.10 The Slimy Exit (P10)

READ ALOUD

This cavern is slowly filling with sweet swelling slimes and other organic growths coming from a tunnel that leads sharply up in the east

A druid, halfling or ranger recognises there is nothing hazardous from the organisms.

The climb up will a bit of effort as it is difficult. As GM you could always add a hazard from the fungi or have the PCs attacked when about half of them are in the tunnel.

7.1.11 Crouching Tiger (P11)

The Orc-Reavers revere creatures with fangs and horns, and indeed details of their tribal name are in the prequel adventure. This room is the lair of sabre-toothed tigers. Dependent on how much the party have struggled thus far, between 1 and 3 should be a challenge.

READ ALOUD

The north and south of this cave have raised rocky areas to form “perch” areas for the felines who dwell here. A

very narrow tube between 1 and 2ft. wide is in the roof of the cavern. It is stained red with dried blood and similar marks are on the floor below.

The narrow feeding tube extends another 30 ft. up to the surface.

CREATURES

Sabre-toothed Tigers (1-3). 5-7HD each.

Personality/ Quirks. Wild/ particularly hairy mane-like feature.

Motivation/ Goals. To enjoy the kill of the hunt/ none.

A bard or cleric will know the Orcs will take great insult at any PC who wears the teeth as a badge of honour, but will be most pleased if they are gifted to the Widsith.

7.1.12 The Terror Lizard (P12)

A favourite pet of the Orcs lives here, a two-headed land plesiosaur.

CREATURE

Two-headed land plesiosaur. Some OSR games rate these as 20HD!!!! I think 4-6HD is it a bit fairer.

Personality/ Quirks. None/ none.

Motivation/ Goals. Hunger/ none.

7.1.13 An Empty Cave (P13)

READ ALOUD

There are two tunnels leading sharply down in the southwest, apart from this the cave is completely empty.

This area is empty, apart from maybe player paranoia.

7.1.14 The Ancient Riddle (P14)

This room is a play on the classic riddle of two guards, one of whom always lies and one always tells the truth, and thereby safe exit is found. In this case they both lie. They both guard an unsafe exit, with the safe exit a secret door in between them.

The guardians are Trognaroks, twisted harbingers from a cult once dedicated to the end of days. The cult was destroyed in a war with the Orcs, and the Gorathi took

these creatures and bent them to their will.

READ ALOUD

A long narrow cave is bare aside from a wooden table in the middle of the room, and two large grey frog-headed giants standing astride two arched exits in the east. They have leering mouths, bent legs and extended arms ending in wicked webbed claws. They are tall enough that a man could walk under their legs and through the exit. The table contains a couple of pieces of parchment, and a couple of feathered quill pens.

If approached the creature over the left (north) exits says, “*Listen to me I always tell the truth, my way is the safe way*”. Then the one over the right (south) exit says, “*Listen to me I always tell the truth, my way is the safe way*”.

DEVELOPMENT

They in fact both lie, and it is just the Orcs having a bit of fun. As DM just respond to any PCs questions with a lie. They may quickly conclude that both lie, and then maybe look for another way out. For example, if they were to ask each creature something like “Are you Blue?” they will both answer “Yes”, and so are clearly lying.

The creatures will not attack if the PCs exit via the secret door. The Gorathi avatar beyond will listen to how wise or reckless the PCs are. The Trognaroks will wait until the party have exited via one of the two tunnels they guard and then attack them when they are stuck in the tunnels, as they are a dead end.

A thorough search of the area will reveal the secret door between the exits. It pushes outwards to allow entry into **P15**.

CREATURES

Trognaroks these are like Hill Giants with a troglodytes stench.

Personality/ Quirks. They think they are clever and funny/ smirk a lot, and ‘break wind’.

Motivation/ Goals. Please the Gorathi and the Orcs/ to be set free.

7.1.15 'Ware the Gorathi (P15)

This area contains an avatar of a Gorathi, its physical form on this realm. When the PCs first enter it will appear as large cloud, then manifest as a winged orc-like creature.

This Gorathi is **Grahraask**.

Background: Appears as a swarm of flies or black birds that become its eyes, ears, and mouth, that come together manifesting into a smoke like form. There are few accounts of those fortunate enough to survive and see it appearing in a physical state. It is described as having red glowing eyes floating in where there should be a face, but where there is none. It is covered in black feathers that can turn from soft to a sharp dagger-like covering (that can be ejected like projectiles), with eyes underneath each feather. It moves from one space to another without ever touching the ground only producing a sound of statically charged air. Though rarely muttering a word it has a deep, dark voice like none heard before that sends shivers down the spine of even the most hardened commander - enough to make them flinch and lose concentration.

READ ALOUD

In a large cave, this feels as fresh as any you have thus far encountered, a large black cloud of flies and ravens circles the room. Dozens of the black birds suddenly form what would be described as eyes and a mouth. It speaks, in a husky but female voice:

“You have shown great resilience to pass through the challenges my children set before you. My poor Orcs are beset by troubles and deceit and I would find saviours to set them back onto the paths of glory and honour that were always their true destiny. The Orcs’ Shaper, their most reverend mother-priestess, has been assailed and replaced by a craven minion of Lokthor, the spirit of mischief and lightning. If you can defeat my avatar then I deem you worthy to face this deceiver and save my children from their own destruction. Prepare



yourselves for a battle that would show your honour and prowess."

In her current form, she is immune to all damage. She will take a whole round to manifest into her avatar from so she can give battle.

CREATURE

Grahraask

Medium fiend, neutral. She is a 6HD creature like an Erinyes devil, but with a spear and spiked feathers that she can shoot

Personality/ Quirks. Steely, determined/ very watchful.

Motivation/ Goals. To find worthy champions/ to save her 'children'.

Aftermath. If a PC dies in this battle, their body and all their gear will disappear.

7.1.16 Dungeon, Conquered (P16)

READ ALOUD

A twisting tunnel climbs upwards, the air getting fresher with each step. You exit into a flat round circle somewhere east of where you entered. The orc clan is gathered here. They point upwards as you appear.

If any PC dies fighting the Gorathi (or all of them!) you will need to adjust what is read aloud:

Descending from the clouds is another Gorathi. This is **Aldawyne**. She will be returning any dead PCs.

Background. She is apathetic for the most part, especially if returning humans. She brings back unworthy souls without much thought or care. She does her duty because she has to, not because she wants to. Those souls who do get her attention, she kisses them on the lips and invigorates them with an unsettling feeling, one that disdains life and gives way to a dark rage.

Aftermath. The Orcs may be somewhat confused, or set aback, by this turn of events, Gorathi normally only return Orcs who have died an unworthy death. It is up to the PCs how much they tell the Widsith of what they have learned from **Grahraask**.

The Widsith may vouch the following during any interaction with them:

- *"Our Shaper is aged, and has gone to isolation on her island to consider a successor."*

- “There are some warriors amongst our people who claim to have been visited by the Shaper in their dreams. She told them that the cunning of Lokthor would be needed to defeat our trickster enemies like the elves.” (This does not seem right to some of them).

If the PCs intend to visit the Shaper’s sanctuary it may take some persuading, dependent on how their previous relationship with the Orcs is. They may have to walk around to the cove, but it could be some Orcs are ordered to row the party there in small boats.

7.2 An Audience with the Shaper

READ ALOUD

A domed rocky outcrop in the nearby bay forms the sanctuary of the Shaper. A stepping stone causeway forms a path from the island to the shore.

The Orcs will only row to the start of the causeway, as their rules forbid direct landing on the island.

7.2.1 Causeway to the Island (Y1)

READ ALOUD

A path of a dozen large stones forms a causeway to the island.

There is nothing sinister about this route. It is purely ceremonial.

7.2.2 Into the Shapers Lair (Y2)

READ ALOUD

An entry leads to a tunnel that slowly circles inwards. The walls are adorned with painted and carved images of orc females performing ceremonial duties or aiding the fight against elf, fey or man.

As they near Y3:

Around the next bend, you hear a conversation, it is low and whispered but you can sense one seething female voice and one in distress. One taunts the other while the other pleads for her not to stray from the “true” path.

7.2.3 The Final Foe (Y3)

The Shaper (of Songs and Sagas) is the supreme spiritual matron of the Orcs.

Unknown to the clans in this area their Shaper, the most reverend of their divine spell users, has been *haunted* and succumbed to a terrible foe called Fax’Netha. She is the twisted offspring of a half-blue dragon doppelganger and a night-hag. She is trying to bend the Orcs’ will to worship the mischievous lightening spirit, Lokthor. He is a favourite of Zuvicius at this time. The spirit of the former Shaper still dwells in this cave, her life’s goal unfilled. She has no power but is still trying to persuade Fax’Netha to give up on her schemes. Fax’Netha currently is shape changed to look like the Shaper.

READ ALOUD

In a cave adorned with symbolism of the Reavers’ faith is an odd sight. An elderly orc priestess talks with disdain to a ghostly image of herself! The spectral version of the priestess asks you to destroy this false usurper, while the corporeal version of her says that the PCs should not be here and should go back to their homelands and not interfere.

Three exits are in the southern walls, and low growls can be heard from within them

A **cleric** or **elf** will reveal the ghost to be the slain spirit of the true Shaper, and that the other figure is trying to assess the best way to deal with the PCs.

If combat starts, Fax’Netha will return to her true form that of a winged blue dragon-like witch. She has the heartstone of the Shaper in a bag. She will call the **death-dogs** to aid her and use hit and run tactics until the party are slain. The Shaper has no ability to aid the PCs.

CREATURE

Fax’Netha

Half-Blue Dragon (Doppelganger ancestry) / Half Night Hag.

Fax’Netha is clearly unique. She has 8HD and all the physical capabilities of a **blue dragon**, except her breath weapon does damage equal to either half her current hit points or a quarter on a successful saving throw. She can shape-change like a

doppelganger; She has the spell casting abilities of a **night-hag**. In one claw she wields the *Flesh Shredder* +1 flail. On a hit the target must make a charisma save or part of their face is torn away causing them to lose 2 charisma. This loss returns after an hour.

In the hands of anything except a night-hag The *Flesh Shredder* is just a jet-black +1 flail.

The three areas to the south each are each home to a death-dog. They will flee if their mistress is slain. Each has symbol of Zuvicius carved on its foreheads.

CREATURES

Death-Dog (3) 2HD

7.3 Shaper Aftermath

The shaper will be thankful for the PCs help. She will ask the PCs not to smash the heartstone. While it exists, she can still help train the next Shaper for the Orcs. The PCs can easily destroy the heartstone and then she will disappear with an angry howl that will echo throughout the bay.

7.3.1 The Enemy of my Enemy is now my Friend

If the PCs explain to the Widsith about the events and leave on good terms, then they can call on their help in future battles (and later modules in the series).

7.3.2 Or, the Enemy of my Enemy is now my Enemy

It may be the PCs have not impressed the Orcs and have earned further distrust. This may come back to haunt the PCs in the future.

7.3.3 And Homeward Bound

How the PCs return home is up to them. The Orcs may take them; they may return how they arrived or things may have got more complicated.

The leaders of Fairrenporth will be keen to hear of the PC's endeavours. A great celebration will be held for the PCs return, and to honour those fallen in battle. The PCs will have earned a good long rest.

8 TEN ENCOUNTERS

As already noted earlier, a number of encounters have been included here. Each has a suggested area where the encounter could take place. There is a variety of these, involving combat, social conflict and/ or ability checks. Some are part of the general call to arms of the fey faction, to counter the new encroachments of adventurers. Half of them have a coastal or marine theme. It is suggested that at least five encounters are used to boost the flavour of the adventure and the experience earned by the PCs. Some of the encounters may provide useful extra information for the PCs. Some have portent for future adventures.

8.1 What's mine is Mine!!

Setting. Hills, Crags, Mountains

Synopsis. A troll has thrown an ogre out of his comfortable cave and he will promise anything to get it back.

READ ALOUD

Up ahead you hear a deep heavy voice sigh, and grumble morosely to itself. Something big is clearly not happy with its lot in life.

When the PCs approach they see a sullen looking **ogre** sitting on 3 stones it has made into a bench. Its "sports" an enormous black eye and a bloodied nose. Unless the PCs are openly aggressive to it, in which case it will try to flee, it just looks at them in a sullen way, as if it thought its day could not get any worse.

A bard or ranger will inform the PCs that though there are clearly ogres in the region, they tend to keep to themselves.

Assuming the PCs wish to interact with it the ogre will tell the following tale:

READ ALOUD

"A bit ago I moved into a lovely cave entrance. Lots bits o' shiny rock, dirty bubbling spring, wild berries all about, plump partridges aplenty, even some old blankets in there to make a bed. Then a few days ago, a stupid fat troll thought it would make a nice lair, so he thumped me and chased me out.

Bad things trolls, eat sheep and people. Er, don't suppose you would go and kill it for me? I can give you a box of rocks and metal bits!"

Frindel the ogre can lead the party to near to his cave. It is in a long disused mine storage area, has the remains of rusting carts and rails leading out. Unknown to the ogre, three **worg** allies of **Ungron the troll** have also moved in and will be on guard near the entry. **Frindel** will heroically charge in when the battle looks won!

CREATURES

Frindel the Ogre (CN) 4HD

Personality/ Quirks. Somewhat cautious and nervy/ very sad faced indeed. **Motivation/ Goals.** Get someone else to get his lair back/ look brave and mighty like an ogre should.

Ungron the Troll 6HD

Personality/ Quirks. Rather proud of his recent achievements/ scratching his very bold head. **Motivation/ Goals.** Looking for an easy life now he has worgs to do his hunting/ have a region to rule to attract a mate.

Worg(3) 2+2 HD

Personality/ Quirks. Very cruel/ rather skittish from previous difficult encounters. **Motivation/ Goals.** Ally with the troll for an easier life/ form a powerful pack.

TREASURE AND REWARD

The troll has a leather bag pinned together with elk horns. Amongst bits of fur and food are 35gp, 22sp, a *potion of climbing* in an iron vial, and 2 dull-orange pieces of *amber* worth 20gp each.

In the cave are a number of decaying barrels and boxes, one containing the ogre's stash of silver ore (worth 120sp) and near pure tin ingots (five, worth 12gp each).

Aftermath. The ogre will be very happy the troll is dead, he will try to claim the worg pelts and will give up his treasures. It is very likely that in time the re-conquest

of the Duchy will bring the ogre into contact with settlers and adventurers.

8.2 Of Flotsam and Jetsam

Setting. Shorelines, Beach, Bay, Cove.

Synopsis. In the wreck of a very old merchant vessel, a wraith and a water elemental are locked in an eternal battle for mastery.

READ ALOUD

Several hundred yards away, washed upon the shore, is the decaying hull of a brigantine merchantmen. Wind and water have turned the prow of the ship into a skeleton of its frame, but the stern looks largely intact.

A bard or magic-user can recall its frame and design mark it as a vessel of Sycel origin. They would ride high in the water allowing them access to the shallows, but this design made little more than coastal traders.

If the party approach closer, they see it is named the *Brigher*.

A bard or magic-user can recall this vessel belonged to Brigham Undour, a magic using merchant. It was lost over 50 years ago.

Exploring the vessel. It has 5 decks overall but they are mostly crumbling and treacherous. A variety of skill checks can be used to manoeuvre through it. Everything of value on the upper and lower areas has rotted, rusted or been washed away. A central area is somewhat intact. It can be accessed through a 1ft wide hole in the aft (seaward) side, or from a stuck door near the stern. A cautious PC may hear a ghostly hiss and the impact of water beyond the door.

Detailed Searches will determine the hole in the ship was bludgeoned through intact wood, and from the inside.

The central area contains the wraith of an apprentice of Brigham, it has a withered and twisted lower torso and legs; together with a vengeful water elemental, that was once bound here to power the ship. They have eternal enmity with each other, but can do little mutual harm. The elemental

can leave through the hole in the side, but the wraith is bound here.

CREATURES

Tryggvar the Wraith 5HD , can cast magic missile and shield like a level 5 arcane user. 1/day each.

Water elemental 8HD

Filled with great rage giving it a +1 bonus to attack rolls.

Point of Play. This may be a tough fight but the two entities are enemies and will preferentially attack each other, retreating when either is at half hit points. They will return if they sense their enemy is being destroyed by the PCs, as they will wish to see its final end.

TREASURE AND REWARD

The central area is very sturdy and contains a hidden and sealed vault in its deck, found with a decent search. It is locked with a small intricate wheel lock; the key is long lost. The vault contains 127gp, 224sp, 3 basic poisons, 5 1st level and 3 2nd level arcane scrolls of a sorcerous nature. Also in the vault is a grey-black wooden wand. The handgrip has a closed eye carved on it, while the tip has an open eye. It is a *wand of secrets*.

8.3 Rocky Road Travails

Setting. Hills, Mountains, Valley.

Synopsis. A trio of carts is stuck on a not often used, out of the way trail. Odd they should come this way.

READ ALOUD

A well-worn track through seems endless. A number of voices, and the whinnying of horses, breaks the drudgery of the journey. Struggling to round a nearby bend is a heavy wagon, pulled by two tired looking mules. The owners of the pack animals pull at reins to get them to manoeuvre round the tight bends. Other voices beyond indicate more than one vehicle. The frustrated looking men look nervously at you, and some clearly grasp the hilts of holstered weapons.

Bandit Captain, 4HD
Druid, 3HD nature spell user
Spy (2), 2 HD with a back-stab
Thugs (4), 1HD

These wagons belong to the Ab Nyb family. All the group are related in one way or another. They are smuggling tin that will be made into pewter. As this is seen as a luxury good, they would normally have to pay a tax on it. Clearly, they are not keen to do this. They will refuse to let the party search the wagons, or even help move them. If they are discovered, they will first threaten the party. If that does not work, they will try a 10gp bribe. Lethal force would be a last resort but the Ab Nyb family does like a nice brawl.

The wagons hold enough supplies equivalent to 30 man-days. The tin they have is currently only partially refined and is not worth more than 80gp. Once it is refined and made into pewter it will be worth five times that amount, hence it is well worth smuggling!

8.4 Dead Water Ahead

Setting. Far Ocean, Deep Sea.

Synopsis. A portent of what is to come has corrupted the water and turned an enormous shark into a plague bearing horror.

READ ALOUD

All around the water seems calm, lifeless in fact, and a terrible smell begins to arise from it. It turns a darker shade of blue that any sea should be. A foul, just bearable stench pervades the area.

The PCs can fathom out what is going on:

Druid or rangers. There are no life forms in the water, neither a fish, nor bird, nor seaweed.

Druid or cleric. The water must be toxic, possibly diseased and poisoned.

Elf or magic user. The area has a definite supernatural feel.

Bard, dwarf, halfling, or fighter. Sailors over the years have reported areas of effectively 'dead sea'.

About a minute after the PCs' vessel enters the area the sea starts bubble and almost 'hiss'. A round later an enormous plague ridden zombie-shark tries to grab people off the ship.

CREATURE

Giant Plague Shark Zombie. 8HD beast that bestows zombie rot.

DEVELOPMENT

If the PCs swim in the water, they quite rightly will be affected as is they had been bitten by the plague shark. Just 20ft down in the water, the sea is in total darkness. More than a 1000ft down on the seabed the earthquake that affected the land 60 years ago has awoken something terrifying and long forgotten.

8.5 Snake Eyes

Setting. Rural, Plains, Sparse Copse.

Synopsis. Children sing and play around a tree. They look weary as a Charmolisk has them enthralled in its gaze.

READ ALOUD

A small grassy plain is unremarkable except for two. There is a solitary large proud oak tree, and a group of five weary looking children who do their best to sing and dance in a circle around the tree. Two more children lay unconscious on the floor.

A Charmolisk is hidden (in light obscurement) in the tree, but watches the children it has in its thrall. The children's schoolmistress has made a tasty meal for the beast and her corpse is in the tree.

CREATURE

Charmolisk

Use the stats for a 5 HD **Basilisk** but give it a good climbing speed and a charming gaze.

Personality/ Quirks. Wicked and cruel/ bobs its head along to any music or dance.

Motivation/ Goals. Amusement/ to find a settlement with lots of juicy livestock to prey on.

Within ($d4+1 \times 10$) minutes a group of villagers, the children's parents, will find the scene.

TREASURE AND REWARD

In a nest in the tree, the beast has placed its treasure. A slightly torn but otherwise sturdy sack contains 27sp, 44gp, 3pp. There is a green stone necklace (value 50gp) and a dark-grey *+1 cloak of protection*; treasures it took from a grave it dug into. The children's parents will offer the PCs two *potions of healing*, rooms for the night and 10gp each for helping their children.

Note. If you wish to make this more than a solo fight, then add a couple of bugbears or hobgoblins who have allied with the beast for the easy pickings it generates. Assume they are resting over a nearby ridge.

8.6 Death from Above, Death from Below

Setting. Far Ocean, Deep Sea.

Synopsis. The PCs, while traversing the ocean, spot a group of remarkable and beautiful fish. A shoal of flying piranha spots a fresh source of meat (the party)!

READ ALOUD

Far to the West a great shoal of bronze coloured fish burst the ocean's surface. Remarkably, their fins spread out and they start to fly and skim over the water's surface. Curiosity seems to overwhelm them and they slowly seem to edge closer to your vessel.

The shoal is about 40 individuals in size and when they are close enough, 12 of the adults will rapidly take to the air and strafe the ship. They will attack in pairs, but after one minute they will need to return to the water. If they damage an opponent to 0 hps each pair will carry away the body, but only at half speed.

CREATURES

Flying Barracudas (12) 1+1HD each flying fish.

Personality/ Quirks. Cunning/ spin in the air.

Motivation/ Goals. Hunger/ grow the shoal.

The flesh on these creatures is a delicacy and one adult can provide enough nourishment to feed 6 people for a day.

8.7 Do we have Wyrmsign?

Setting. Woods, Forest, River Banks.

Synopsis. A 'dragon', a mythical creature not seen for more than a century is encountered, having been unleashed by agents of Zuvicius. Having not been bred or treated well, it is insane. The foul fey who created it see it is a failure to bring back true dragons.

READ ALOUD

Passing by a small copse of trees near a small stream, you see signs of devastation. The ground has been torn up and trees ripped and shredded. Corpses of a small deer flock litter the area.

The deer are mostly not eaten. The trail is easy to follow, and ends in an old abandoned sett of giant badgers. The creature has burrowed 30 ft. down, leaving a large but winding hole in its wake.

CREATURE

Large Lesser Dragon, Chaotic neutral. It has 7HD and is completely insane. It has physical skills but no breath or magic. It can fly ponderously.

8.8 What Lies Beneath

Setting. Coastal Ocean, River Estuary.

Synopsis. Ahead half a jolly boat can be seen floating on the ocean tides. A rather ugly and bloated female form manages to cling to it, while clearly unconscious herself. Will the party rescue this maiden in distress?

READ ALOUD

Small pieces of floating wood, broken oar, sail and barrel indicate signs of a wrecked ship.

An intelligent person may note it looks like storm damage from all the rough looking breaks and tears, fairly recently as well. In the far distance, storm clouds pass perpendicular to your route.

READ ALOUD

Clinging to half a jolly boat is a very bloated form of a female humanoid, possibly. She has a mass of stinking clogged hair, and putrid seaweed clings to her skin. Her claws seem deeply imbedded in the wood of the boat, and a grey black tongue hangs out of a toothy maw.

A very observant person will spot amongst the sodden lumps of folded skin a necklace of gold and pearls hangs.

A cunning person will deduce that this is no deception and the creature is asleep.

This **Sea Hag Princess** attacked the ship but was caught in the storm and was nearly badly hurt. Exhausted, she has fallen asleep on this piece of wreckage and has drifted this way. If awoken she will realise she has been spotted in her true form. She will try to persuade the PCs she has been cursed to look like a monster and the other ship was taking her to Keranow to seek magical help.

This necklace is an illusion. Within the folds of her belly is a bag containing 100gp of rough-cut coral.

CREATURE

Sea Hag Princess. A 6HD sea-hag.

8.9 Honour the Fallen

Setting. Coastal Ocean, River Estuary.

Synopsis. As dusk approaches, the PCs come across a partially burnt funerary ship, battered by the seas. It is a race against time to complete its 'journey' before the sun sets, and restless spirits rise.

READ ALOUD

As the sun starts to set your eyes are drawn to a sombre sight. A moderately sized funerary ship is drifting toward the shore. Embers flicker here and there. It is peppered with arrows. A great black drape hangs at one end of the vessel. It is clear the funeral rites have not been successful. A wave likely hit the side of

the vessel, dampened it down and moved the contents.

A bard or cleric or fighter can tell

-This is a funeral vessel from the Isles of Sycel. Those of great importance are often sent into the afterlife this way.

-The black drape indicates this was a very evil, but still important person. They were probably someone who has committed corrupt acts of vile sorcery or divine heresy.

-The vessel was meant to burn and sink. Clearly, this will not happen. The interred may rise as something equally wicked undead if the funeral rites are not complete.

Observing the scene reveals the black robed body has moved off its holder. Its silvery death mask is also misaligned. **Also** two barrels of pitch have failed to light. Unbalanced, the vessel is drifting to shore.

Run this as a complex skill challenge. The goal is to ensure everything is still intact on-board the 30ft vessel and that its burns and sinks evenly before reaching the shoreline or before the sun sets. If each PC has two actions, that should be enough of a challenge. The PCs may endeavour to try such things as:

- Boarding the vessel to re-set the body.
- Trying to light the pitch barrels by hand or by arrow.
- Towing / steering the vessel back out to sea.
- Perform new funeral rites to rest the unholly.
- Re-balance shifted items on the vessel.

If the PCs fail or steal the silver death mask (value 80gp) then the dead will rise as a **wraith** with the spell casting ability of an evil cleric 3rd level.

Award 700 XP for successfully completing the funeral rites in time.

8.10 A Ring of Roses

Setting. Deep forest.

Setting. The PCs come across a stone circle, vibrant with bright roses. Do the

PCs cut of a source of Zuvicius' power and risk the wrath of the caretakers?

READ ALOUD

After traversing deep and twisting briars, you come across a clearing. It is actually quite breath taking. A circle of eleven odd sided stones is inundated with various coloured roses.

This is the main growing area where the blood rose fey get their roses. They were the adversary in the prequel adventure, Last Prayer of the Dying. They make their maniacal return in the sequel to this adventure, Lament for the Elf Princess. Destroying these gardens will make their efforts weaker in that adventure.

The garden contains clutches of blue, green, red and white roses. The centre has one batch of half a dozen black roses.

A very careful search will find hidden away under each of nine of the stones sleeps a gnome decked out in brightly decorated clothes, hats and boots. Under another stone are small spades, shovel, hoes and buckets. Under another stone are larger versions of these tools.

The sleeping creatures are a type of spriggan, a shape-shifting gnome. They will sleep but have a clan culture so if one is hurt they will all awaken and defend the gardens. When in gnome form they have the stats of a 3HD gnome illusionist. As an action, they can shape shift into either a **bugbear-form**, or **ogre-form**. They gain the strength and melee attack forms of the new shape, and its alignment but retain all their other statistics, including hit-points. They need a short-rest to recharge this ability to shift from gnome-form to other form, but can change back to gnome-form at will. Each creature carries its own pay, of 15gp. If you are feeling really mean you could have a **roper** or **otyugh** defend the black rose patch!

8.11 A Walk in the Wilderness

The following, though not encounters *per se*, may be used to add flavour to any explorations undertaken by the Party.

D20 Roll	What can you see? What can you smell? What can you hear? What can you feel?
Woods and Forests	
1	A single tall willow sways gently in the breeze. It has a number of carefully coppiced shoots growing at its base, for its bark is said to ease pain and fevers.
2	A large beech stands proud in this damp area of forest. Odd aerial roots snake in and out of the moist earth. Amongst green briars that also encircle the main trunk, a brown hawk swoops after a tawny owl, in a fight for mastery. One imagines, come the dark, that things are somewhat different.
3	Purple and white blossoms gracefully flutter around the arced branches of a Jacaranda tree. For a second your eyes almost catch a near invisible form of a humanoid, seemingly bathing in the falling and swirling colours. The air becomes filled with a sweet citrus odour. A warning? A sign of greeting? Or just one of nature's quirks?
4	A pedunculated oak clings to the last vestiges of its existence. Larger branches have fallen to the ground and it is as though its remaining strength is being used to support one last limb. In cruel mockery, this limb is plagued by a murder of crows that peck into the dried and decaying bark.
Ancient Stones	
5	A small bloodstained altar sits in a clearing, devoid of the tall grass that carpets the rest of this area. Flies buzz noisily around the rotting corpse of a red deer slumped over the rock. Its neck has been crudely sliced open. Its horns remain intact though, and are festooned with 'mystyldene'. This cruel herb is not called Devil's Fuge for nothing, for it is a fickle plant; its toxin is a bane to some and a boon to others.
6	On a narrow stretch of land, gently sloping down to the sea an ancient path is lined with smooth squat white stones forming a sea-henge. As it falls onto the beach and into the sea, you see a freshly made and quite enormous worm cast being slowly worn down by the lapping

	ocean waves.
7	A stark single stone stands all alone atop a small rise. A narrow slit is carved into the top few feet of it. It is likely that on certain days at sunrise, and sunset, a fine beam of light will be projected in one of two opposite directions
8	Four large stone blocks, each carved with 4 holes, form the foundations for holding Wicker Men. The tough granite formations have hardly been worn at all. A small pile of worked wood is set to one side, and reeds and rope have been woven to start the lasts construction - though this was likely some months ago given the decay that has set in.
Ruins	
9	A crumbling stone tower, partially collapsed, contains an intact, if scratched, pewter bell. This bears a symbol of the monotheists of the One True Path, who once tried to 'civilise' these lands.
10	A crossroads seems to spring out of the heavy growth all around it. Its eastern path is a bridge of worn, but sound, stone bridge, which crosses a narrow brook. Either side of the bridge heavily corroded gibbets hang on stout wooden poles. A long decayed skeleton, an arm hanging by the merest sinew, seems to point off to the eastern wilderness.
11	The stony foundations of an Inn, miles from the nearest road, stand testament to the total abandonment of these lands in times past. Clearly, it is abandoned no more, as now the embers of a dying fire send small rivulets of smoke out the holed roof of the previously derelict stable building.
12	A single watchtower stands upon a high point in these hills, a shadowy menace in the light rainfall. It would be as unremarkable as others you have seen, were it not for the red fluids seeping out of the tower's base - from a small crack in the brown-flecked stones of its lower footings.
Homesteads	
13	Near a large stretch of forest, a recently built sawmill demonstrates the new progress. Humans, dwarves and halflings scurry around industriously. A group of three horsemen wait on a grassy rise, clutching light crossbows and keeping a

	nervous watch.
14	A low squat roundhouse, with thatched roof sits in a dip. Smoke gently filters out of a stone chimney. A dozen or so goats graze about the building. Smells of cinnamon and honeyed beer waft out of an open window. Wind chimes play cheerfully in the breeze, made from the carved white bones of something small.
15	A newly constructed farm building of stone and planks sits proudly near a small copse of trees and an old looking well. A number of small children in a field of marrow and turnips try to tie together the parts of a broken-down scarecrow. One looks concerned as the head, made from carved wood, appears to have been cut straight through.
16	Mud churned pigsties form around a winding path leading to a small cottage and a wooden shack. Through its open door, a vast copper vat can be seen. Pungent smells of some wildings brew dance upon the near-still air. A rose cheeked fellow, beaming a smile containing only three jagged teeth, sways out the door, a pewter tankard in his hand. He looks most pleased with his endeavours.
Burial Mounds	
17	This low cairn looks almost freshly lain. Little grass has grown around it and the white chalk topped capstone seems to reflect the bright sun. There is an air of calm and tranquillity about the area.
18	Weeds and yellow flowers twist around the smashed and scattered stony remains of a tomb built into a dry riverbed. Long bleached bones of an enormous giant have been carelessly scattered in the dusty, dried-up waterway.
19	A single carved Blackstone lies atop what is an otherwise very well hidden burial chamber. When the wind picks up it causes a deep horn-like sound to resonate through the carved stone. Is it a warning or some long forgotten call to arms?
20	Wind, rain and time have not been kind to this tomb. In ages past, it has clearly been plundered and the elements have worn down the remaining lintels and partially collapsed the roof. An eerie sense hangs upon you, a sorrowful reflection on lost glory and terrible fates.

9 GAZETTEER OF THE FIVE DUCHIES

9.1 Twenty Locales of Fairrenporth

The following is a series of “ordinary folk” NPCs the party may interact with. They all have a back-story, relations with other NPCs, and some offer boons, hindrances and secrets.

There is also a more detailed description of the businesses outlined in 9.2. If the PCs begin to care more about the town it should hopefully make them more likely to help defend it.

1d20	Name
1	The Beadles (Glar Austol, Conwenna, Caja and Arthek) of The Twisted Rose.
2	Branok Ennor – experienced town watchman.
3	Santo Audain – young and inexperienced town watchman.
4	Gerren Firhamamer – Dwarven Seagull Warden (Worrier).
5	Edern Penhallow – Master rope maker.
6	Rydia Clovershield (nee Penhallow) – toy and jewellery maker.
7	Gerren Fiddock – seadog and drunk.
8	William Carder – drunkard and crusty sailor.
9	Kenedar Straight Arrow – Elven sailor and fisherman.
10	Bryok Warleggann – charcoal burner and petty criminal.
11	Molwyn Kempthorne – seamstress.
12	Delen Halfpenny – Halfling chandler (ship’s stores supplier).
13	Arthyen Roscarrock – apprentice tin-smith and

	Elowen Roscarrock – apprentice baker.
14	Modern Fiddock – Dwarven Master tin-smith.
15	Nessa Rosewall – baker and cook.
16	Piran Scoboryo – wheelwright and cooper.
17	Sarah Roberts – Half-Elf ex-adventurer and shop keeper.
18	Halan Attister – Inn keeper of The Growling Gutter.
19	'Mother' Yarrow (Maja Scoboryo) – witch.
20	Hei-Loane and Hine-Joor – mermen and traders.

Alignment: **neutral**, unless specified. (Most of the first names and all human surnames are genuine Cornish ones).

9.1.1 The Beadles

Glar Austol Beadle

Innkeeper of The Twisted Rose. Age 45, male Human.

Qualities/vices. Friendly, clueless and kind. Happy to serve ale to almost anyone for free and puts travellers at their ease. Puts up with his wife's sister, which in most faiths would earn him sainthood.

Motivations. To drink more ale and be merry!

Back-story. Glar Austol has run The Twisted Rose, for getting on for 12 years, taking over from his father before him. He runs it with his wife who sorts out the bedrooms and food, while he tends to the ale! Some of this is brewed on site. He knows most people in the town and because he is friendly and kind, knows a few of their secrets, but he is too nice to manipulate people or blackmail them. He loves his wife (and her food!), but their union has not been blessed with children. As a result, he grants a fair amount of attention on to **Arthek**, the stable 'orphan' boy, who is actually **Caja's** son, but whom he treats as his own.

Boon. If befriended, by enjoying and liking his ale (called *Golden Rose*) Glar Austol will grant a +2 to any knowledge roll made while engaging with him, as long

as it's about local people, history or geography. He actually knows quite a bit about brewing and herb lore too and can be classed as *proficient* in the subject (+4). **Secret:** Glar Austol was a one-time mercenary, and plied his trade ruthlessly and efficiently before the death of his father brought him back to his family Inn.

Conwenna Beadle

Glar Austol's wife of 22 years (nee Ould). Age 40, female Human.

Qualities/ vices. Good housekeeper and cook, enjoys serving customers and making them happy. Sad about not having children and thinks she is barren. **Motivations.** To have a child with her husband to turn him away from giving all his attention to **Arthek**.

Back-story. Wife of **Glar Austol** and sister of **Caja**. She is sad about Caja's behaviour and sourness and wishes she would behave better, get a man and settle down. Though she is happy to take in Arthek, the stable boy, she is less comfortable about Glar Austol's considering him as a son. She does not know that Arthek is Caja's son, but has begun to suspect, incorrectly, that Arthek is in fact Glar Austol's secret child with another woman. She is a good cook and her fish (and Seagull) pies are quite favoured by the locals.

Boon. If befriended (maybe by offering medical services, healing or 'herbs' to aid pregnancy – it is likely only female characters will get this far with her), she will grant free food and supplies for as long as the adventurers need it.

Caja Ould

Conwenna's unmarried sister. Age 38, female Human; Neutral-Evil.

Qualities/ vices. Spiteful and nasty; quick with criticism and disdain.

Motivations. To make any man miserable and feel small.

Back-story. The unmarried sister of **Conwenna** has been living with the Beadles for some years since her engagement 'failed' with a young farmer who lived outside the village. In truth, she had an affair with **Bryok Warleggann** and fell pregnant. The experience has soured her and she has failed to court any

man since. Many have tried as she is quite pretty and has a good figure, but most do not try beyond the first conversation (except **Piran Scoboryo** who loves her) as she is too mean with 'put downs'. She works at the Twisted Rose and quite hard, but complains all the time. The source of all this mean spirit is **Arthek** the stable boy, her son with Bryok, who she 'blames' for her misfortune and distress. She resents **Glar Austol's** good treatment of Arthek.

Hindrance. If crossed, Caja makes a mean enemy and will be quick to criticise and put down, normally picking on some characteristic, such as size, height, big nose, as well as intellectual ones, or more precisely lack of intellectual powers true or not. Any male PC will get this treatment if they 'try it on' with her. If this happens, it will be loud and noticeable and will sour relations with any inside The Twisted Rose to a -4 penalty to any social or charisma based roll.

Arthek

The stable boy. Age 13, male Human.

Qualities/ vices. Kind hearted and good spirited; happy to help others. Slightly disabled due to a fall when a child and walks with a limp. Loves his adopted mother and father. Wary of Caja, his 'aunt'.

Motivations. To grow up strong and take over running of the Inn.

Back-story. Hard working orphan boy who lives in the stables of The Twisted Rose. All believe, including Arthek himself, that he is an abandoned orphan boy, took in by **Glar Austol**, but he is in fact **Caja's** son. Only Caja and Glar Austol know this.

Boon. If befriended or hired (2sp per day) Arthek makes a good guide around the town and nearby environs; while he is with the party, Arthek grants *Advantage* to any suitable tracking, local knowledge, stealth rolls. He will flee however at the first sign of trouble.

9.1.2 Branok Ennor

Experienced town watchman. Age 34, male Human.

Qualities/ vices. Quiet and reserved; does not speak much. Gambler.

The town's competent and diligent watchman of some years' service. He has always done his duty and never shirked or slacked. More correctly, this is what most people think and he is happy to keep that myth going. Most see him as incorruptible, but that is not true, for Branok is a gambler and is in debt to a few of the locals including **Bryok Warleggann**. He has been paid to 'look the other way' regarding criminal activities on more than one occasion to assist in the settlement of gambling debts. Good archer though and practices a lot at The Rope Walk (see **Edern Penhallow**) at night, where he can be engaged in talk about such things.

Boon: 'Training' with Branok will grant a +d4 to attack rolls for the next d4+1 attacks within a week of the training. This represents the hints and tips he gives about archery. He will give this training free to any PC who is able to help him with his debts.

9.1.3 Santo Audain

Young and inexperienced town watchman. Age 20, male Human.

Qualities/ vices. Impatient, does not listen; not what you would call a quick learner.

Motivations. Keen to marry **Rydia Clovershield**, but also quite likes his chances with **Molwyn**.

Back-story. Santo is a typical young man, keen on drink and girls and hopes to marry Rydia Clovershield, but secretly fancies Molwyn, who is manipulating him and using him. He is oblivious of this and just fancies his chances for a bit of fun and tickle with Molwyn before settling down with Rydia (maybe with the idea of still seeing Molwyn on the side). He is not particularly diligent in his duties as Watchman, and is always slacking off and turning up late.

Boon. If the PCs help him in any way, he will be an ally in any town-based problem requiring the watch. For example, if in danger of being arrested for any reason, Santo will let them go if previously

befriended. He is not going to be any use in a serious fight however.

9.1.4 Gerren Firhamamer

Seagull Warden (*Worrier*). Age 98, male Dwarf.

Qualities/ vices. Grumpy, unpleasant and smells; partial to Seagull, raw, cooked or in a pie.

Motivations. Anything that allows him to kill more Seagulls is good for him!

Back-story. The town's Seagull Warden (*Worrier* as the locals put it), tasked with keeping the Seagulls under control and in check, especially on market day and when the fish catch comes in. It is rumoured that he eats most of what he catches and that he likes it and gives the rest to **Glar Austol Beadle**, the inn keep of The Twisted Rose for his wife's famous pies. He is supposed to use a sling, which he does when the Mayor and other officials are looking, but uses a heavy crossbow when they are not. He is trying his best, but the Seagulls are getting unrulier and meaner by the day.

Boon. He is a good shot (+6 when shooting). If the PCs help him with the Seagulls, he will help them as an ally in any town based combat encounter for three turns.

Secret. For reasons best known to himself Gerren enjoys the company of cats and feeds and looks after all the stray cats in town; many of which lives at his home (at least 2d10 if the PCs ever have reason to go there).

9.1.5 Edern Penhallow

Master rope maker. Age 39, male Human.

Qualities/ vices. Poor with money, stressed and worried. Busy and preoccupied. Loves his daughter and would see her well married.

Motivations. To get out of debt he might agree to something he should not.

Back-story. Edern is owner of the rope making facility in Fairrenporth (The Rope Walk). This is a long thin shed (100 yards) with winding equipment. He is financially in trouble as his wife did the books and since her death 3 years ago, he has been unable to get things right. He is now in debt, a fact he has kept from his daughter **Rydia**. He is aware of the potential match

with **Santo Audain**, and disapproves, but will not stop it if Rydia wants him. He can be found in his office at the Rope Walk, or in The Twisted Rose.

Boon. The Watchmen of the town use the Rope Walk for archery training from time to time. If the PCs lend him money, or buy him a drink, he will allow them the use of it to train; if so, they will meet Branok Ennor there doing the same.

9.1.6 Rydia Clovershield

Toy and jewellery maker (nee Penhallow). Age 23, female Human; Transmuter, good.

Qualities/ vices. Genuinely nice person, warm and kind.

Motivations. Always on the lookout for new sources of jet and will help anyone who gives her any.

Back-story. She makes her living making small items of jewellery from the local jet found on the beaches and cliffs nearby and magical toys. They are of quite good quality. They are occasionally sold to visitors, and even exported. She claims her jewellery have special qualities – protective powers and the like. In reality, they do not. However, the toys *do* have magical properties. For example the shieldwall soldier-figures are the most popular (25 gp each though) and they move around 1/day for a minute. She does do commissions for magic items and she has a few spare around the shop that the original buyer defaulted on, but not very many. The shop is designed to mimic the inside of a chest. Lives with her father, but on most days can be found at her shop. She was married once before, an adventurer called Raven Clovershield, but he died shortly after their marriage. Rydia is currently pledged to **Santo Audain** one of the town's watchmen.

Boon. She has travelled extensively in the local area looking for jet and she knows quite a lot about the local geography as a result. If the PCs purchase a piece of jewellery (on average 10-15 silver) she will be able to help them with a knowledge roll about the local environment (+4) if asked nicely. If the PCs give her any jet or tell her where to find any, she will grant *three* such rolls.

9.1.7 Gerren Fiddock

Seadog and drunk. Age 62, male Human.
Qualities/ vices. Drunkard, liar and rogue.

Motivations. To tell tall tales, get drunk and out do **William Carder**.

Back-story. A permanent fixture of The Twisted Rose, Gerren spends most of his time talking about his sea-faring days and telling tall tales of what he did. He is drunk most of the time, or nearly so and rarely goes home, preferring to sit by the fire smoking. He lost his parrot at sea, misses the little green and blue chap most days, and never tires from telling others about him. Missing a leg, he tells those who would listen he lost it in a pirate battle in his youth, valiantly defending his cargo, but in reality fell down a hole a few years ago (while drunk of course) and broke it. It had to be amputated a few weeks later and he now uses a crutch. His rival is William Carder and dislikes him intently for no particular reason. Most of the locals like him and think him harmless.

Boon. A few drinks are all that are needed to get on Gerren's good side. He has a boat (a 20 ft. small sailing craft) of a fair quality moored quite close to The Twisted Rose. If the PCs can convince him to come along and sober him up enough, he is a good sailor at heart and knows the coves and landmarks of the nearby coast well enough to aid in any investigation/exploration.

9.1.8 William Carder

Drunkard and crusty sailor. Age 67, male Human.

Qualities/ vices. Surly, mean drunkard, liar and smuggler.

Motivations. To tell tall tales, get drunk and see **Gerren Fiddock** in the gutter where he belongs.

Back-story. William is a surly and mean tempered old man who frequents The Twisted Rose as much as **Gerren** and is often there during the day as well as the night. He also likes telling tales of his smuggling days as a fisherman and small-time pirate. Unlike Gerren's stories, his are mostly true or at least based on some small truth, though most of the other patrons and locals do not believe a word of it. Due to an accident many years ago, he

has lost the use of one arm and tucks the floppy thing into his coat. Never had a parrot and hates Gerren for talking about his, as William hates all birds, particularly seagulls. Unlike Gerren, most of the locals do not like him.

Boon. Originally, his family were tin miners and he technically still owns the mine at Darkwater (see the One Sheet Adventure, Danger At Darkwater). He wishes to recover it someday, but is aware of the evil that lies within. If he thinks the PCs are an easy mark, he will tell them about the mine and the treasure within it (partially true) and offers to share it with them if they recover it. He doesn't warn the PCs about any risks – his reasons for not recovering the gold himself are obvious with his arm and he doesn't trust the locals to give him his share. The PCs may well be suspicious of this and rightly so.

9.1.9 Kenedar Straight Arrow

Sailor and fisherman. Age 235, male Elf.

Qualities/ vices. Expert fisherman and sailor; despite his name *cannot* shoot with a bow to save his life; literally. Quiet and peaceful.

Motivations. Pass his days restfully and in peace and not to meddle in the affairs of others.

Back-story. An unusual Elf who lives for and by the water. Unlike his kin, he is not at home among the trees and forests that others of his kind enjoy, but rather is at home in the waters around Fairrenporth and its locales. An expert swimmer and sailor, Kenedar knows more about the currents and waters around Fairrenporth than any other alive. He avoids other elves and half-elves as much as he can.

Boon. If treated with the proper respect, especially by any other elf and half-elf, Kenedar may be willing to lend a hand in a variety of ways: knowledge of the area, seas, currents, coves and the like; knowledge about sea-life and their habits etc. He may be willing to transport PCs to any coastal location (he has a high quality 50 ft. boat), but is not willing to wait around for long anywhere dangerous.

Secret. There is an unfortunate disagreement brewing between Kenedar Straight-Arrow and the relatively new

comers the merfolk over perceived infringements over fishing and boating lanes. Kenedar cannot see what the fuss is about as he has been living and fishing in this area for decades longer than the merfolk and they have no right to dictate to him. He sees no threat and does not believe the merfolk mean him harm (they probably do, but that's up to the GM). Kenedar will forgive the PCs for using the merfolk for any reason, but the merfolk will likely not forgive the PCs from working with Kenedar.

9.1.10 Bryok Warleggann

Charcoal burner and petty criminal. Age 37, male Human; Neutral-Evil.

Qualities/ vices. Criminal rogue and thief.

Motivations. To cause pain and make money.

Back-story. One-time lover of **Caja** and father of **Arthek**, Bryok is a petty criminal, fence, blackmailer and money lender (currently to **Branok Ennor** and **Edern Penhallow**). He is a low-born, good-for-nothing low-life who enjoys the misery of others. Lives outside town and makes an 'honest' living as a charcoal burner, in fact making a good quality product. This is one of the reasons his behaviour and actions have been tolerated over the years. Charcoal burning might be a skill, but it is one that requires a lot of sitting around and it is during that time that Bryok makes mischief. One of his 'associates' is a fellow called **Jub Three Fingers**,

Fingers, on account of losing half his hand on an ill-fated expedition into a dungeon. Jub now ekes out a living selling once owned arms, armour and equipment (salvaged from the dead) from a covered stall near the main square (which he calls "Jub's Three Finger Discount Store"). The items are often in terrible condition but cheap and there is occasionally something of actual value in amongst the junk, though Jub is rarely aware of it. Occasionally Jub will sell on items Bryok has stolen, but the Watch are aware of this. If the PCs are looking for Bryok, Jub will know where he can be found.

Boon/ Hindrance. Any rogues in any adventuring party will recognise him for what he is. Other locals will point to Bryok

as a source of dubious goods or to fence treasure and other goods. This may be of benefit to the party, but on the other hand, Bryok could be a hindrance. He may attempt to pickpocket a PC or steal an item from their lodgings. Whether or not this is successful is up to the GM and what they have in mind for the character.

9.1.11 Molwyn Kempthorne

Seamstress. Age 25, female Human.

Qualities/ vices. Money grabbing, vain, spiteful, mean, thinks a lot of herself.

Motivations. To make enough money to get out.

Back-story. Unmarried seamstress who lives by herself in town making a living by making and altering clothes and occasionally laundry too. She is also a gold-digger, temptress, schemer, and plotter in other people's affairs and business. She is striking looking, has a grand figure, knows it, and dresses accordingly. She has 'corrupted' quite a few of the local young men and has slept with a few of the older ones too, for the money and for secrets.

Boon. Knows a lot about lots of people. Will 'come on' to any good-looking human in the party (14 or more charisma) and if that character allows it, will take them off for a little bit of fun (she will expect paying though). She has 'talents' and experience and any character would likely enjoy the experience.

9.1.12 Delen Halfpenny

Chandler (ship's stores supplier). Age 67, female Halfling.

Qualities/ vices. Good-natured but slightly greedy (charges 20% higher than she should). Like most Halflings, she enjoys her food and drink. Loves paper work, accounts and contracts.

Motivations. She loves the town and its people and will do anything to save it, or herself, including the wrong thing ... wants to be mayor one day.

Back-story. Supplier of victuals, stores and goods (dried, cured and salted) for ships, fishermen and the occasional traveller. Her product is good, but expensive; offers credit though (at very reasonable rates) to locals only payable on return of the journey/ voyage if successful.

Most of the local farmers and growers have contracts with her to supply goods and she owns a number of warehouses and sheds to process the goods, for example to cure meats and dry peas and pulses. She employs quite a lot of people and considers herself in good standing with the town.

Boon. If the PCs impress her in any way (for example help the town or its folk in some way) she will be able to provide food goods and combat related supplies at a 10% discount (that's a lot for her).

9.1.13 The Roscarrocks

Arthyen Roscarrock

Apprentice tinsmith. Age 15, male Human.

Qualities/ vices. Clever, keen, skilled young man.

Motivations. To be a master tinsmith and take over the business from Modern Fiddock.

Back-story. Arthyen is a studious and quiet young man who is becoming quite skilled at tin-smithing, mainly because he does all the work. He has had to learn the craft himself due to the fact that his master, **Modern Fiddock**, is drunk and asleep most of the time. He can read, write, and do sums. Most of the locals understand this and maintain the fiction that Modern is in charge and sets the work, when in fact it is Arthyen that does most of repairs and smiting, *and* keeps the books, *and* keeps house *and* cooks. His sister is **Elowen** and he cares for her a lot, but cannot find the time to see her much due to his work. Arthyen's and Elowen's parents were killed by Orcs when they were around 7 or 8 and after a short spell living with relatives they were found apprenticeships in the town. They are not bitter about it as despite Arthyen's trouble with his master, both positions were good and suited their talents.

Boon. Arthyen can repair most white and other metal goods and tools. He is very *proficient* in his craft. He can also repair or improve complex mechanisms (such as crossbows) but as he is not a blacksmith, cannot work with iron or steel, so most weapons and armour he cannot repair. He can also make items from scratch and if befriended (for example by helping his sister) by the PCs, can make for free any

relevant 'adventuring gear', container or tools of less than 5gp value for them.

Elowen Roscarrock

Apprentice baker. Age 16, female Human.

Qualities/vices. Simple girl who loves baking.

Motivations. Though a bit empty-headed, she wants to be the town's baker in due course, get married and have children.

Back-story. Arthyen's sister. A good-natured uncomplicated young woman, Elowen loves baking. Can be found at the bakers and is good with cakes, breads, pastries and fancy edibles. Elowen has trouble however, with unwanted attention from **Bryok Warleggann**, whom she dislikes and is afraid of. The PCs are likely to see an argument in the street, where Bryok grabs or hits her.

Boon. If the PCs help Elowen, not only will they receive Arthyen's thanks, but she will give them cakes and pastries for free *and* more importantly high quality trail food and rations baked by herself.

9.1.14 Modern Fiddock

Master tinsmith. Age 156; male Dwarf.

Qualities/vices. Depressed, drunk, lazy, disillusioned.

Motivations. To recover his former glory as a smith and warrior.

Back-story. Modern is a dwarf tired with life and has realised his former glory days as master smith and warrior are over, now he is stuck in this dead-end town (as he sees it). He knows Arthyen does all the work and is skilled, but puts him down nevertheless and beats him too on occasion. He has stopped teaching Arthyen out of resentment and pain, as the boy has the makings of a fine smith, not quite as good as a dwarf of course, but good for a human. Sits in the front of his shop with his feet up drinking most days grunting at customers - who now deal with Arthyen mainly. Keen eyes will spot he is wearing fine quality (military grade) scale armour under his clothes.

Boon. Modern is in fact an experienced and skilled warrior (**Veteran**), but is slow to be motivated in order to help anyone. He owns a +1 magic Warhammer, hanging up in the shop. If the shop is directly

threatened, he will act, but it will take a lot of persuading otherwise. Dwarf characters have a chance to appeal to his better nature, the glory of the dwarfs, etc. However, they will have to pass *two* suitable checks to do so. As an ally, he will fight with the party for a combat, using his Warhammer. He will not sell, lend, or give his weapons and armour to anyone.

9.1.15 Nessa Rosewall

Baker and cook. Age 42; female Human.

Qualities/ vices. Nice woman, but worried about the town's safety and future security.

Motivations. In love with **Kenedar Straight Arrow**.

Back-story. Nessa is **Elowen Roscarrock**'s teacher and runs the bakery in the same part of town as The Twisted Rose (from where she gets her yeast). She feeds **Gerren Fiddock** for free as he is a distant relative and she feels sorry for the old coot. She is proud of Elowen and glad someone is good enough to take over one day. She is unmarried and has no children. She quite fancies the elf, **Kenedar Straight Arrow**. (He is, however, unaware and would not return the sentiment even if he was aware). Knows a lot about most of the locals, having served and fed most of them for years. She can answer any question about the locals, local history and geography. Her grandfather was business partner of **William Carder's** in the failed tin-mine near Darkwater (and died there) and for that reason hates William Carder now, even though he was only a small boy at the time and had nothing to do with the events that happened.

Boon. If the PCs help Elowen, Nessa will help the adventures by revealing 2x appropriate facts at the GM's discretion and bless Elowen's own help of the party (food etc.). She will also warn the party if they have any dealings with **William Carder** about him generally and some imprecise warnings about the mine itself.

9.1.16 Piran Scoboryo

Wheelwright and cooper. Age 41; male Human.

Qualities/ vices. Bitter, grumpy old-before-his-time man. Fit and strong.

Motivations. In love with **Caja Ould** and wishes to marry her.

Back-story. Piran is the town's wheelwright and cooper. He makes and repairs barrels for several businesses, including The Twisted Rose, The Growling Gutter and **Delen Halfpenny's** supply business and fixes the carts and wagons of half the town. He is good at what he does, but is rude and surly and often curses customers. They only return as there is not much choice in the town and his work is good. He has been unhappy in love for most of his years and has been turned down by half the town's unattached (and sometimes already attached) womenfolk over the years. He has been in love for 15 years or so with Caja Ould, who teases and torments him. They are actually quite well matched. Not that Piran gets anywhere and not that Caja lets him, but he keeps returning for more. One day perhaps Caja will realise that they are kindred spirits. His Aunt Maja Scoboryo, is the witch '**Mother Yarrow**', something he is at pains not to mention or reveal. He goes out of his way to avoid her, though amused by this, she teases him by following him and calling to him across the street, though has not yet revealed to anyone she is his Aunt.

Boon. Piran can supply wagons, carts and other vehicles and/ or have them repaired at normal costs. The party will probably get cursed and sworn at while doing so, but the work will be good and swift. *If however, the party helps Piran woo Caja... well anything is possible.* Piran will give services and vehicles for free, provide monies for weapons and armour (up to 100 gp), provide a place to stay for free at his business address) and provide 3x pieces of relevant information the party needs about anyone, thing or place. The trick is to get Caja to look at Piran. Could be a whole adventure in itself!

9.1.17 Sarah Roberts

Ex-adventurer and shop keeper. Age 77; female Half-Elf fighter.

Qualities/ vices. Striking looking with obvious grace and beauty and with wisdom in her eyes.

Motivations. Not having that vital piece of equipment when you needed it the most almost cost Sarah her life a few times. In her adventuring career, Sarah always was missing something. Now she wants to make sure new adventurers do not run into the same problem.

Back-story. Originally from Roberts Point, **Sarah** is the proprietor of the “Ye Olde Exchange”, a shop which provides items and gear for other adventurers. Sells all adventure packs, including all the basic equipment, climbing gear and various tools. She also sells items such as healing kits and *healing potions* (GM rolls 1d4 for how many in stock)]. As for weapons, she only sells knives and daggers, bows and crossbows, as Sarah does not want to crowd in on the blacksmith. Besides, these are quality items, not your crude heavy weapons. A sign outside says, “Get all your adventure packs rations and healing kits. Come on over to Ye Olde Exchange, and exchange top quality gear for your hard earned gold.”

She is aware of the elf **Kenedar Straight Arrow** but avoids him when she can. There is bad blood between them, stemming from her adventuring days when Kenedar failed to turn up with his boat as contractually arranged, something Kenedar alleges he has no memory of.

9.1.18 Halan Attister

Innkeeper of The Growling Gutter. Age 59; male Human.

Qualities/vices. A portly human of nearly 60 winters.

Motivations. To be the owner of the best Inn and drinking establishment of the area.

Back-story. Halan is the proprietor of three breweries around town and the Inn **The Growling Gutter**. Despite the name, it is actually a fine establishment of elegant style. The Growling Gutter is filled with fine carved wood architecture with no small amount of stained glass adornments.

Frequented by the upper crust and travelling dignitaries, the tavern has a small force of 6 trained guards who live in three upstairs apartments. The proprietor, an ex-adventurer, is now rather fat and not terribly fit. After just two seasons adventuring as a youth, he had earned enough to start this bar some 40 years prior, and has turned it into a destination landmark. He does not talk about those years much and has no trophies or weapons hanging up in his inn. He was rather lucky to be the sole survivor of a strong party consortium of adventurers and inherited all the money practically by accident. He is still troubled by dreams of the deceased party and is uncomfortable around obvious parties of PCs. His three breweries are each featured prominently among the available stock at the Growling Gutter, though he begrudgingly stocks ales and beers from other breweries (but not that of **Glar Austol Beadle**’s The Twisted Rose – well you have got to draw a line somewhere haven’t you?).

9.1.19 ‘Mother Yarrow’

(Maja Scoboryo) – witch. Age 83; female Human.

Qualities/ vices. Essentially a good white witch; but her skill is due to a bargain with a dark power.

Motivations. To protect the innocent.

Back-story. ‘Mother’ Yarrow is in fact Maja Scoboryo the Aunt of **Piran Scoboryo** (not that he wishes to acknowledge that, something that amuses her greatly). She runs **Mother Yarrow’s Apothecary** - a small shop on the outskirts of town where she sells herbal remedies “for all that ails ya”. She puts on the affect of a decrepit old woman, complaining of aches and pains, but is actually quite spry due to her witchcraft and is as fit as a 25 year old. She wishes to protect the innocent, but has made a dark bargain for her powers. A bargain which one day will come and claim its price ...

9.1.20 Hei-Loane and Hine-Joor

Mermen and traders (Selma’s Wet Traders). Ages: unknown; male Merfolk.

Qualities/ vices. Hei-Loane is secretive and quiet and doesn’t talk much to

humans, preferring to leave that to his brother **Hine-Joor** who appears sort-of human and has magical legs – he is more talkative and appears open and easy to get on with. **Hei-Loane** has a telepathic connection with **Hine-Joor** and therefore they can advise each other in negotiations. **Motivations.** To keep their family and kin safe and to keep an eye on the dark powers that live in the sea. They would use that knowledge to protect the town, but would not seek reward or favour as a result.

Back-story. Just outside Fairrenporth, in the ocean's shallows, sits a building half submerged by water with a sign that reads, "*Selma's Wet Traders*". Accessible by pier or boat, the business is run by merfolk and facilitates commerce between the surface world and the deep ocean.

- *Did your ship sink and you need the cargo recovered?* Selma can arrange for a team of merfolk to salvage the wreck.
- *Do your spells require a supply of pearls?* Selma's has the finest harvest to barter for.
- *Want to safeguard your voyage from pirates?* Only through Selma's, can you interview each of the merfolk bodyguards and choose the best.

Before the merfolk arrived around 70 years ago, Selma's was simply "Selma's Fishing", a fisherman's trading post on the beach. Run by humans, it was more of an eyesore than an enterprise. As the shoreline changed over the decades, the sea claimed the business making it ideal for merfolk. A group of the sea-born race took over the building using magic to secure it against the ocean's wrath. They kept the Selma portion of the name (so not to offend the locals) but changed the rest to suit their venture. The business is now run by **Hei-Loane**, and his brother **Hine-Joor**. The latter has used magic to morph his tail into a pair of legs to operate better in the surface world. Though neither of them was born "Selma", either will answer to the name. Their innovative operation has made them pillars of Fairrenporth and made their tribe of merfolk more powerful than their deep sea relatives.

Boon. If the PCs wish to explore the coast line and look into the merfolk for any reason, then a suitable combat encounter can be set up by the water's edge, or on it if the PCs are in a boat. For example, a young merboy gets into danger with a shark or similar dangerous creature. If the PCs rescue him; **Hei-Loane** and **Hine-Joor** will speak to them jointly afterwards and thank them, offering assistance of a watery nature if needed anytime in the future. This is unless the PCs form a subsequent relationship with **Kenedar** the elf before the help is used and then the merfolk will rescind their offer.

Secret. There is a feud brewing between **Kenedar** Straight-Arrow and the merfolk over perceived infringements over fishing and boating lanes. The merfolk claim that **Kenedar** Straight-Arrow has insulted them by fishing over their 'traditional' home-areas (despite **Kenedar** living in these parts for at least 50 years longer than the merfolk) and mooring his boat near their store; something the elf scoffs at. The merfolk are planning to kill **Kenedar** if he persists. Whether or not this is bluster and hot air, is something for the GM to decide. However, the PCs had better be careful if they consort with both parties. **Kenedar** will forgive the PCs for using the merfolk for any reason, but the merfolk will not forgive the PCs for working with **Kenedar**.

9.2 Other Businesses

9.2.1 Old Red's Lagoon House of Pleasure

A place for opium fiends and rumours. Owner: **unknown**, but lots of rumours abound as to whom it might be, from **Delen Halfpenny** to **Kenedar Straight Arrow** (but it is neither). **Bryok Warleggann** once claimed he owned it, but everyone laughed.

Many whisper and gossip that **Molwyn Kempthorne** works there, which is only partly true.

9.2.2 The Flying Quill

Bookstore and pigeon message service.

Owner: **Piotr Haarquist**.

Messages can be written here and exchanged with pigeon handlers in other towns. The shop is laid out with a service counter, two writing desks, and

bookcases along most walls. There are stairs up to the pigeon coop, and a door to a back room. There is a stone statue of a guardsman next to the door in the back, usually with a pigeon sitting on it (the 'White Rose'). If Piotr is not around then one of his two apprentices will help customers. Notable pigeons:

- 'One-eyed Gus', formerly 'Grey Gus'. 5 years ago, a nearby hamlet was beset by hobgoblins. Grey Gus flew through a flight of ravens to get help and Fairrenporth was able to send the watch just in time. Grey Gus lost an eye though. If it is a tough job, he will get it done.
- 'White Rose'. This is the name always given to whichever is the fastest pigeon in the land. She's a bit picky, but if she flies over to the counter she clearly likes the customer and will take their message anywhere.
- On the other hand, 'Speckled Sven' is pretty quick as well.

Secret. Actually, this 'White Rose' has been here since this shop started many generations ago, so she is probably more than just a normal pigeon...

9.2.3 Aelroth's Apothecary and Herbes.

Owner: **Aelroth** and his wife.

They specialize in gathering and growing herbal supplies. Their ingredients are famous throughout the area. They have several outposts far away where some of their more potent herbs are grown.

9.2.4 Snydley's House of Money Lending.

Owner: **Tydor Snydley**.

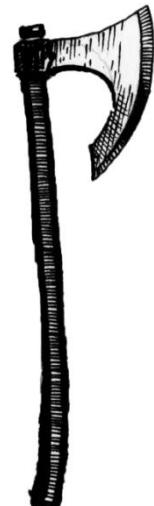
Good rates of interest and terms of credit. Professional and discrete - until you cannot pay, then the Thug enforcer is allowed to play...

9.3 The Sagas of the Reavers

Amongst the many, and lengthy, of the sagas of the Orc Sea-Reavers, the best known (and strangely concise for them) is the creation "myth" of that race:

"The Tumult Rising" or **"The Birthing of the Orc"**.

"In the beginning was the primal. The elemental spirits raged against one another in a battle for dominion of this world. Egir, spirit of waters clashed with Jord, spirit of earth and land. The water would tear at cliffs and bring them down, only for the sea to retreat and the land be revealed once more. Quakes would shake the ocean and new islands would spring up. On the day known as Tumult, when the two spirits clashed the hardest, Lokthor, the mischievous spirit of lightning, unleashed his might into the middle of the conflict. The two warring spirits were cast apart, and what remained brought all three humility and silence. Rising from the carnage and rent sands stood a creature of great magnificence, one all would learn to respect. There the first Orc was born. She called herself Gorath and her voice echoed across the world. She is the world mother. Her brood spread across it, but they were soon not alone. Other spirits, ceased their endless clashes, those of fire, gold, wind, brimstone and countless others combined and made their own creations. These unworthy others would challenge for the mastery of land and sea. They would all suffer".



10 THE CAMPAIGN CONTINUES

#3 *Lament for the Elf Princess*; an adventure for 7th level PCs.

- The grand marriage of the Princess of the Ker to the Duke of Tamarin's youngest son is announced. After such a heroic start, the PCs are invited to be guests, or guards, of honour!
- Many attendees vie to give the ultimate gift. Some may even try to disrupt the ceremony.
- A sandbox/ hexcrawl into a deep, dark forest to find and explore an abandoned citadel (The *Greendep* mention in the prequel to this adventure). With the aim to secure a long lost relic from the mythical lost Isle of Yonesse.
- Rumours of Dragons from the sea.

Draft Titles of the other four parts

#4 The Lost Swords of Power, for 10th level PCs

#5 The Rise of the Kingmakers, 14th level PCs

#6 A Time of Myth and Legend, for 17th level PCs

#7 The Last Call of the Ancients, for 20th level PCs.

Any Questions or Feedback would be most welcome, to Johnrdavis273@gmail.com

Thanks for your support and purchase
John R Davis, May 2016.

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