

The Last Prayer of the Dying

An OSR adventure module



John R Davis

This adventure is for 4-6 1st level PCs

The party are travelling to the new frontier to help return an ancient Duchy to its former glory. A chance encounter with the legendary 'Arisen Knight', a very old hero, sets them on a path to adventure.

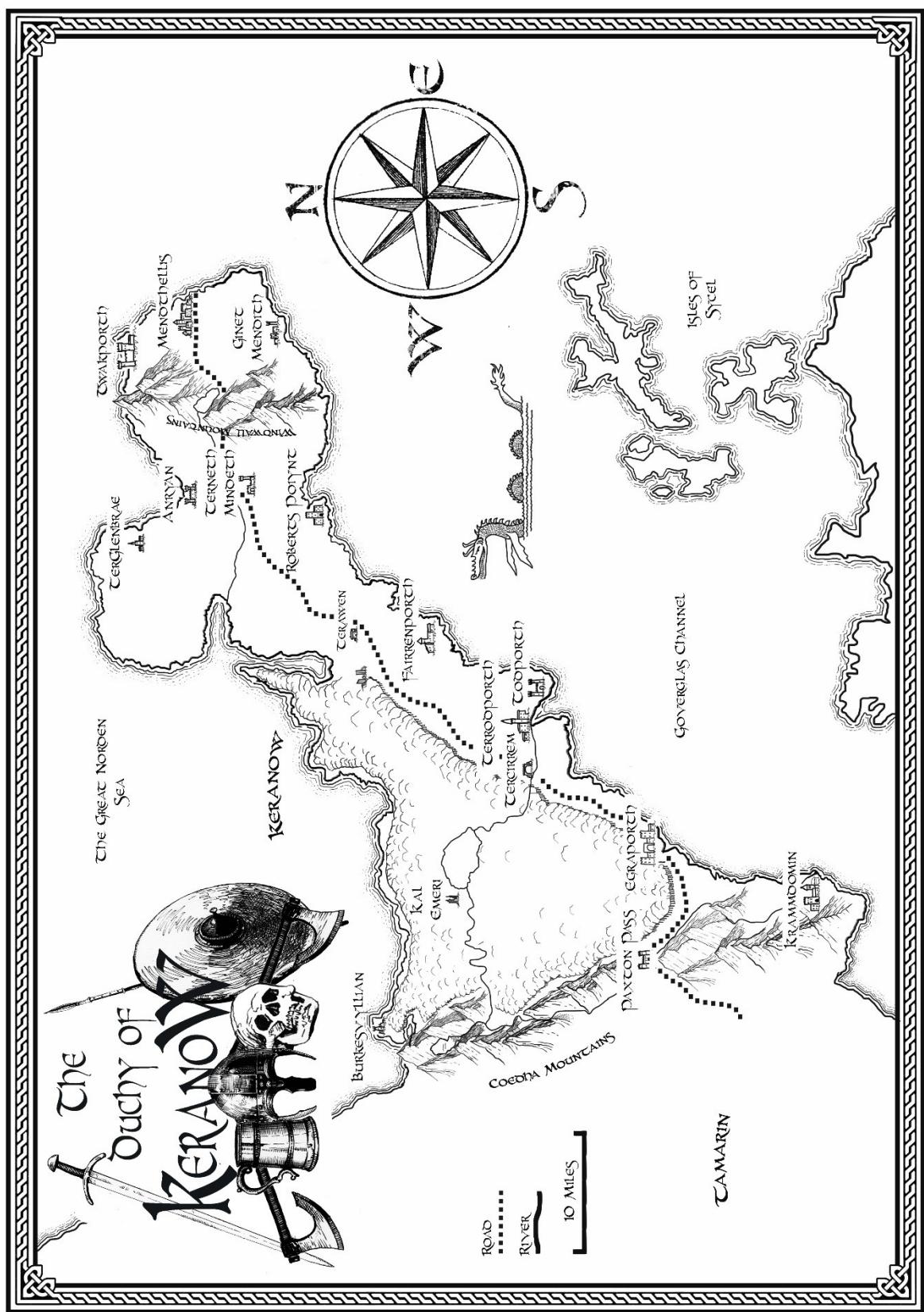
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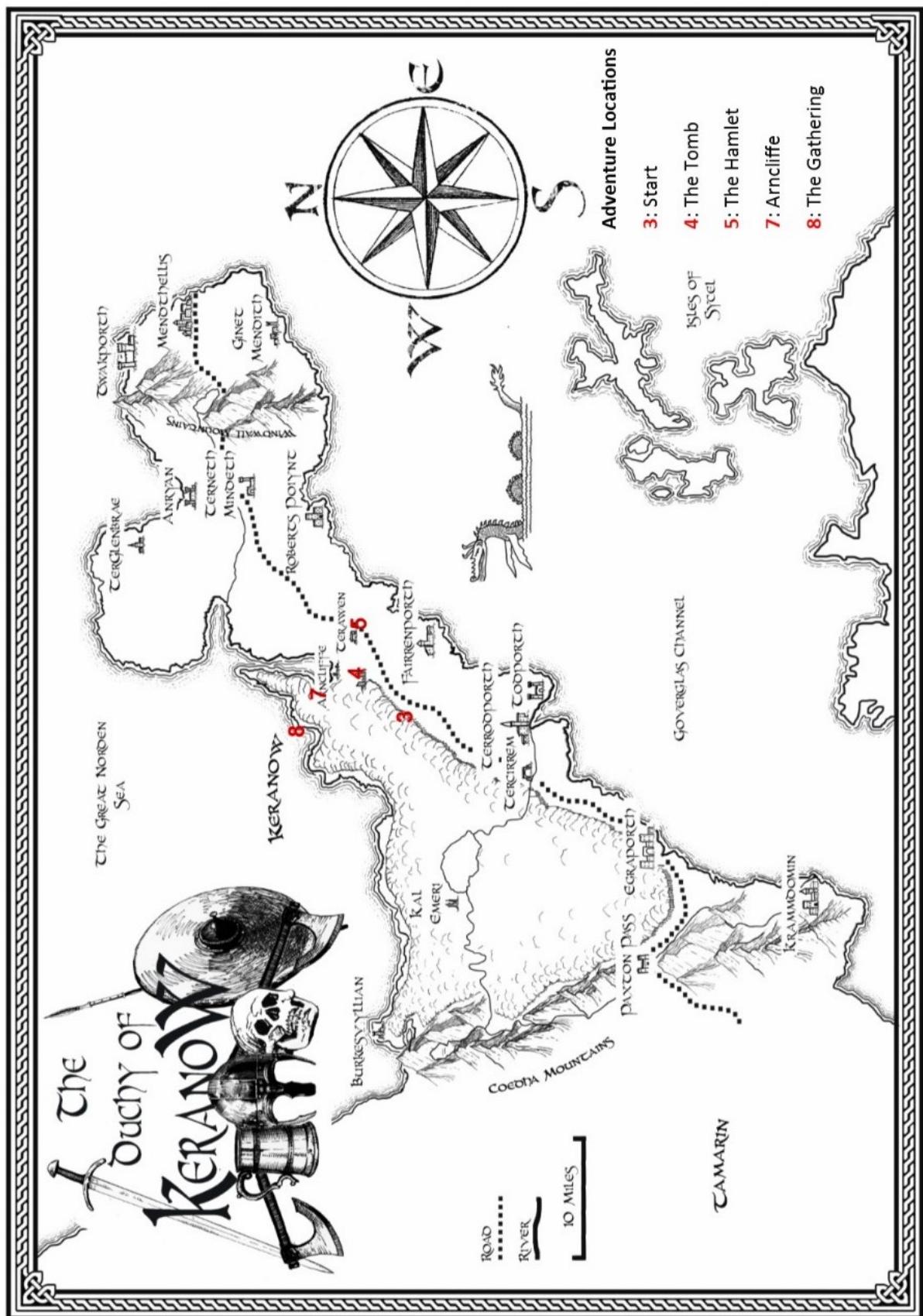
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KICKSTARTER RELEASE VERSION



PLAYER'S MAP



GM's MAP

THE LAST PRAYER OF THE DYING

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1. FOREWORD

Thank you for contributing to our first Kickstarter Campaign. I hope you enjoy the adventure as much as my contributors and I have had 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, and other publications, will be released taking the characters up to 20th level, and fully developing the campaign.

The associated ‘design pack’ contains all the artwork, flavour ribbons and high resolution maps for online play.

The Last Prayer of the Dying is an adventure for OSR editions of fantasy roleplaying game.

There are a whole range of differing 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’.

Overcoming challenges is less prescribed. What the players say is as important as the PCs ability (more even?) and there should be many ways

to overcome a challenge and things shouldn’t be just down a dice roll, ability check, etc.

The rules don’t cover everything. Go with what feels right at the time.

It is for a party of 5-8 PCs starting at 1st level. If there are more or less PCs combat difficulty can be increased or decreased by:

- Adding / subtracting creature hit points.
- Having more or less creatures.
- Making more or less spell slots available for creatures.

Over the course of the adventure a PC should expect to earn enough xp to reach 4th level (assuming the game system runs from level 1-20). 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. I have hopefully kept this to a 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 simple (*dealing with the children of monsters for example*).

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.

Hit Dice. Assumes the monsters use d8's for their hit dice.

Class benefits. At certain points in the adventure certain classes may gain an experience point bonus as the situation is particularly beneficial to that class!

ABILITY CHECK. Assumes a d20 or 3d6 is rolled against a PCs ability (Wisdom, Charisma, etc). Some bits of information etc. are gained without needing an ability checks. Clerics pretty much know about religion; thieves have an eye for other thieves; halflings have a feel for the land, and such.

Armour Class. This varies wildly from system to system. Use the quoted number as a bonus to the systems basic AC (which is usually 10). So for example “**AC:+2**” will be AC 8 in some game systems, AC 12 in others

Monster stats are only given for those unique to this adventure.

2. BACKGROUND

2.1. HISTORY

SHORT VERSION

Though few remember his true name, all proud folk of the Five Duchies can retell the tale of the Knight Arisen. How time after time, crisis after crisis, he appeared to protect the lands. Whether settling feuds with disgruntled fey, facing down the bloody axes of Orc Sea-Reavers, or combating the horrors of fiends and undead, the Green Knight was there. Some say he was blessed by the Gods themselves to do this, his eternal duty, and their divine bidding. “*Not since our grandfathers’ time has he been seen*”.

LONG VERSION

Andrin Gwindah was born for great deeds, though to humble beginnings, in the land 300 years ago (In the year 412). He loved the changeable wildness of nature and rapidly became devoted to Belin, The Green God, who ensures balance in all things. Ultimately he became one of his most dedicated warriors.

In a crucial battle against Orc Sea-Reavers 258 years ago he proved himself and saw a revelation that finally empowered his faith. Many

thought a great victory had been won, but Andrin was more cautious. In his vision he saw a tree burnt and rent, unable to grow new roots, which withered and died. He realised peace would neither last, nor ever be complete, until the long fight with all those who would threaten the land was won.

Knowing he would not be around to give aid forever, he made a solemn pledge to Belin. So that he would not fail and die due to old age and infirmity, but remain as vibrant as he could, he agreed to take his own life. He would not accept the paradise and green pastures in the afterlife, but rather he would heed the call when needed. He would allow himself to be resurrected at such a time, via a rod of power. He was laid to rest in a tomb far from the front line, in the centre of the land of Keranow, away from much ceremony. In time a fort was named in his honour on the borders. There were more wars against the raiders from the sea, other skirmishes, and the restless fey of Keranow came and faded. Each time there was a need for a hero, to lead men to battle, the rod of power would be used to resurrect Andrin. Then he would take his own life once more, and go back to his temporary

rest. But as time passed the wars became less clear, brother set about brother and the land itself began to suffer.

Andrin would be raised, and laid to rest, but each time he grew wearier and began to feel the hand of failure, and the inevitable passage of time. He had fought many times but still wars raged. Many who knew his secret had aged and died themselves, when he was last set to rest 30 years ago in the year 682. Feeling the weight of years, and the impending Judgement of D'hagda, Andrin rested not in death but in a troubled sleep – and thus aged almost naturally. In this time the last few men of note abandoned Keranow.

Now his tomb has been assailed and violated by Blood Rose Fey Priestesses. They too know of his legend and are seeking to ensure he cannot thwart them in the chaos to come. Andrin has been ‘awoken’ one final time, but now aged 80 and clinging to his last hours. Unable to fight off all the invaders, as he is frail and weakened, he has fled his tomb. He has stumbled for many hours, harassed and followed by foul humanoids, and is seeking like-minded souls to aid him in his final task....

2.2. SYNOPSIS

The party, young and keen, have heard that riches and fame are to be made in the resettlement of the Duchy of Keranow. They stumble upon the aged paladin Andrin, near death, being attacked by grey skulkers, sent by the bleak fey priestesses. He implores the party to assist him by returning and interring his body if possible, cleansing the area of the intruders, and taking the relics from his tomb into safe keeping.

At the tomb the party should confront the interlopers, and gain some interesting items, insight to the fey's plan, and may attempt to set things right. The party may decide the tomb is no longer suitable for his reburial and they may also find other impending threats nearby. They then have a number of options:

- Seek aid, supplies and respite in the nearest settlement of Terawen.
- Explore an old dwarfhold called Arncliffe occupied by a humanoid tribe somewhat allied to the fey. In the tomb a hobgoblin will have implored the party to save an artefact of his people at Arncliffe, as they have been corrupted by the alluring words of the fey.

- Assault an abandoned fort, established by early settlers in this land, and now being used by the fey as a base of operations to bring more disorder to the duchy.
- There are also 9 encounters linked to the theme and environment of the module.

The adventure should end when all three dungeons have been explored, and a final resting place for Andrin decided upon. This then ties them into the sequel adventure to this module: *The Cruellest Mistress of All*.



3. INTRODUCTION

3.1. OPENING SCENE

READ ALOUD

Seeking fortune and fame, or perhaps more worthy goals, you and your party have headed into the ‘unknown’. The ancient Duchy of Keranow is to be re-established after 50 years of it being a wild and untamed place. A marriage treaty between the Ker Elves and the Duchy of Tamarin, means there is once more access to ore deposits, deep harbours and rich fishing. More importantly for the adventurous, Keranow is a place of glorious myth and legend, lost relics and treasures, great wonders and danger, or so many are wont to believe.

You and your fellows have spent time preparing in, and have recently left, the harbour city of Egraporth (pictured on the front cover of the adventure). You are heading east along the Great Keran Road that runs the length of the Duchy. South of the road are dotted coastal settlements, north and east are the new frontier where future endeavour and success, or a terrible fate, awaits you! This old route from the earlier dominion in these lands travels over rolling hills, not yet white with snow, but still crisp with a slight, chill wind.

This area was likely once littered with farms, but shows signs of long abandonment and dereliction.

As night begins to fall and you seek to shelter for the night, you hear high pitched squeals, a cry of anguish, and the familiar echoing clashes of conflict.

Assuming the party investigate, read the following:

Beyond a slight rise is a knight dressed in a dark green shroud wielding a longsword. He is being surrounded by three smooth-skinned, hairless humanoids with penetrating eyes and skin that seems to shift and change to mimic their surroundings. The knight has taken refuge atop a hillock, near the ruins of a long abandoned farmstead. His back is against an old oak tree, he stumbles forward and strikes down one of his assailants, but the other two now flank him, and close in for the kill, gleeful snarls upon their filthy maws.

Development: The Old Warrior is **Andrin Gwindah**. His stat block is not provided. In his earlier life he had the divine powers of a Knight of the Green, a paladin of nature. He is now racked with old age and fatigue. He has used much of his remaining prowess to

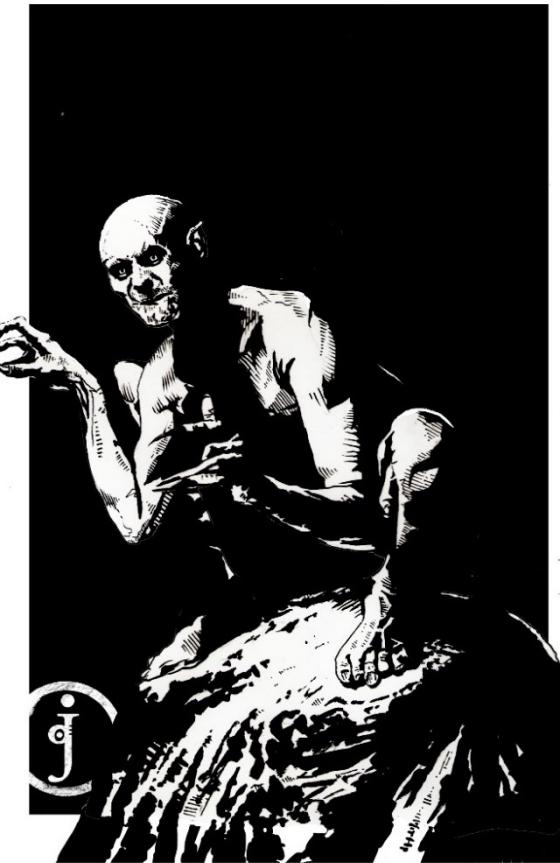
fight his way out of the tomb. *Evidence of these efforts will be discovered by the party later in the adventure.* Assume he just survives this battle as the grey skulkers will fight back against the PCs. He wears chainmail and is wrapped in green tabard, as shown in the image.

ABILITY CHECK – Wisdom. A cleric or ranger will know some of the following:

- Almost everyone will have heard the tale of The Knight Arisen. He is one of the great legends of this land. *Use snippets from the Background to inform the PCs, or simply give them the Handout of the Short Version.*
- The tabard is a funeral shroud of Belin, God of the Green.
- The Green Knights were guardians of Keranow throughout its long history. They strove to keep a balance between the natural world and the progress of man. They fought in many battles against the unlife, and in the times of incursion by Orc Sea-Reavers. The greatest of their number was Andrin Gwindah, the Green Templar, and the Knight Arisen.

READ ALOUD

These scale-skinned, hairless humanoids have penetrating eyes and skin that shifts and changes to mimic their surroundings. They move on all four limbs but stand to fight with claws on their forelimbs.



CREATURES

Grey Skulker (2)

Medium humanoid, neutral evil.

Personality/Quirks: Cruel, vindictive; craven, twitchy.

Motivation/Goals: Fear of their mistresses; kill the knight and return his remains and items.

Armour Class: +2 bonus

Hit Dice : 2

Speed: 40ft

Senses: Darkvision 60 ft.,

Languages: Common

Combat: The Grey Skulker makes two attacks with its claws for d4 damage

Consequence: After the fight Andrin collapses, and struggles to catch his breath.

READ ALOUD

“Thank you, thank you. Please, you must aid me one last time. I am about to die...don’t be sad, it is finally my time to die, one final time,” (He coughs) “...one final time. My God has kept me from my audience with the Lord of Judgement long enough, and I hope to finally see long lost friends and fallen allies. My tomb lies beyond at the feet of the hills to the northeast. I’m sure I left an easy trail to follow” (He manages an ironic laugh). “Mad-eyed Fey have infiltrated my tomb....take me and my items back...give me the rest eternal I now desire, blessings of the Green upon you” (And the knight passes).

TREASURE AND REWARD: The skulkers carry a purse of 3d10 sp each (their pay).

Andrin is dressed in a shroud with a symbol of the Belin. It has been ripped to make it more like a long cloak. He has chainmail and a sword. This weapon is an ornate ceremonial silver longsword, bearing the crest of Belin. In his belt he has a 3-foot stone rod, carved with salutations to Belin.

ABILITY CHECK – Intelligence. A cleric, dwarf or thief may know some of the following:

- This rod is key-like in design at one end. Writing in celestial states it was first gifted to Andrin Gwindah 240 years ago.
- Its basic art value is 175 gp. (It was once a rod of power, tied to the paladin's soul, but it is now empty of charges).
- This once had the properties of a *rod of resurrection*.
- There was a fort called Terandrin Mendith somewhere in these lands near the coast, but like many in the Duchy it is long abandoned and its location now a mystery.

NOTE: Andrin did wield a magic longsword in his long career, but this is in his tomb.

The grey skulkers followed the paladin down here but their trail will be very tricky to follow. Fortunately, the

paladin has left an easy to follow trail, on the hard ground. The trail back goes on for 4 miles, northeast. If the party require a cart to transport Andrin's body, they can find a rickety one in a nearby abandoned farmstead.

Points of Play: Dependent on the party make up there may be some dilemma as to what to do now. Some may not wish to take Andrin back; others may do so with zeal. Whatever the debate it is likely the party are here to help resettle the lands and so will help fulfil his last prayer.

Add a **story award** each if you feel the party have an interesting debate on ethics, duty or bring in their background traits.

3.2. JOURNEY TO ANDRIN'S TOMB (Some Very Angry Birds)

It is a two-hour trudge through light woodland and hilly plains to the tomb of the fallen Knight. The rolling plains are the hunting range of some Axe Beaks. One has recently been killed by hunters in the area, and its discarded body can be found if the party search for an hour. The others are now on a frenzied rampage, and will immediately attack the PCs.

CREATURES

Axe Beak (d3) These have 2 hit dice
Personality/Quirks: They are hungry and ruthless.
Motivation/Goals: Filled with rage towards humanoids.
One has only half its hp's left due to an injury.

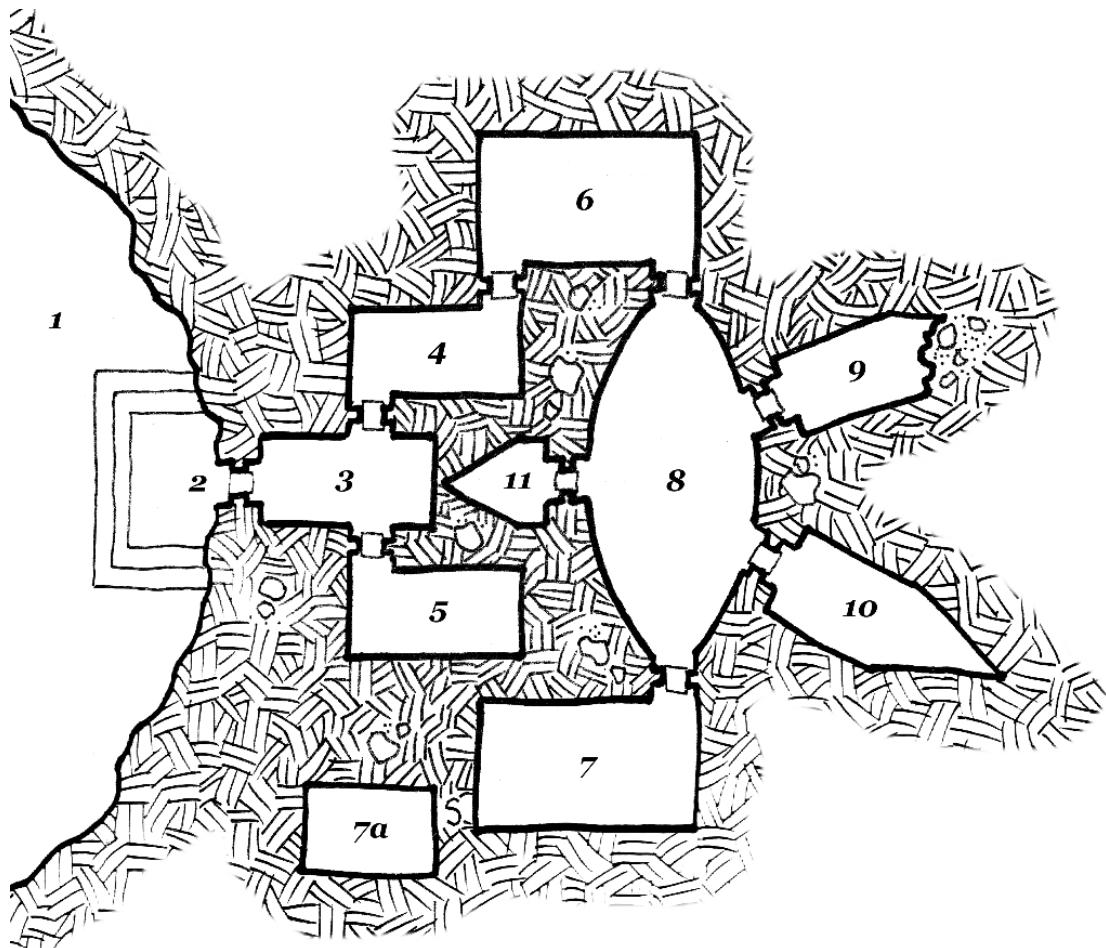
Consequence The arrow embedded in the beast is finely made of wood and iron. Though a bit tough, the axe beak can be cooked for food.

ABILITY CHECK – Search / Spot hidden. An hour long search will find a recently built nest and the remains of the other axe beak. There are 2 short bows, broken studded leather, a small shield, 18 arrows, a rope, a waterskin, shredded backpack, 3d10 gp, and 4d6 sp.

ABILITY CHECK – Wisdom. A **ranger, elf or halfling** may know:

- It contains bits of small animals and other prey, including the remains of a couple of dead human hunters.

4. THE SANCTUARY OF THE GREEN KNIGHT



SUMMARY: By the time the PCs arrive the interlopers have gained control. The place is being looted by a mixed group of fey and humanoids, led by a very lazy Blood Rose Fey called **Yaritha Morn**. Others of the invading group have left taking a number of artefacts with them. Before he fled Andrin managed to smite down their leader **Zahran Belith**, who had spent much of her time holding her group together. It has left the group weakened and even more disorganised

than normal. Other denizens still within the tomb are:

- Some zombies no longer under any control since Zahran's death. They are locked in the main tomb, with a slain fey priestess who couldn't stop them.
- A hobgoblin warrior of a local tribe. He has learned to despise the foul and dishonourable nature of his new allies, and is now a captive. He wishes an honourable death, and a statue of his folk rescued from the chaos.

- The Blood Rose Fey **Yaritha Morn**.
- One more grey skulker.
- Several hobgoblins, now converted to following the fey, including an adept.
- An area where fire beetles have bored in due, to the tomb not being supervised and having fallen into disrepair.

The Blood Rose Fey oppose the treaty between the Ker Elves and the Duchy of Tamarin.

A number of humanoid allies of the fey have the *Hexed* condition, from the charms, poisons and persuasive words of the fickle and flighty spirits. Any creature with the *Hexed* condition:

- +4 bonus on saving throw against charms, and similar effects, which would wrest away the fey's control of them.
- Gains a bonus d4 hit points healing from any cure spell cast on them by those who *Hexed* them.
- Have a -2 penalty to initiative
- Has -4 penalty on saving throws against poison and sleep magic, as their bodies are opened up to such things by being *Hexed*.
- Any fluid from the creatures (such as tears, blood, sweat, saliva etc.) has a fluorescent green tinge.

They also exude a sweet aura in a 30 ft. radius that is a fragrance most pleasing to the fey.

4.1. APPROACH TO THE TOMB READ ALOUD

Your journey has taken you into some taller hills, through a narrow gap, with the great forest not too far away in the distance. You have been travelling from the southwest and you see a set of tracks leading in from the west, and then leaving that way.

ABILITY CHECK – Wisdom. A ranger, elf or halfling will know some of the following:

- Tracks of more than a dozen arriving, all humanoid, with perhaps 3 or 4 leaving sometime after.
- Some of the tracks are armoured, some barefoot, and all from Medium sized humanoids.

READ ALOUD

The gap enters a small valley, and at the far end you see what must be the tomb of the Knight, Andrin. It has some rough wide steps up to it, an outer arched porch, and a pair of open doors. Several tall, armoured humanoids are present, slouching on the stone steps. To one side is a pile of

bodies, likely the same humanoid type as the others. A number of eroded stone pillars have 2 small ponies tied up to them.

Development: d6 *Hexed hobgoblins* are on guard here. They have lost some of their militaristic instinct and become very lazy. They will attack the party on sight, but lack any tactics.

ABILITY CHECK – Intelligence. A fighter, ranger, elf or dwarf will know:

- The humanoids are hobgoblins, but without the usual attentive and militaristic attitudes you would associate with them.

CREATURES

Hexed Hobgoblins. These are 1+1 hit dice

Their alignment is Chaotic Neutral now as they have lost all discipline and will fight for fun and challenge, rather than to inflict pain and suffering.

Consequence: Even with the sound of conflict no reinforcements will arrive for the hobgoblins. Their wounds will have oozed green tinged blood.

ABILITY CHECK – Intelligence. A magic-user or ranger will know:

- They have been afflicted with some fey based curse or magic.

TREASURE AND REWARD: They have 2d6 gp each in wages (one also has a linen flag of Belin in his pack, which he took from the temple, worth 25 gp). The bodies to the side have been stripped of their gear. They have been slain by heavy sword blows. There is a dead skulker and two dead hobgoblins. A pile of discarded gear includes 1 longbow, 2 longswords, 3 shields, a backpack, a couple of lengths of rope and a lot of dried rations.

4.2. ENTRY / DOOR

READ ALOUD

The double doors are ajar. They are carved with a brilliant symbol of Belin, though it has been somewhat defaced recently.

If the door is viewed as the sun sets or rises, the eyes of the carving can be seen to open and close.

4.3. HALL OF BELIN

READ ALOUD

This hall was once dedicated to Belin, but looks a shadow of any former glory. Dumped travelling kit litters

the area, clumsily discarded by the interlopers. A few torn tapestries dedicated to the Philosophy of the Green are on the floor. There are plain wooden doors to the north and south, each carved with a single longsword.

If the kit is examined there is another piece of tapestry showing a stitched face of a younger Andrin, dated 250 years ago.

TREASURE AND REWARD: There is enough discarded kit to form an *Explorer's pack* and a *Priest's pack*.

4.4. CLEANSING ROOM

There is a grey skulker hiding here, with a small pet lizard. He has had enough of this endeavour and is waiting to escape at night. If he can stay hidden, he will.

ABILITY CHECK – Search / Spot Hidden.

- One success; will give an inkling of a presence in the room.
- Two successes; will locate the skulker pressed up against one wall.

READ ALOUD

In this room is a simple fountain, with a statue of the Green God on it. Three

stone plinths are in a triangle around it. There is a stone closet to the west. Linen and funeral shrouds are scattered from the closet.

ABILITY CHECK – Wisdom. A cleric will know the following:

- Holy men would cast *create water* into the fountain and water would pour from the statue to cleanse bodies prior to interment. As the water disappears in 24 hours from the spell there is no need for drainage.

CREATURE Grey Skulker

Medium humanoid, neutral evil.

Personality/Quirks: Cruel, vindictive; craven, twitchy.

Motivation/Goals: Fear of their mistresses; kill the knight and return his remains and items.

Armour Class: +2 bonus

Hit Dice : 2

Senses: Darkvision 60 ft.,

Languages: Common

Combat: The Grey Skulker makes two attacks with its claws for d4 damage

Consequence: If the skulker is captured he is a craven coward and will say anything to escape. He has a tiny lizard on his person. It is wrapped in a tattered woollen doll that the skulker

has taken from a child from the hamlet of Terawen, building 10. The doll looks a little like a very jolly version of Belin with a smiley face. Returning the doll will give a **story award** to kinder hearted PCs, those will families etc.

4.5. HALL OF COMTEMPALATION

READ ALOUD

You see a completely empty hall, painted plain white and green. Foul symbols have been recently daubed on the walls. The new markings are akin to an upturned pentagram of 5 red roses, with a bloodied scimitar lying north-south over it.

ABILITY CHECK - Intelligence or Wisdom. Females, elves or rangers will know some of the following:

- The symbology refers to the witch Zuvicius the Decrepit, a fey cult for females that sought to bring out their inner mischief and strength, especially elven and half-elven.
- The group were long thought to have ceased to exist. Their last incursion in the land was stopped by the Knights of the Green.

4.6. HALL OF STORIES

This room contains a Blood Rose Fey Priestess, and a hobgoblin adept.

READ ALOUD

In this hall stands a sturdy tall female. She has a fey-like appearance but brooding features and shallow eyes. She is using a rose to sketch onto leaf-like paper. Next to her is a grinning male hobgoblin dressed in green robes, adorned with a 5 rose symbol. The area contains simple carvings showing the deeds of Belin the Green God. The room has not been ransacked.

CREATURE

Yaritha Morn, Blood Rose Fey Priestess

Medium fey, chaotic neutral.

Personality/Quirks: Alluring voice, keen to learn; spiteful eyes.

Motivation/Goals: Despises men, wishes to enslave them and make them admire her; to leave the tomb as the sole fey priestess to further her rise to power.

Armour Class: +3

Hit Dice: 3+3

Speed: 30ft.

Senses: Darkvision

Languages: Common, Sylvan

Yaritha has the following power:

Fey Born: Yaritha has +4 on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting: Yaritha is a 2nd-level



spellcaster. Her spellcasting ability is Charisma. She has the following spells prepared:

1st level: *charm person, faerie fire*

Blood Rose Magic: If Yaritha holds a red rose in her hand she gains the following:

Blood Rose Protection. If wearing no armour and not wielding a shield, Yaritha gains an +2 AC bonus (included above)

Regenerate. Yaritha regains 2 hit points at the start of her turn. Yaritha dies only if she starts her turn with 0 hit points and doesn't regenerate.

Anytime this trait is activated blood drips from the thorns and her hand.

Combat: She attacks once with her Scimitar for $1d6 + 1$ damage.

Other Gear: *Potion of healing, 2 flasks of oil, 4d6 gp, 3d20 sp.* She wears a gaudy silver ring on her left hand depicting a satyr, with shod horns (value, 50 gp). She has 3 red roses.

Tactics: She tries to charm human males, and kill human females. Otherwise she attacks with little tactical skill. She will not aid the hobgoblin.

CREATURE

Garinhak, *hexed* Hobgoblin Cultist (1)

Medium humanoid, chaotic neutral

Personality/Quirks: High self-esteem; taunts his enemies.

Motivation/Goals: To please his mistress; to decorate himself in the wealth he deserves.

Armour Class: +5

Hit Dice 2+2

Speed: 40ft.

Senses: Darkvision 60ft.

Languages: Common, Goblin

Combat: The hobgoblin makes two attacks, one with his staff (d6+1) or longbow (1d8), and one unarmed (d4).

Other Gear: 3d10 gp, 3 pieces of topaz combined as a bracelet worth 40 gp, 2 daggers.

Tactics: Garinhak is now a fanatic and will gleefully attack. He has lost all discipline and mental clarity after listening to the lies of the fey.

Consequence: It is possible the PCs capture the fey and/or hobgoblin alive. They may coerce them, or they may tell their tale with bravado.

- They were part of a group led by a powerful priestess called Zuhra.
- They were to retrieve all relics from the tomb, and ensure the Knight Arisen would arise no more.
- They have begun once more to worship Zuvicius the Decrepit. She will stop the new alliance between the Men of Keranow, and the despicable traitorous Ker Elves.

TREASURE AND REWARD: It appears the entities in here were taking charcoal rubbings of some of the décor. It relates to various deeds of both Belin and Andrin. The invaders have a rough map on the floor, inscribed rather neatly (mark them on

the PCs map or hand over a copy of the GMs map). On it are marked:

- The small valley which contains this tomb.
- The nearby settlement of Terawen, five miles to the east.
- A location near the coast called The Gathering, through 8 miles of forest and wilderness.
- On the innermost part of the nearby inlet is marked Arncliffe (*a dwarven fortification containing a goblinoid tribe*). This is about 4 miles north.
- Various marks on the map also sourcing water, food and such, in the local area.

ABILITY CHECK – Wisdom. A ranger, elf or halfling will know some of the following:

- Rough notes on distances suggests that the fey cultists are fairly new to the area and still unsure themselves how to best get around.
- The ‘charcoal rubbing’ they are looking at seems to be of a tower / keep built into some high banks by a river, but with no location noted.
- The symbols are markings matching those on the grey rod that Andrin had. (*The keep is Terandrin Mendith, and will feature in the sequel adventure*).

4.7. HALL OF HEROES

READ ALOUD

The room has five statues standing in it. They are of Andrin in his youth and middle age, and three aspects of Belin: Giver of life, Protector of life, and Punisher of Defilers. On the south wall is a green spiked wheel. There is also a chained up hobgoblin, slumped in one corner. He is secured at the hands and feet, and gagged as well. His eyes burn with hatred. Near the north door are two burned corpses of presumably other hobgoblins. Weapons and packs are scattered about.

Development: Rirnak the Faithful is the bound hobgoblin. He was at first keen on the power the fey brought his tribe. The tribe had suffered greatly due to the recent return of adventurers and knights in the land and was keen for the power that Zuhra the All-Knowing, the fey's leader, had promised. But he soon realised their madness and random cruelty was not the way forward to restore his people's glory, and had hoped to use this raid to overthrow their rule. Not enough of his own people supported him, and he has been captured and bound. He realises he will get no mercy from either fey cultists, or from these 'crusaders', but

wishes one last act before he dies. If allowed, and he is un-gagged, he will relate the following:

"More crusaders! Have you not ravaged the lands enough in the past?! Finish me now like the Reavers and cowards you are, while I am bound and helpless and be done....."

ABILITY CHECK – Charisma. A thief or halfling will know some of the following:

- You sense by his tone and words he is testing you.

Assuming the PCs do not slay him there and then he continues:

"So you are men of honour? Then do me a last honourable request. My tribe and I have been taken in by these foul fey witches. We have suffered greatly over the years from the invasion of endless crusaders and cut throats alike, and now have lost all sense of honour and purpose and become depraved. I would ask you to go to my tribe and retrieve the Stone of Iron, our most precious relic. I would rather it be displayed in one of your weak temples or castle halls, than be cast aside by these agents of ruin. Go to my tribe and take the item into safe keeping. One day when my people are great again, perhaps they

will take it back by force!! Agreed? Now unchain me, pass me my sword and let your champion slay me in a fair and honourable ending, unless your gods are so weak you cannot face me..."

- He realises, and hopes, what is left of his tribe may put a fight. They may rise up (he hopes) to fight the fey and their servants. Maybe they can even beat the party as well?
- If he is to be given an honourable death, he will inform them that he thinks only one priestess remains in this complex.
- The room to the north contains the tomb of the warrior this place is dedicated too.

"Our mighty cult leader was slain by him, and this meant her undead minions became unbound....the aged warrior escaped, another mistress went in. I feel the undead slew her as well. Enough pleasantries, who will fight me and send me on the way to my ancestors?"

CREATURE

Rirnak the Faithful Hobgoblin (MM186)

Personality/Quirks: Proud; usually quiet and brooding.

Motivation/Goals: To have an honourable death; to restore the might of his people.

Armour Class: +0

Hit Dice: 2 (but on half hit points)

The Greenfire Wheel. The face of Belin looks like it rotates. The green flames on the back piece represent the Sun's corona.

ABILITY CHECK – Wisdom. A cleric or ranger will know:

- It is a representation of Belin as the Dawn and the Sun, bringer of light to the world.

ABILITY CHECK – Intelligence. A cleric or thief will know:

- There are 13 spokes on it that make the corona of the sun, while traditionally there should only be 12.

If a creature with a neutral aspect in their alignment rotates the face to the 13th spike the secret door in the room opens. Any other creature turning the wheel to the 13th spike must make a Save versus poison or fall unconscious for an hour.

The Secret Door. This can be found as normal. It opens into 4.7a **The Hidden Store.**

The North Door. This once had a *fire trap*, which the hobgoblins triggered and were slain by.

TREASURE AND REWARD: There is enough discarded kit to form an *Explorer's pack*, as well as the arms and armour of the hobgoblins (3 longswords, 3 longbows, 37 arrows, 3 suits chainmail, 3 shields, 5d6 gp, 1d100 sp).

4.7.a HIDDEN STORE

READ ALOUD

This store contains some equipment. It is otherwise an unremarkable white/green room with a few shelves.

It contains:

- A scroll of *cure light wounds*.
- Stone carving tools
- +1 *light warhammer*, with a sunburst motif
- +1 *shield*, decorated with a stern looking Green Man.
- +1 *short sword*, with a dark green blade
- Scrolls relating detailed death rites of the priests of Belin and of those of D'hagda, the Lord of Judgement. Worth 30 gp to the right buyer.
- A magical longsword that belonged to Andrin Gwindah (*as displayed in the attached image*).



CHANNELLER'S FIST. Magical Longsword. On one side of the hilt is carved the name Andrin Gwindah. On the other side is carved a date, 553, and the name *Channeller's Fist*. On the blade itself written in Sylvan is *The Key to Victory*, and on the opposite side is a drawing of a tower (which matches the rod found on Andrin in its style).

This weapon is a +2 *longsword*. The hilt clearly is a key.

ABILITY CHECK – Intelligence. A fighter or ranger will know some of the following:

- The date is the year after the final victory of the first war against the Orc Sea-Reavers.
- The year Andrin was granted title and lands for his part in the war.

NOTE: *This may seem powerful for a 1st or 2nd level character to find but it did belong to a protector who was granted it when he was a renowned hero of the land.*

4.8. MAIN TOMB

READ ALOUD

Opening the door, you see signs of utter carnage. A single stone coffin sits, lid off, in the centre of this eye-shaped tomb. Ambling around are the animated, and heavily damaged, corpses of: hobgoblin warriors, skulkers and humans. There are the slashed remains of a couple of other dead humans that were once animated corpses. A dead Blood Rose Fey lays slain near the coffin, and another near the southern door. The former has a deep wound in her chest, the second has been bludgeoned to death. The room has wooden doors to north and south. There are smaller doors in arches to Northeast and southeast. There is a plain stone door to the west.

CREATURES

Zombies (d4+1)

They will attack immediately.

Hit Dice: 2, but damaged due to recent battle. Subtract d4 hp's from each one

Coffin. This held the 'body' of Andrin.

TREASURE AND REWARD: The body of the Fey (Zuhra the All-Knowing) near the coffin has obviously been rapidly searched. She was a 40-year-old fey (in human terms). She has no weapons, just an unholy symbol of Zuvicius the Decrepit. She has 4d6 gp, d8 sp and 4 black gems (very rough cut jaspers, value: 20gp each) and a tied bunch of 4 red roses. The other fey (Allisa Bleak) near the door was a much darker haired young female. She has a scimitar, an empty bottle (once a potion of healing), 1 flask of oil, 2d6 gp, 2d8 sp, 3d6 cp and 2 red roses.

4.9. THE LEFT SWORD OF KERANOW

READ ALOUD

The northeast wooden door has a longsword carved in it. The door has been broken open very recently. Beyond is a long low narrow tunnel that starts to taper at the end (like a sword). The place is very damp, and

has suffered a slight collapse toward the taper. Dug into the walls are slots to lay bodies on, and there are mouldy shrouds and softened, rotted bones scattered about. The cause of the disturbance must be due to the skittering, small dog-sized insects that dash forth, greedily clicking their filth-slicked mandibles.

CREATURES

Fire Beetles (d8). 1+2 hit dice

The bodies in shrouds are decayed to the bones. *It can be assumed the interlopers opened this door, and then shut it again straight away.* This would have served as place to bury minor initiates and servants who had perhaps tended this tomb over the years of Andrin's long service.

TREASURE AND REWARD: 8 copper rings (15 gp each with a Belin motif) and 3 simple, decayed wooden Green Man holy symbols.

4.10. THE RIGHT SWORD OF KERANOW READ ALOUD

The southeast wooden door has a longsword carved into it. It is locked and clearly hasn't been opened for some time.

If the door is opened:

There is a long low narrow tunnel that starts to taper at the end (like a sword). On each side are shrouded bodies, in a pale green fabric wrapped in twine.

There are 11 bodies in all, all of minor warriors who had had some association with Andrin in the past. Each has a simple holy symbol, and is wrapped in a linen shroud worth 12 gp (if they were to be sold!).

POINT OF PLAY: This may present a moral problem for the group. Should they open it, like a tomb raider would? Or will they decide this temple has lost all its sanctity and things must be moved. Local knowledge of the area informs the party that the village of Terawen has a simple church. Towns with more important religious institutions are many days away on the coast. Give a **story award** if origins, morals etc. come into play.

4.11. THE OLD GODS' SHRINE

READ ALOUD

This plain stone door opens into an odd shaped room, which tapers at the western end (the shape is like the hilt and blade of a longsword). It is painted wholly in pale green with a blazing Green Man symbol in the floor. Behind it is a life-sized carving

of a priestess akin to an owl-headed winged humanoid. There is a scripture at the base of this statue.

The inscription is in Sylvan (or common if no one reads Sylvan).

*“Should greatest peril befall this place,
Reach out to the Judge and seek his
face.*

*If worthy in duty or powers divine,
Path to the Green Knight’s Tower is
thine.”*

ABILITY CHECK – Wisdom. A cleric or fighter will know some of the following:

- This is an image depicting D’hagda, the Lord of Judgement, who greets all men after their death.
- Those worthy to be judged will bow before him and hold their hands out to touch his face. It is said that the hands of the unworthy wither and die, while those judged well gain new strength to toil in the afterlife.

Development: Eventually someone should touch the face of D’hagda. The statue will animate and speak to any of the following who touch it and who also:

- Is a ranger, cleric, elf or halfling of a non-evil alignment and who casts

a spell on it or uses any divine class feature in its presence.

- Has a trait that shows devotion, duty, respect or an attitude for doing the right course of action.
- Does so with the magical sword of Andrin (*Channeller’s Fist*).
- Does so with any of the symbolic rods from the tomb.
- Does anything else you as DM deem relevant keep the game flow going.

READ ALOUD

“That I have been activated tells me this tomb has been assailed but duty has prevailed. The rod, the sword and the helm of Andrin are keys to a secret shrine. A spell of divination will point your way to a powerful artefact that must remain safe from our enemies. May the Lord of Judgement guide your way.”

The statue then sheds a single tear and cracks. The party all benefit from the effects of a *prayer of healing*, receive 2d8 points of healing.

The statue weighs 400 lbs.

NOTE: The party are clearly not powerful enough to cast *divination* so will need to find somebody who can. This will occur in the sequel adventure,

the Cruellest Mistress of All. They will likely have the rod and the sword, but the interlopers have taken the helm. The party will not know this but will hopefully assume it, to avoid them searching days and days in the tomb for it!

Give a **story award** to any player who deserves one for solving this ‘puzzle’.

4.12. EPILOGUE

The party now have the following options:

- Try to find a suitable place to bury Andrin, and also secure (or sell) things they have found in the tomb.
- Investigate the state of the hobgoblins who have been converted and possibly retrieve the Stone of Iron from the fort of Arncliffe.
- Head to nearest village, Terawen, the one marked on the cultists’ map. It has a temple to Belin but no cleric high enough level to cast *divination*. Even so, the village is a source of shelter, equipment, and information. The PCs may also decide to go there to tell them of the current threat.
- They may try to find a significant temple to Belin (the nearest one is some distance away, and is beyond

the scope of this adventure). Resolution of that quest forms part of the sequel to this module.

- Go to the area on the map marked The Gathering and finish off what fey menace dwells there.

Whatever the PCs decide to do it will involve more journeys into the wilderness. A number of encounters have been included (see section 6) which are suitable for the rest of this module and will hopefully capture the feel of the land. Most have a suggested area where the encounter could take place. There are a variety of these, involving combat, social conflict and / or ability checks. Some are just a random encounter that will likely end in combat. Some are part of the general call to arms of the fey faction, to counter the new encroachments of adventurers. They have sent out talking birds, stealthy small fey and fiendish creatures to rouse the natives of this land. It is suggested 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.

5. THE HAMLET OF TERAWEN

This hamlet is on some slight hills, away from where the old main road

cuts through the area. It consists of nearly two dozen buildings.

Name / Overview: **Terawen**

Expanding Frontier Settlement

Alignment: LN **Type:** Hamlet

Demographics

Government: Council

Population: 59 (51 humans, 6 dwarves, 2 Halflings)

Marketplace

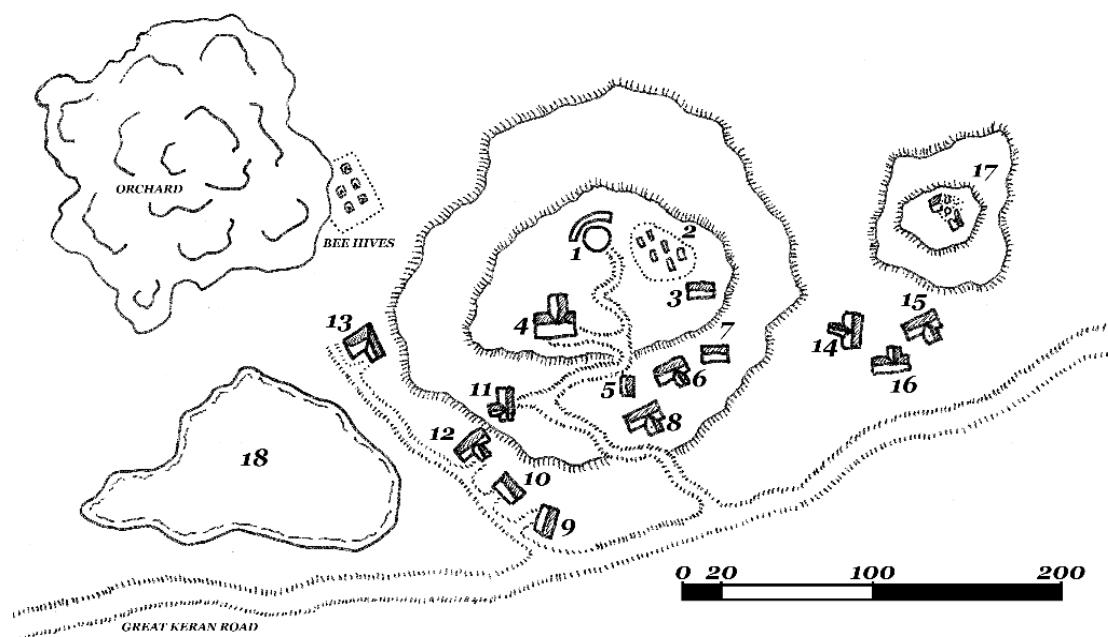
Spellcasting Services: 3rd level divine; 2nd level arcane.

Items for Sale: Anything from a basic OSR players book is generally available. There is a limit of d4+1 alchemical goods per week. If Besal the alchemist (6.1) gets here alive switch this to d6+1 alchemical goods per week.

READ ALOUD

A small settlement is laid out across three hills, with the middle one being much the larger. A road, that has seen better days, skirts the south of these hills, with paths leading off north to various buildings. A small apple orchard grows to the west, and an adjacent fenced area that contains five beehives. Folk busy themselves with animal herding, construction and gossip. A few armed men are on guard duty. Small groups of children play games amongst themselves. Most of the places look unremarkable except for a few of significance to the settlement:

- *A large wooden Inn.*
- *A larger stone altar and circle, at the top of the hill.*



- *Wide, low stone buildings with a small corral holding a variety of livestock.*
- *The burnt out ruins of a windmill on a nearby hill.*

5.1. THE RESIDENTS

They are honest and hardworking, and quick to judge. Should their trust be broken, they are not stupid, and will feel upset and let down by any betrayal. They will offer food and shelter to any that need it, and healing to those who ail. If those they help can help the hamlet back in some way then they will expect people to do that, in the form of work or money. Their faith in Belin is very strong and any who use his name in vain will initially be asked to apologise. Further rudeness will result in the party being politely asked to leave.

Notable NPCs

Urtan Krux Dwarf
Blacksmith (8) Neutral
Qualities/Vices: Honest, Humble, Stern / Glutton for meats, Unforgiving.
“My iron may bend, but my will never shall”; “Fill the forge, fill the purse, fill the belly”.

Lenan Krux Dwarf
Hunter (5) Lawful Neutral

Qualities/Vices: Loves forests, reveres Nature's bounty/ Impatient with people. *“Experienced adventurers? Pah, you look greener than ma' garden”; “Leaves may drop, but not my guard, I'm a watchin' ya”.*



Curate Bennin Avron Human

Priest of Belin (1) Neutral

Good

Qualities/Vices: Help all those in pain, young and inexperienced, Shy / Kind to a fault. *“Ah yes, a curse you say, if only the old master were still with us”; “A wound that's tended, is a wound soon mended.... though that does look rather nasty!”.*

Michal Avron

Human

Innkeeper (4) Chaotic Good
 Qualities/Vices: Bursting with enthusiasm, Penny Pincher / Visions of grandeur. *"This Inn, a mere start-up, you should listen to what I have next planned"; "Sure a wyvern's tail looks mighty fine.... but a dragon's, that's a whole new tale in itself".*

Calem Ath Broone

Human

Guard Captain (9) Lawful Neutral
 Qualities/Vices: Obsession with swords, Relentless in pursuit / overly officious, Letter of the Law regarding punishment. *"Keep your swords, but keep 'em safe, that one even looks sharp"; "There was this one bandit, pursued him for a week I did, the first hour was quite tense, so at the beginning....."*

5.2. ECONOMY

Pasture with sheep, goats, pigs and a few cows. Wild tubers are foraged for in season, and a lot of people have their own gardens for vegetables and herbs. In addition, there is fishing and the orchard to supply sustenance. This used to be on a main trade road long ago, and it is hoped this will benefit them in the future. Much of the traffic from the current expansion into the land will eventually pass through here.

5.3. THINGS TO DO AND LEARN

In discussion with various NPCs or through relevant ability checks the PCs may learn the following:

- There is a new temple of Belin being built at the harbour town of Fairrenporth. One of the priests,



Aiomus has left to go and serve there. There maybe someone there who can cast *divination* spells. (*This is the start of the sequel adventure*).

- Lenan the Hunter (5) says he has seen signs of gnolls passing fairly near to this hamlet, in the eaves of the forest's borders. This was several days ago. He is convinced there is something watching the hamlet from the woods but has yet to find anything.
- They forage sometimes in the forest, and can recall many tales of it. They are aware of its recent darkening and hostility of its inhabitants over the last 6 month or so.
- Decades ago the windmill (17) was burnt down when bandits passed this way. Cereal crops never flourished much hereafter so it hasn't been re-built.
- The only natural threat in the land is from large birds that sometimes threaten the flocks, but there is feeling of disquiet in the land.
- Some mercenary groups that have passed through have seemed far from savoury. The residents are concerned, and think the Duke of Tamarin should be vetting people

before being allowed to explore the land.

- Some residents think there is a thief in the town, a number of items have disappeared (10, 14).
- In the Inn (4) is the dried up tail of a wyvern slain by a warrior many decades ago. The warrior retired here and in time was buried in the graveyard (2) along with some of his companions who fell fighting the beast. Before this time the Inn was called the *Tapped Man*.
- Some buildings are being expanded and the PCs help will be most welcome, that is if they are willing to fetch and carry, or have skills or proficiency in construction.



Award the PCs a **story award** for any good social interaction, adherence to

law, and other roleplaying opportunities. There are only a few mysteries in the settlement, and the possibility of a few external threats. It could be an opportunity for the PCs to take *downtime*.

5.4. AREA DETAIL

Only brief details of some of the more important buildings are given. The village has two wells that are used for water supply. A small well run by Petr Potter is behind the Inn. He will fetch and carry water for a few coppers. He also uses buckets to do more unsavoury duties for which he has earned the nickname *Piss Pot Petr*. A large and decorative well is next to the orchard, a *Cloughtie Well*. It is carved

with images of dancers and a stern visage of D'hagda the Lord of Judgement. A few dried wicker figures currently sit next to the well. It is often adorned with flowers during seasonal festivals.

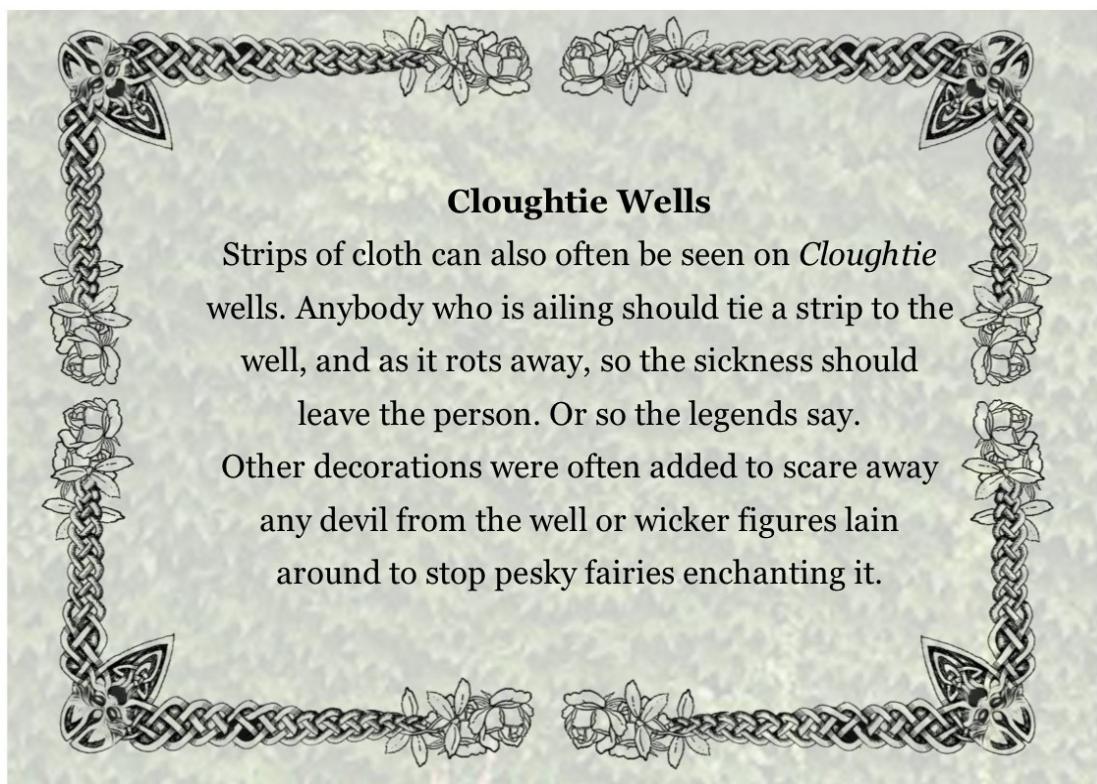
A variety of apple trees are tended in the orchard, giving a richness of flavour to the food and drinks made from them. They include:

Queens Hearsay. This comes in shades of rose, amber, and violet. The texture is somewhat velvety, and it has the taste of the divine.

Lionheart. So named due to the very intense red of their skin, inside they are yellow, with a fairly sweet taste as crispy texture.

Cloughtie Wells

Strips of cloth can also often be seen on *Cloughtie* wells. Anybody who is ailing should tie a strip to the well, and as it rots away, so the sickness should leave the person. Or so the legends say. Other decorations were often added to scare away any devil from the well or wicker figures lain around to stop pesky fairies enchanting it.



Aureum Ab Pomum. Golden in colour, with a sweet flavour, they are mainly reserved for export to nobility in larger settlements. When ripe they stay very firm and crisp, with a satisfying sounding crunch. Often called Earthgold, due to the colour the leaves turn after harvest.

1 THE GREEN SAVIOUR'S ALTAR. This is a newly built large stone arch, set in a very old stone circle. Ceremonies are held twice a week on average. Some of the time it also acts as a school.

2 GRAVEYARD. This area is very well tended and a number of notable gravestones stand in highest point of the cemetery. These are the dead associated with the fight with the wyvern (4):

John of Coates. Swordbearer.

"The Ferret". A stealer of gems as well as hearts.

"The Platypus Knight". This hedge knight and paladin of the rust dragon remains nameless, but his actions in aiding those terrorised by the dread wyvern earns him a just rest and a place of honour alongside every brave soul who perished that day.

Bactar. Keeper of Stormflayer.

Newtus of Oldpork. Gluttonous Acolyte.

The most recent headstone, dated two months ago, is inscribed: "*In the Green Pastures of Rest, Father Ednin Tavers*". He was the spiritual leader of the hamlet until his natural death at the age of 67.

3 GARDENERS LODGE. This is a small shed, recently given a new lick of light, blue paint.

4 THE STING IN THE TAIL INN. Michal Avron has grand ideas and is investing, having a new accommodation wing added. It has a large bar area, and two small areas (one for peaceful dining and a meeting room). He is proud of the wyvern tail that hangs over the bar. It is in immaculate condition and is obviously cleaned regularly. There is no stable but animals can be accommodated in the nearby corral. Elaborate menu displays profess the quality of the local brewed ales and cooked meats. Out the back of the Inn is a cordoned off area with a white chalk outline of a man. There are iron spikes hammered into his hands, feet, groin and head. It is use for a local game called *Taps* (see 5.5). Prices in the Inn, unless noted, are the same would be found in any

inn. The following drinks are of great importance, as they are made locally in the Hamlet at the Brewing Shed (see 13 for description). They cost at least 5 cp each: **Auld Backstabber; Baern's Hammer Stout; Firetongue Cider; Gone Ronin Stout.**

The inn serves the following delicacies, all sausage based. These sausages are of great importance, as they are made locally in the Hamlet at the Meat Smoker (see 11 for description). They cost at least 1 sp each, per serving:

Magus Red; Marshwell Chipolata; an iron bowl of **Gumble.**

Gumble. A thick, spicy stew made with smoked goat sausages, beef broth, onions, peppers and various pickled vegetables. It is served in a bowl over hot barley-meal (or whatever is in season), topped with crushed dried petals of a swamp flower. Sure to chase the cold out of any weary adventurer's bones. Strictly speaking, "Gumble" originally referred just to the medley of goat's meat sausages this stew is based on, but the name is now synonymous with this excellent fare.

5 HUNTERS SHED. On a 1-5 on a d6 the hunters will be out in the wilderness. They catch game birds.

6 RESIDENCE. This belongs to the Tylers, who are a family of labourers.

7 RESIDENCE. This belongs to the widow Hernov, a halfling. She bakes and sews, while her only daughter teaches the children.

8 KRUX THE SMITH. He, his two sons and his daughter provide basics like nails, horseshoes, and fixings for the town. Any opportunity to make weapons and armour will be gladly welcomed.

9 ARMOURY / GUARD POST. There is a Guard Captain, Calem Broo, and four militia men. About 1/3rd of the adults in the village can be mustered to arms in an emergency.

10 RESIDENCE. This is the house of the Thulisons, fair haired folk, which makes them stand out from other humans who have dark hair. One of their children has been visited at night by a grey skulker (4.4), who has taken a lock of her hair and stolen one of her dollies, called Green-Green.

Danra Thulisons, the head of the house, makes mulch and fertilisers, and is skilled at cultivating vegetables in the settlements small gardens.

11 MEAT SMOKER. Here the famed Sausages of Terawen are created. They can be purchased exclusively from the Inn. They are listed on a board outside:

Magus Red. Many years ago a Mage started a group at the Inn to meet like-minded adventurers. He believed in eating as well as one could afford and would often have this delicacy prepared prior to his adventures. The recipe has been recreated below:

Rillettes of Pork and Duck (2 oz.)

12 Cornichons

1 Sun-dried tomato, chopped very finely

Some preserved orange peel

After a number of years, the Mage disappeared. It was rumoured he had moved back south to sort out the will of his old master.

Marshwell Chipolata. This is made from red onion, lots of sage, and filled with whatever birdlife can be found. They are delicate to handle “so eat them fresh”.

Gumble. Generic name given to smoked goat’s meat sausages. Now

synonymous with the famous stew based on them, served at the Inn (4).

12 CRAFTERS HOUSE. More exotic equipment can be purchased here. The Master Artisan, Abram Thels, will purchase oddities the PCs may find.

13 BREWING SHED. Terawen has developed a number of unique ales over the last few decades. A human and a dwarf work hard coming up with new ciders, meads and beers to export to large towns on the coast. Some of these can be purchased exclusively from the Inn:

Baern's Hammer Stout. Lean in body and powerful in flavour, this is a favourite with both locals and visitors. This dry stout is easy to drink, rich and inviting. It is extraordinarily smooth and mildly hopped with a distinct coffee/chocolate presence.

Gone Ronin Stout. This deep dark rich stout has hints of flavours unknown; tinctures of rare spices from the East were used in creating this intoxicating beverage. Drink in small quantities; do not overburden the taste buds with this mysterious beverage.

Firetongue Cider. A deep, rich and fruity draught with hints of cinnamon and nutmeg. Apparently brewed with

the ‘flame-bladder of the lesser crimson drake’ in the barrel, this popular brew acts as both a thirst-quencher and a breaker of fevers and other ailments.

Auld Backstabber. A tangy refreshing brew filled with the strong aroma of hops and a slight whiff of sea air. A pint of this golden nectar is as sharp and as sure as an assassin’s blade in the back. “*It’ll make you shiver as if Death himself just laid his hand on your shoulder*”.

14 FARMER. The Branoks. They work the orchards, the herds and some of the vegetable patches. They have been victim to the Grey Skulker (4.4), who has raided apples crates on a number of occasions.

15 FARMER. The Locrans. They work the orchards, the herds and some of the vegetable patches.

16 FARMER. The Pascows. They work the orchards, the herds and some of the vegetable patches. Two of the children fish the lake (18) on a seasonal basis.

17 BURNT-OUT MILL. There truly is no mystery here. If you wish to have something occur here, roll a d6

Die Roll	Mystery
1	The fey have recently awakened long discarded scarecrows, locked in a cellar, which frolic around at dawn, lamenting their own lost worth.
2-3	Something classic, like the ruin is a lair of giant web spiders or a recently arrived burrowing beast like a giant shrew or badgers
4-5	A cache of stolen goods is found, belonging to a long dead, and infamous, highwayman.
6	A storm knocked down the ruin and a burning haunt of a victim of the fire illuminates the night sky.

18 FISH LAKE. This large lake is kept clear of clutter, and provides a supply of carp, perch and the occasional eel.

5.5. SIGHTS AND SOUNDS OF THE HAMLET

The following give a flavour of life in the hamlet. Each can be expanded to form an encounter scene

Young children playing a game. A group of younger children are playing, with one child blindfolded. The rest sing the **Witching Song** and dash about: **(handout in filepack)**

Some witches are blue; some witches are red
Some speak with their cats; some speak with the dead

Some witches are black; some witches are white
Some sing in the sun; some dance in the night

Lassies like witches who're pretty, not plain
Laddies like witches who'll play in the rain
Mummies like witches who get the clothes made
Daddies like witches who dwell in the shade

Some witches speak false; some witches speak true
So time to decide then, for which witch are you?

A maid being shown how to make Posset. A teenage girl is being shown how to make posset by an impatient older woman. She is milking a cow directly into a vat of cider but can't get the flow correct to make a light, floating sour cream.

Labourers singing tavern songs.
In the early evening a group sing bawdy tavern songs in the Inn. One young man is unsure whether to marry his sweetheart and the others are teasing him while plying him with drink. They sing the **Hoist Song: (handout in filepack)**

Now Hoist your Joist – your Queen's a-bed
Well fare to the lads – for now you're wed
No more to stray down Stoneheart Lane
It's you she's ringed, and now you're twain

And don't you heed no Duchal coin
For then for war you gird your loin

Its beers last sup and then to berth
Fine ladies flesh or deepest earth

A group of older men play 'Taps' in the yard. They throw horseshoes at the staked out iron pins. They remember the time was the place was called "The Tapped Man". It was a sure fire way of getting someone to confess to witchcraft!

A guard is annoyed by his pet dog. One of the Watch is on patrol. He is equipped with studded leather, a spear and a lantern. A dog keeps running up to him wanting to play.

Raising the lidstone. Workers at the altar use mules and pulleys to lift up stone plates decorated in the *Green Man*.

Older children taunt another. A group of teenagers taunt and sing at another who is off to be punished for some minor offence. They sing the **Wicker Song: (handout in filepack)**

Wicker, wicker, wicker, best stand tall
Wicker, wicker, wicker, lest you fall
Flicker, flicker, flicker, warmth of pain
Flicker, flicker, flicker, never the twain
Bicker, bicker, bicker, not to blame
Bicker, bicker, bicker, burn in flame.



6. JOURNEY ENCOUNTERS

A number of encounters have been included here. Each has a suggested area where the encounter could take place. There are 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. They have sent out talking birds, stealthy small fey and fiendish creatures to rouse the natives of this land. It is suggested 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.

You can also roll randomly on the following table (re-roll repeated encounters)

D20 roll	Encounter
1	The Not-So Magnificent Seven
2	2d4 giant rats, feasting on a dead cow
3	The Azure Archer
4	d3 hungry giant frogs
5	The Lost Girls
6	A group of pioneers heading NE in 2d4 wagons
7	Where do Bugbears go in the Woods

8	d4 worker ants seeking decaying woodland
9	Lords of War
10	A hidden cache containing 2d20gp, and 3d20 sp. Long forgotten tax take
11	Farm of the Damned
12	A mob of 2d4+1 kobolds on the lookout for a new lair
13	A predatory large wolf spider seeking a warm place to rest
14	An old woodland burial chamber, ripped open and home to d3 ghouls
15	Jac-in-a-Box
16	3d4 wild pigs snuffling in a forest. They have been feral for nearly 2 years
17	A nest of d6 small vipers, hidden in some rocky clefts
18	Hounds of Love
19	d6 lizard men, investigating the new influx of men in their lands! Some of their number are missing (see Area 8 The Gathering)
20	The Wrecked Reavers

6.1. THE NOT-SO MAGNIFICENT SEVEN

SET UP: *En-route to Terawen.*

READ ALOUD

While travelling along flat plains, in the distance you see a wagon and

some horseman. They are dismounted and not on the march.

ABILITY CHECK – Wisdom. A thief, halfling or fighter will note:

- It appears that a group of cloaked and lightly armed ruffians are riffling through a covered wagon. One of these folk occasionally throws something to one of his companions (bottles).

Development: The ruffians are to join the Outrider Company at the small outpost at Roberts-Poiynt, but they are late and lost. They are low on supplies and looking to forage and ‘take’ what they can in the name of the campaign. In this instance, as they are assailing Besal the Apothecary. The most important item they are looking for is alcohol which they ran out of two days ago, and also any alchemical items to battle the enemy. Besal deals in such things.

There are 7 mercenaries in this group, each with a horse:

- Corporal Kear.** Hates his job. He wants to go back home where the sun always shines and he always gets three meals a day. Why he is leading this bunch he has no idea.
- “A” (Just “A”). Has a sharp wit and an even sharper rapier. He wears

flamboyant clothing with a personality to match; to distract people from his cautious but brilliant nature.

- **Baernd ‘Bignose’ Braendt.** A tall, lanky human with dark hair, brown eyes, a big nose and a several weeks old unkempt beard. Has the quirk that he chews his nails when he is stressed, which is most of the time.
- **Silent James.** He doesn’t say much. He bears a noose burn around his neck. He just growls when people ask.
- **Otto the Rough.** An unkempt and lazy cur. He wields a spiked cudgel in his left hand and carries a grubby, blood-stained sack in his right. This brute has stashed a few silvers in the heels of his mud-spattered boots.
- **Garrick.** A rather charismatic thief with a somewhat backwards set of morals. He has no problem thieving from anyone if it suits his needs and may look down upon local thugs he deems dull and simple-minded. Armed with a quick wit and a dagger, *you probably didn’t notice what he stole as you were reading this!*
- **Skeeby Melkov.** A thin faced squint of a man who moves with

surprising ease for a fellow with one leg shorter than the other. He has a vicious little dog, called Fitz, and favours the black jack.

Assuming the party engage in a conversation the following will be revealed.

Corporal: “*We are members of the Outrider Company, heading to Roberts-Poitnt to meet our Captain, and then on to the northeast to gain great riches. We are short on supplies and this fellow won’t trade. We are offering a fair price for some of his wares oil, holy water and alchemical stuff are all good.*”

Besal the Apothecary: “*Fair price? They’re offering a few coin only, and I’ve tried to explain I have no finished goods, mostly polishes for metal ware and base components. Not until I reach Terawen, where I will be producing goods...*”

If they are allowed to keep rummaging, one of the more unsavoury rabble will proclaim “*Oi Corporal, I found a bag of powdered silver, hidden back here, that will be useful.*”

Besal the Apothecary “*You can’t take that, it’s my only bag and I need to deliver it to the Church at Terawen.*”

Interaction: The PCs may use various means to affect the situation. Some of the mercenaries may be looking for a fight so they can take the PC's stuff. Others are fed up with the whole endeavour and just want back to get to civilisation. The merchant is a bit shifty and clearly wishes to keep his goods intact.

CREATURES

Four of the mercenaries are neutral evil **Bandits**, and are more than willing to fight. The corporal and two others are **Guards**, and will only fight if attacked or threatened. Besal is a **Commoner** with +2 to ability checks involving commerce and alchemy.

TREASURE AND REWARD: Each mercenary has d8 sp, and d4 ep as well as weapons, a horse and an *Explorer's pack*. Besal has 2d100 gp of base materials for making alchemical equipment. If the PCs have been helpful to Besal he will offer them each a single alchemical item, or general equipment worth 20 gp or less, if they are in Terawen within the next 7 days. (Only 1 item per day as he has to make them). If Besal lives he will make it to Terawen and he will add to its commercial output and ensure a steady supply of alchemical goods.

6.2. THE AZURE ARCHER

SET UP: Anywhere near a forest, or coast edge, or marshlands

ABILITY CHECK – Wisdom. A ranger, elf or halfling may note some of the following:

- Recent tracks crossing your path of a lightly armoured single individual.
- More, older tracks of a four legged creature heading the same way.

Development: Phelps De Skarrion is very excited by the new expansion into Keranow. He sees it as a chance to write some new sagas, sketch some figures of soldiers, and maybe add to some lore on Fey and Reavers; to cut through the myth, and get to the facts. Though a mere 19 he has already ventured far from the borders of the Duchy of Tamarin. He has been lucky, or perhaps the opposite, in that he has encountered three creatures still in hiding from conflicts in the past. He has come across a trio of demonic dretch and has been involved in a hit and run conflict with them. The dretch have been unable to catch the archer or his horse, both having managed to resist a stinking cloud feature this day.... *In fact having the bard come riding out of the billowing stench is a*

good way to introduce this encounter!
He is dressed in black studded leather armour, with a long flowing cloak of azure. The dretch have spent long years on the plains and woodlands, keeping a cautious eye out, foraging when they are hungry, or fetid cloud to bring down small game. They mostly hide, and sleep a lot. They dream about the days when chaos and carnage will spread throughout the land again. They are very intelligent, their cunning having kept them ‘alive’ and out of sight.

CREATURES

Phelps De Skarrion, Arcane Archer (Fighter 2/Magic User 3)

Medium human, chaotic good.

Personality/Quirks: Enthusiasm, dangerously curious; never shuts up.

Motivation/Goals: High adventure; find lost lore, write new epics.

Armour Class: +4

Hit Points: 5+5

Speed: 30 ft.

Languages: Common, Dwarf, Elven

Phelps has the following powers:

Yarns of Rest: Phelps can use a soothing oration to help revitalise wounded allies during a rest. If he or any friendly creatures can listen to his performance, they regain an extra 1d6 hit points at the end of the rest.

Spellcasting: Phelps is a 4th-level spellcaster. His spellcasting ability is Charisma. He has the following bard-like spells prepared:

1st level: *charm person, hypnotism, ventriloquism*

2nd level: *phantasmal force*

Combat: Phelps make one attack with either a **Shortsword** for 1d6 + 1 damage or **Longbow** for 1d6 damage.

Other Gear: Acid vial, antitoxin, *potion of healing*, d6 pp, 4d20 gp, 3d10 sp, 2d10 cp, *Scholar’s pack* and *Explorer’s pack* on horse.

CREATURES

Dretch, demon (3). 3 hit dice If your OSR doesn’t have **dretch** use **manes demons**, that can cast *stinking cloud* 1/week each.

Personality/Quirks: Cautious, hungry.

Motivation/Goals: Stay hidden until the time is right.

Consequence: Phelps is grateful for the PCs aid. He promises them all a round of beers and a rousing tale if he sees them in Terawen. If they take a short rest with him he will relate a poem called the Doom of the Kindred (**handout in filepack**). He claims it was told to him by a satyr with no

horns (if the party have the ring from Yaritha, it surely means his tale was true!). Phelps thinks it is part of the mystery of why the fey in this area have turned so dark and cruel.

*Midwinter's Eve, they were called to go
From East and from West, through storm and
snow*

*The Fey kin gathered at Greendeep stone
Fosse, and sprite, wychchild and crone*

*They hear great tales, they quarrel and fight
From rise of sun, through fell winter's night*

*Then came the dawn, old pledges retold
Preserve the land, be fearless and bold
With fond farewells and gifts received
None ever knew, all had been deceived*

ABILITY CHECK – Wisdom. A thief will know:

- The tale about the satyr isn't true, he has just heard stories of female fey punishing male fey by cutting off their horns, wings, etc.

6.3. THE “LOST GIRLS”

SET UP: Near Arncliffe, light forest. When the party are within a few miles of Arncliffe, they come across some gnolls. They too are heading to Arncliffe, but having lost their leader to a carnivorous plant some days ago, they are lost and in debate as what to do. There are some gnolls, all female, and given their situation they are very

easy to surprise. For example, the gnolls may be squabbling quite loudly in a dip area next to a small bubbling pond, where they could be refilling their water-skins.

CREATURES

Gnolls (d4+1) 2 hit dice

Personality/Quirks: Brave, cruel; like to squabble.

Motivation/Goals: Oppress and devour males of other races; find the way to Arncliffe.

Consequence: If they are questioned they can be coerced into revealing the following:

“A talking crow flew into our camp many days ago. It left us the symbol, and dropped the map. It told us to go to the old fort at Arncliffe to help enslave some hobgoblins; for the chance to cause general mayhem and to get payback on the knights that are now plaguing our lands”.

TREASURE AND REWARD: They have a very crude map of the area (not as detailed as the one the PCs may have acquired in the Knight's tomb). This one just shows the forest and location of Arncliffe and the hamlet of Terawen. As well as their gear they have a total of 3d12 gp, 3d10 sp and

each has a bronze chain with a carved lions tooth on it (value 25 gp). One of them has the crude holy symbol of Zuvicius.

ABILITY CHECK – Charisma. A fighter, dwarf or ranger will know:

- The tooth is a badge of bravery awarded to female gnolls.

6.4. WHERE DO BUGBEARS GO IN THE WOODS?

SET UP: West of, but near to Terawen; or any woodland edge.

Gorfangun and Mar are both ambitious bugbears. They too have heeded the call to arms and are supposed to be heading to the fey base called the Gathering. They have stumbled upon the village of Terawen and are now giving some thought as to how best to get some pickings of farm animals, possibly loot, and a reputation as a threat to the region. They have spotted Lenan the Ranger from the hamlet and the few folk he had with him, but have thus far eluded him. Bugbears tend to be very stealthy. If the party are ambushed by them, it may prove a fairly tough encounter. It may be better the party encounter one, with the other some distance away. For example:

READ ALOUD

Travelling close to the edge of the woods, there is suddenly a flurry of activity and small deer breaks from the cover of the trees. One round later a stocky dark-furred creature appears; about to hurl a fine steel looking javelin, it's tiny, milk-white eyes glitter with the thrill of the coming kill.

If attacked, it screams loudly in goblin (calling for reinforcements).

ABILITY CHECK – Wisdom. A fighter, dwarf or elf may know some of the following:

- It is calling in a certain direction so isn't simply trying to bluff you.
- It doesn't sound overly confident so maybe there aren't that many reinforcements.

It will take actions to try and prolong the combat until help arrives. When it falls below 14hps left, it will attack to the best of its ability. D4+1 round later the other bugbear will likely sneak forward to investigate....

CREATURES

Bugbears (2) 3+1 hit dice

Personality/Quirks: Cunning, ruthless; hungry.

Motivation/Goals: Raid the hamlet; take captives to show their new allies.

Nearby they have a very crude camp in a triangle of three large trees which gives good shelter. They have been feeding recently on fruits and a few small reptiles, but are getting hungry for something more substantial.

TREASURE AND REWARD: One has an unholy symbol of Zuvicius, and another has made a crude drawing of the hamlet on a strip of bark. It outlines the animal pen, and where the guards and the scout have been seen walking. Each bugbear has crude bronze and copper jewellery of moon design worth 15gp. In cash they have 5d10sp between them and a crude small clay pot containing an oily *potion of healing*.

6.5. LORDS OF WAR

SET UP: Near the narrows between sea and forest, or any coastal area. A group of militia are heading northeast with a minor noble. They are scouting the north before eventually heading back to the south coast to rendezvous with other nobles at Fairrenporth.

READ ALOUD

Ahead you can hear the sounds of marching. There is a small column of maybe a dozen men, with three mules and one mounted 'knight'.

Their leader is Ter-Geron Voran. He is a 35-year-old human from the Capital City of Keranow, Egraporth. The men are a collection of mercenaries, and other ne'er do wells he has gathered to form a scouting group.

Interactions: Use relevant ability checks and they will reveal some of the following:

- They have been out either recruiting new men or meeting up with old colleagues and ex-soldiers.
- Two of the men look ill with a fever. If the party offer to help they need to do so fairly subtly.
- Voran has no items to trade, or anything to offer as a reward as finances and resources are tight. (If made friendly he will look forward to meeting the party if they ever go to Fairrenporth).
- Voran is a bit concerned about the men's loyalty in some cases but once he reaches civilisation, and they get more pay, he thinks they will shape up well.

The Diseased Men. They have **sewer plague** contracted from drinking dirty water a few days ago and they are suffering from exhaustion. The group could do with fresh water supplies if the party have them, and would accept help to treat the disease. If a PC treats the disease and rolls a 1 on the d20 then he has potentially affected those in the vicinity. Make the relevant saving throw, but at +3 as the risk is low. Give a **story award** for resolution of this encounter.

CREATURES

Ter-Geron Voran, Noble .
The Men: Guards (5),
Commoners (7)

TREASURE AND REWARD: If the PCs push for a reward then the noble will hand over an odd, damp book the men found when they drank the water. It is a partially damaged spellbook with 4 spells in it, and 2 scrolls slid inside another page. There is an ornate J on the front, decorated with jewelled insects.

Spells: *burning hands, jump, ray of enfeeblement, shield.*

Scrolls: *spider climb, strength,*

6.6. FARM OF THE DAMNED

SET UP: Anywhere.

A farmstead area that was visited by the fey priestess Zuhra. She animated some bodies here, and left behind a **homunculus** to keep an eye on things, as the buildings might make a good storage facility in the future.

READ ALOUD

Ahead you see another long abandoned farm. However, this one seems to have been occupied not long ago as you can easily see booted footprints heading to and from it. There is a burnt out farm building, a small but intact bar, and a corral with wrecked fencing.

ABILITY CHECK – Wisdom. A **thief or ranger should know some of the following:**

- An area lies ahead where some graves have recently been dug up.
- The footprints match those of the hobgoblins and Fey the PCs encountered at the tomb.

Farm building: This has long been ruined (and ransacked), though there is evidence someone has used the stove recently.

Graves: These belonged to the family that dwelt here before abandoning the buildings decades ago.

Barn: Largely intact though has a few boards missing, that a small character can easily squeeze through. A **homunculus** and 2d4 **skeletons** are hidden in the barn. The homunculus has been on guard as requested, but with the death of its mistress Zuhra it is getting bored. Its sole intent, if it survives, will be to escape and report to the Gathering to bond with another Blood Rose Fey.

CREATURES

Homunculus (1) 2 hit dice (d6's not d8's)

Personality/Quirks: Concerned for its safety; drums its fingers.

Motivation/Goals: Escape to the Gathering; prove its worth.

Skeletons, human (2d4) 1 hit dice
The homunculus will stay hidden when the skeletons are roused. If it gets the chance it will attack any PC who has been *knocked unconscious*. A thorough search will show the barn contains a large forge and two sets tools for working with small amounts of metal. There are also two more unanimated skeletons.



ABILITY CHECK - Search / Spot Hidden.

A successful check will find a hidden box between two rafters. It has DC15 lock on it. It contains the remains of the previous family's hidden stash. 12 gp, 37 sp, and 42 cp. It also contains a sealed contract, dated 20 years ago, to supply copper clasps and circlets, iron nails, and bags of ground flour to be delivered twice per year to someone called Elenan Brightleaf. (The name will not be familiar to anybody but will feature in the sequel to this adventure). The farmer's name was John Cornsmithe.

6.7. JAC-IN-A-BOX

SET UP: Near a populated area, on a road.

Not everyone venturing into the Duchy of Keranow has good intentions. Any place filled with myth and lost legends will draw very unsavoury types. One such person is, was, the Wizard Jethran Llut. He intended to trick the populace with his boxes of trinkets, which actually contain thieving tiny **quasit** demons. Unfortunately for Jethran he has recently been killed by an owlbear.

READ ALOUD

Ahead, and just off the road, is an abandoned and upturned hand cart. Two large wooden and iron-framed chests lie next to the cart, along with a number of tarpaulins and blankets.

Each chest bears the name Jethran Llut, master tinkerer.

Chest One: LOCKED. This chest is empty, except that false bottom has sprung open, and wedged somewhat ajar. When the chest is opened it is clear something tiny is now knocking and banging against it the stuck lid of the false compartment. Within is an invisible **quasit**, quite stuck and in a foul and aggressive mood. There is also a mixture of gems in the false compartment.

Chest Two: Contains three small mesh cages, themselves containing:

1. two living and two preserved tiny scorpions, with a small variety of gems stuck on them.
2. A selection of four preserved tiny snakes, not bejewelled.
3. Three living and four preserved toads, two of which are bejewelled. Each of these two (living) bejewelled "toads" is a **quasit**!

CREATURES

Demon, Quasit (3) 3+3 hit dice

Personality/Quirks: Very aggressive for their kind; very noisy when they move as bits of gem rub together.

Motivation/Goals: To get to civilisation to spread mayhem.

ABILITY CHECK - Wisdom. A halfling or ranger will note:

- 1-2 day old owlbear tracks leading away.

If the party wish to track it, they can catch up within 3 days. Midway through the trek they will find the devoured Wizard's body near a stream. It has a purse of 35 gp, and 26 cp. The spell book has washed away and been found by the group in 6.5. There is also a set of *2d6 +1 darts*

TREASURE AND REWARD: The small selection of mixed coloured gems is worth 125 gp. The trinket value of all the preserved specimens is 75 gp. There is also a *Potion of healing* in a *Scholar's pack* and artisan's (gemcutter's) tools.

6.8. HOUNDS OF LOVE

SET UP: In a very remote area, near forests.

A pair of **Blink Dogs** need the PC's help. Their friend, a **pseudodragon**, has been captured by **Blights** and dragged into a dense thicket in the forest.

READ ALOUD

In the distance you hear high pitched barking, from somewhere near the eaves of a forest. A few moments later two brown speckled dogs come dashing toward you, and within a blink of an eye are at your feet, licking and nudging you.

The beasts can understand the Sylvan language and will try to persuade the party to head to the forest. Their companion Capsule has been bound and carried away by wicked blights. These have been roused by the darkening of the lands. It is a very dense stretch of woodland, and is hard

work to traverse. 100ft in is a clearing of 20 ft. radius. The blights taunt the captured Capsule the **pseudodragon**. If Capsule notices the party approach he can telepathically give them information and aid.

Point of play: To add a sense of dynamic to the combat some of the combatants could start off with d6hp loss from their previous encounter with each other.

Blink Dogs: If these are involved in the combat, their attack rolls are at a +2 bonus due to their bonds with Capsule.

CREATURES

Needle Blights (d4), Twig Blights (d4) and Vine Blight (d3) (MM32)

Personality/Quirks: Cruel but not murderous; they like to taunt victims, release them and then capture them again sometime later!

Motivation/Goals: To spread their number and influence in the forest; to inflict misery.

The blights look like small spindly goblin creatures, but of a woody skin. They appear full of mischief and menace

The Blights

Armour Class: +2 bonus

Hit Dice :2

Speed: 30ft

Languages: Common

Spellcasting. Each type of blight can cast 1 spell/day at 1st level

Needle Blights can cast *magic missile*; in combat they can fire darts for d3 damage

Twig Blights can cast *shillelagh*; in combat they use a club for d4 damage

Vine Blights can cast *entangle*; in combat they use a whip for d3 damage

Capsule the Pseudodragon (1) 2 hit dice

Personality/Quirks: He adores the blink dogs; uses his telepathy to create chase games.

Motivation/Goals: Awakened from his slumbers by sense of peril in the forest; using his new blink dog allies to scout the area.

Leaper and Lopper, Blink Dogs (2) 4 hit dice

Personality/Quirks: Very fond of their new friend; get to chase images in their sleep!

Motivation/Goals: Looking to set up a den; but now helping Capsule with his investigations.

Consequence: Assuming Capsule survives and the PCs interact with him, he knows the following:

- Some of the fey have fallen back into worship of Zuvicius the Decrepit (*he knows everything stated about her in the Gazetteer*).
- The general nature of the forest is turning bleak. He hasn't noticed this since the last war in these lands 60 years ago.
- Many fiendish creatures were involved in that conflict and some still dwell in the land. He imagines the Blood Rose Fey would like to recruit them.
- He knows the way to the Arncliffe fort, and also the human settlement nearby (Terawen).

6.9. THE WRECKED REAVERS

SET UP: Near the coast.

In a rocky shoal a 'jolly boat' used by Orc Sea-Reavers has been shipwrecked. The Reavers across the sea have also felt a new calling to the land. Their longship was dashed against rocks and destroyed. A couple some crew got to this smaller boat but they too have perished.

READ ALOUD

The land here ends in steep cliffs. From this vantage point you see the remains of a small 'jolly boat' which have become wedged in a rocky outcrop. From its grey-green colours

and carved designs ("which all the children of these lands are told to learn, and fear, from their youngest days of understanding") there is little doubt its origin is from the Orc Sea-Reavers beyond the northern waters.

ABILITY CHECK – Wisdom. A ranger or elf will know some of the following:

- Two bodies are in the boat.
- The way down and around is perilous. The route out into the sea looks equally grim.

Getting to the boat: At its most basic, the PCs need to scale down to the beach, and then traverse 200 feet of rocky shoals to get to the boat. Conduct this as a number of ability checks or as the players describe. Some suggested complications are:

- The cliffs have eroded due to recent storms.
- A massed beaching of jelly-fish makes the area treacherous.
- Hazards from very sharp rocks just under

the water surface.

- A pungent sea-weed gives of a nauseating odour.
- Floating sharp, wooden and iron longship debris rock back and forth in the wash.

Some suggested consequences of failure are:

- If in any one round of ability checks more PCs fail than succeed, then have everyone take d6 bludgeoning damage from an incoming wave they cannot manoeuvre around.



- Anytime someone rolls a 1, have them make a save against petrification or become exhausted
- If in any one round of ability checks every PC fails assume a very large wave comes in, doing d8 hp damage to each PC, and the boat is dragged away under the waves. *This event should not block the game as they have still seen something significant. This is the first time the Reavers have been spotted in 25 years.*

On the Jolly Boat: Two dead bodies of Orc Sea-Reavers. They have been bludgeoned to death by the environment. Carvings on their hide armour shows they are warriors of the Erlskal Mickal Reddickus. *See the Gazetteer for more information.*

TREASURE AND REWARD: They have crudely carved silver rings and iron bracers, decorated in large tusked beasts such as mammoth, and walrus; 125 gp total value. In the boat are a battle axe, longbow, spear, a flask of oil, and 2 heavy blankets. There is also a small wooden box in the base of the boat. It contains 3 skulls held together by leather strapping.

ABILITY CHECK – Charisma. A fighter or dwarf will know some of the following:

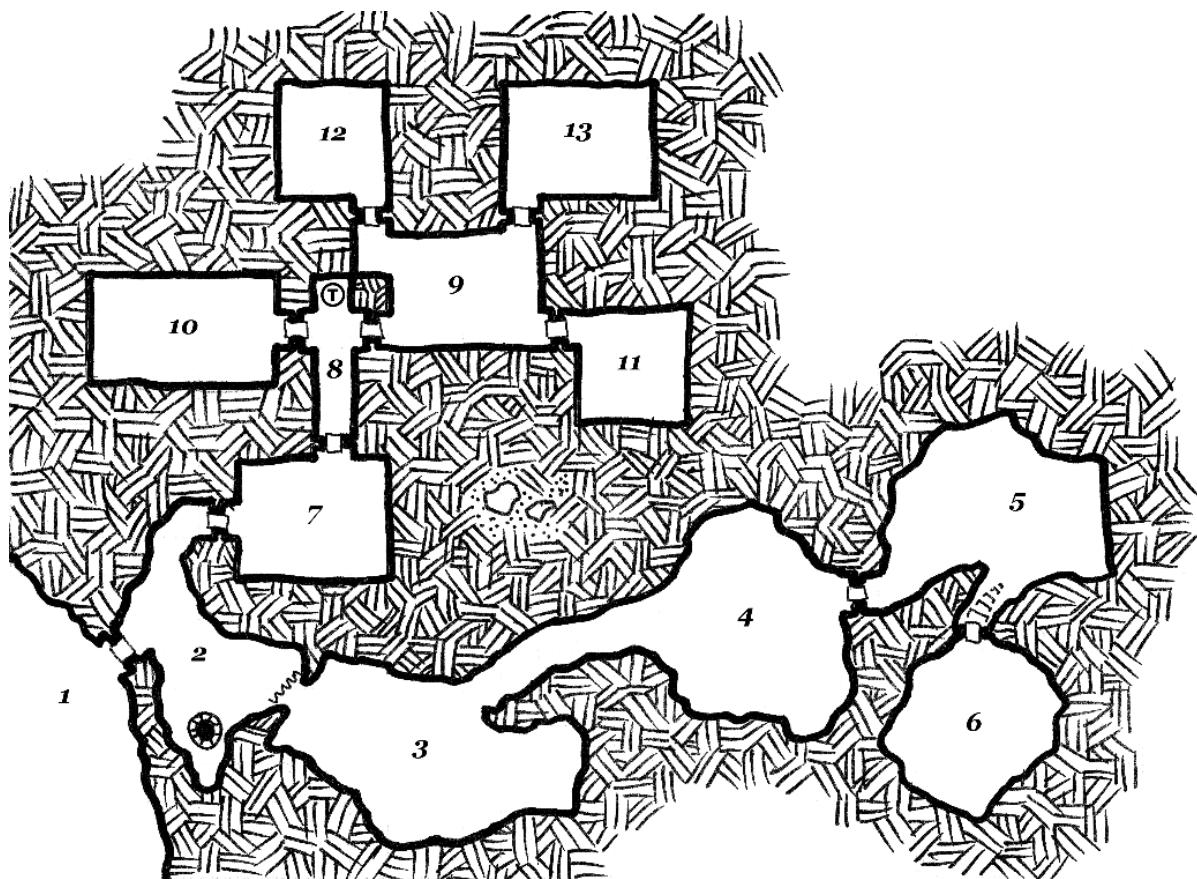
- Only the heads of valiant enemies are treated this way. These three must have been worthy opponents.
- The Reaver carries the heads around to remember the glory of the battle that led to them being taken.



7. THE CAVES OF ARNCLIFFE

SUMMARY. The once proud hobgoblins of Arncliffe have succumbed to the will and charms of the Blood Rose Fey. The old dwarf fortifications they occupy have gone from a place of military efficiency and order, to slovenly decay and despair. Within the domain:

- **Kanen Loci**, a Knight of Vengeance, is Rotani's main ally. He is very cruel and his role is to guard the hobgoblins' young to ensure extra compliance.
- **Balliah Torne**, a Blood Rose Fey, is in charge of forming a squad to harry new settlers. She has a more twisted soul than most of her kin,



- The Blood Rose Fey Priestess leader here, **Rotani Mere**, holds the hobgoblin war leader **Harran** under her sway. She realises the hobgoblins are getting a bit restless and she is awaiting some local gnoll and bugbear reinforcements.

and has fallen to an even more terrifying form of worship.

READ ALOUD

The entrance into the fortified caves is quite difficult to see, and was made by dwarves of some skill. North of the

cave entrance, some 80 feet away, is the cliff edge.

ABILITY CHECK – Search / Hidden:

- The walls of the rock face are very smooth, the door cleverly fits into the features of the stone.
- Thirty feet in front of the door, a slightly raised area that seems unnatural.
- The raised area is a cunningly hidden look-out post.

7.1. HIDDEN LOOK-OUT

Within this small hideout are a **hobgoblin** and his pet **panther**. He will let the party pass then shout the alarm (to awaken those in 7.3) and try and catch the PCs in crossfire. He will stay in cover while he sends his panther out to attack.

CREATURES

Derzan the Hobgoblin (1) 1+1 hit dice. Uses a light crossbow.

Personality/Quirks: Patient and a loner.

Motivation/Goals: Carry out his duties as commanded even if he disagrees with them.

Panther (1) 3+2 hit dice

7.2. GUARD HALL

READ ALOUD

This roughly cut chamber has a curved ceiling. It feels damp and chill. In an alcove in the south is a well. To the northeast a sturdy iron door partially obscures an exit. The door is covered in stone chippings and has been battered through and hangs rather loosely on its hinges. East a heavy set of blankets hangs over another exit.

The door was once camouflaged well with the rock. The water in the well is clean and potable. The blankets can be torn down easily

7.3. MAIN SLEEPING AREA

READ ALOUD

An unruly and cluttered room with bits of personal attire and weapons scattered around. It smells as though it has been used as a latrine as well. On the carved roof is a symbol of Zuvicius, daubed gaudily in red paint. Four slightly confused looking hobgoblins are in here. They sit on iron cots. Another 6 cots are also in the chamber.

Interaction: The hobgoblins in here are loyal to their leader but are willing to talk, especially if the Stone of Iron is

mentioned. Start off indifferent, but they can be made friendly.

- *“A foul black Knight has our children held captive. We haven’t heard their cries for some time and we wish them returned. Please find them and we will leave this place and go off into the wild to build anew. Endless encroachment by men and fey are blighting these lands. We hobgoblins are patient; our time will come again.”*
- *“Our leader Harran has grown bloated and lazy in the Fey’s ‘service’, but he is our liege lord and we are loath to act against him.”*
- *“The fey witch who has ensorcelled him is in the other part of the caves, the old fort.”* (Beyond area o).

CREATURES

4 hobgoblins. 1+1 hit dice

Personality/Quirks: Loyal to their leader; appear nervous.

Motivation/Goals: Get their children back; restore their honour and way of life.

Consequence: If these hobgoblins find out their children are slain it will take fine diplomacy to calm them. If this fails, they will blame everyone for their loss and seek revenge against everything in this lair.

7.4. WORKSHOP AND STORE

READ ALOUD

Two ancient looking forges are cold and silent in this room. Stone shelves and a wooden frame line the walls. An iron casket holds coal. Tools lay scattered about the floor, and half-finished weapons can be seen on the wooden frame. Food stuffs and labelled caskets sit on other shelves.

A search of the room yields as much rations and freshwater as the PCs can carry. Much of this has been stolen from caravans, prospectors and other travellers in the region.

TREASURE AND REWARD: The room also contains 40 arrows, 2 longbows, 3 half-finished longswords, 2 shields, 1 light crossbow, 4 flasks of oil, and 3 sets of artisans (metal and/or stonework) tools. Two half gallon barrels are labelled ‘Wharveys Pheasant Special’. (This is a famous mead from southern Tamarin that will fetch 40 gp a barrel in any settlement. It is quite sweet and not suited to the hobgoblin palette. It belongs to the captured merchant, Darius Molvere, in 6.13).

7.5. THE WARLEADER’S ROOM

READ ALOUD

The heady aroma of perfumes and alchemy hang in this room. It forms a light fog that impairs vision. In the centre of the room you can just make out a loathsome form, slumped over a stone and wooden throne. Beyond this you can make out a large bed pile with furs and blankets. In the south a narrow stone stairway leads up into darkness. The fog atop the stairs seems even denser.

The loathsome form of the hobgoblin war leader is lounging on the chair. At first he will just try to get the PCs to leave him alone, as they are not worthy of being in his presence. The party may be able to get surprise on him in a combat situation. He is more than willing to let the PCs pass through this area. A **hellhound** is hiding at the top of the stairs just inside the corridor, but out of line of sight. It will fight to defend his master and the bar exit from this room into o.

CREATURES

Harran the Sloth-some, hexed Hobgoblin Captain.

Chaotic neutral.

Personality/Quirks: Wishes to laze around all day and be waited on hand and foot; has adopted a foppish accent

and waves a handkerchief while giving orders.

Motivation/Goals: To eat, drink, and be merry.

Armour Class: +5 bonus

Hit Dice : 3+1

Speed: 30ft

Combat: He attacks once with his **Spear** for d8+2 damage

Hell Hound (1) 4 hit dice

Personality/Quirks: Lazy but loyal to Harran/Constantly sniffing and sneezing on its own smoke!

Motivation/Goals: To serve just enough to have nice treats fed to him / Enjoy his easy life.

Consequence: The hobgoblins will be pleased if told their leader is dead, while the fey's other (more loyal) allies will be very angry at Harran's death. However, if later on things seem to be turning against the Fey this will help undermine that loyalty and they too may try to leave, either by stealth or by making deals.

TREASURE AND REWARD: The occupants have amassed a hoard of wealth. In a wooden box under the bed is the treasure of the hobgoblins. It contains:

- 10d100 cp; 10d100 sp; 3d100 gp.

- A bag of 7 bloodstones, each is shaped like a grey rose with a red heart (50 gp).
- A black velvet funeral mask sized for a gnome (25 gp).
- A small wood framed mirror, with bits of worn gold leaf on the frame (50 gp).
- Two scrolls of level 2 divine spells (it is suggested you let the party choose the spells).
- A crude glass bottle containing a thick red liquid. This is both a Potion of *greater healing* and *firebreath*, so check for potion miscibility.
- An empty light blue potion bottle.

ABILITY CHECK – Intelligence. A magic user or elf will know some of the following about the contents:

- The bottle contains a barely visible magical liquid.
- It is *oil of ethereality*.

7.6. NURSERY ROOM

This room is guarded by two uncompromising individuals. A half-elf knight of vengeance called **Kanen Loci** and the Blood Rose Fey **Balliah Torne**. She has recently uncovered some terrible dark secret which has set her on a different path to her

sisterhood. *This will come into play more in the sequel adventure.* The half-elf has always revelled in the bleaker arts of animism and shamanic ritual. He has some power over nature and revels in death. The two have recently become lovers, much to Rotani's disgust.

Point Of Play: Five hobgoblin children are in this room. It is perfectly reasonable that they have recently been slaughtered by the occupants. It is also reasonable they are still alive, leaving the party with a dilemma of what to do with 'the children of monsters'. All groups are different. Adjust any **READ ALOUD** to take into account the fate of the hobgoblins offspring, and any reactions from their parents. A hobgoblin relic, *The Stone of Iron*, is also in here.

READ ALOUD

This large room is a nursery. There are 8 small beds in here suitable for hobgoblin children. A number of boxes containing metal and wooden toys, including crude swords and shields are visible. Prominent in the room is another foul rose-wielding female fey. This one feels more cold and cruel than others you have seen. Holding her hand is a tall half-elen warrior.



He wears dirty chainmail, and has a necklace of bones around his neck. His other hand firmly grasps a sharp looking glaive, and a war pick hangs on his belt. The couple seem well suited to each other. Bits of furnishings add to the clutter, and on a small table is a circular stone, about the size of a plate.

Development: Clearly depends on the state of the five hobgoblin children, the PCs disposition and many other factors. The couple are keen to live, so may agree to leave, but they would also like to strip the flesh off the PCs.

CREATURE

Balliah Torne, corrupted Blood Rose Fey Priestess

Medium fey, neutral evil.

Personality/Quirks:

Thoughtful in action; likes to play the victim.

Motivation/Goals: Further the cause of the new corrupt power that she has dedicated herself to; have a child with Kanen, and then lead it to great power.

Armour Class: +4

Hit Dice: 4+4

Speed: 30ft.

Senses: Darkvision

Languages: Common, Sylvan

Balliah has the following powers:

Fey Born: Balliah has +4 on saving throws against being charmed, and magic can't put her to sleep.

Dark Devotee has a +2 bonus to hit and damage against frightened opponents

Spellcasting: Balliah is a theurgist, and has magic of both a divine and arcane nature. She is a 2nd level spellcaster. Her spellcasting ability is Charisma. She has the following spells prepared:

1st level: *bless**, *cause fear*, *charm person*, *cause light wounds*, *faerie fire*

Blood Rose Magic: If Balliah holds a red rose in her hand she gains the following:

Blood Rose Protection. If wearing no armour and not wielding a shield, Balliah gains an +3 AC bonus (included above)

Regenerate. Balliah regains 2 hit points at the start of her turn. Balliah dies only if she starts her turn with 0 hit points and doesn't regenerate. Anytime this trait is activated blood drips from the thorns and her hand.

Combat: Scimitar. 1d6 + 1 damage.

Other Gear: 2d6 gp, 4d12 sp.

CREATURE

Kanen Loci, Knight of Vengeance. Cleric 1 / Fighter 3
Half-Elf, Medium humanoid, neutral evil.

Personality/Quirks: Tries to be everyone's friend, claims to be everyone's friend; very fidgety and jumps around on his heels a lot.

Motivation/Goals: To ensure Balliah's rise to power, birth a child with her, then slaughter her in a ritual.

Armour Class: +6

Hit Points: 4 hit dice. (d6+1 & 3d8+3)

Speed: 30 ft.

Languages: Common, Elven, Sylvan
His spellcasting ability is wisdom

1st level: *cause fear*, *protection from good*

Combat: Glaive. reach 10 ft. for d10 + 2 damage; **Pick.** For d4 + 2 damage.

Other Gear: Has numerous small animal and bird skulls on an iron chain around his neck. 16 gp, 27 sp. 3 green gems that look similar to owl's eyes (30 gp each).

TREASURE AND REWARD: The children's toys are crude and sharp and have no monetary value. On a table is the *Stone of Iron*, the relic of the hobgoblin tribe. It can be used to bargain with any hobgoblins.

The Stone of Iron (Uncommon tribal relic). This disc is a foot in radius. It is carved with a clenched fist holding a hammer. It was stolen from Orc Sea-Reavers about 200 years ago. It feels like stone when touched but is pitted with iron flecks. (It is made of *Ironstone* and is magnetic). It weighs 50lbs. Its real power is displayed when hung in any workspace used for stone and metal work. After 24 hours of

being displayed it conveys the following abilities:

- Anyone in the area adds +2 bonus to any metal and stone work.
- Any *goblinoid* or *orc* worker can make weapons at half the normal cost, and twice the normal rate.
- Any *goblinoid* or *orc* within 30 feet has +4 on saving throws against being frightened.
- It acts as a spell component for the following spells: *augury*, *enlarge/reduce*, *floating disk*, *mending*, *sanctuary*, *tongues*.

The remainder of the complex consists of the fortified area built long ago by dwarves as a way station.

7.7. ENTRY TO THE OLD DWARVEN OUTPOST

READ ALOUD

The door is covered in stone chippings and has been battered through and hangs rather loosely on its hinges. The room contains 2 large stone tables, and the remains of broken wooden chairs. Decayed food waste and empty beer bottles litter the tables and floors. Under the most northern table is a small, dead humanoid.

The dead halfling is Brynda-Or-Sim. He was a precocious young adventurer,

who left the settlement of Terawen in response to a request for scouting of the local area by the hamlet's ranger, Lenan. He has been dead 3 days.

TREASURE AND REWARD: His body is still in leather armour. Everything else has been stripped from him, except for a bag of cooked Magus Red sausages and a bottle of Auld Backstabber ale (*see Terawen hamlet for details*).

7.8. TRAPPED CORRIDOR

This corridor contains a trap at the northern end. It dates from the times of the dwarves, and it is there to punish the unwary and greedy. No one has recently attempted to disarm it.

READ ALOUD

This is a grey flagstone corridor, speckled with blue shards, and with doors midway to east and west. At the far end is a fresco of a watchful dwarf, coated in flecks of silver leaf.

ABILITY CHECK: A variety of skills may be used to find and disarm the trap. It slides out of one wall midway up, then slides back into the far wall near a slot in the dwarf fresco's belt, and then swings back into the wall again.

Pressure Trigger Axe Trap

Axe Trap: hidden in the walls, may be detected as uneven surfaces or dust on floor of far wall.

Trigger: When the fresco is touched roll a d6. On a 1-2 a plate is also touched which sets off the trap. The blade swings out silently.

Effects: Attacks as a 5 hit dice monster, one target for 3d6 damage.

Disarm/Bypass: relevant ability checks

Reset: automatic.

TREASURE AND REWARD: The silver leaf is worth 40 sp in total, and will take 10 rounds to scrape free of the wall.

An ornate bronze candlestick is placed in the middle of the map, and wax has dripped down and obscured some of the detail.

The locations on the map match what the PCs already know from finding maps and sketches elsewhere (4.6 and 6.4). The only added detail is a battle plan to raid Terawen. It is not very comprehensible and has lots of additions and subtractions. Various numbers of hobgoblins, gnolls and bugbears, together with more bizarre scribbles, denote a rather disorganised scheme. Any excessive noise in here will get the attention of the occupants of 7.11 and 7.12.

7.9. MOOT HALL

In earlier days when they Fey where more cohesive they would meet here – as once did the dwarves who dwelt here long ago.

READ ALOUD

A round stone table and 7 wooden chairs, all of dwarven origin, are in the centre of this room. A large piece of parchment is held down by small stones on the table, which displays a map of the local region. Half-filled wine glasses contain red liquid with fungal spores starting to float on top.

7.10. BARRACKS

READ ALOUD

The room contains 10 stone cots. There is a pungent odour of urine which shows the room is now used for a different purpose.

This served as a dwarven barracks in the past, and Rotani still has that intended use for her allies. Unfortunately, the goblinoids in the complex use it as a toilet when the weather is bad outside.

TREASURE AND REWARD:

Under a flagstone a dwarf stored some

hard earned belongings. In a wooden box carved with a beer flagon are d4 pp, 3d6 gp, 2d10 sp, 4d10 cp. Wrapped within the box in fabric are 2 flasks of alchemist's fire, 2 flasks of acid and a labelled *potion of speed*.

7.11. STORE

This is home to some *hexed* goblins loyal to Rotani. They will attack if called to do so by her.



j

READ ALOUD

Sturdy stone shelves form 3 layers in here. Its former purpose is unclear but

it is filled with the stench of the goblins (oddly mixed with fruit fragrance) who billet on the rocky constructions.

CREATURES

Hexed Goblins (d8+1) 1-1 hit dice

Personality/Quirks: Noisy and smelly; communicate by whistling to each other.

Motivation/Goals: To please their mistress; improve their lot in life by getting rid of the hobgoblins, and attain the Stone of Iron.

TREASURE AND REWARD:

Each goblin has 1 gp and 2d6 sp.

7.12. ARMOURY

This room is the chamber of the leader of this complex, **Rotani Mere**.

READ ALOUD

This room is heavy with the smell of scents and mint. An older looking Fey is in here, middle aged perhaps. She is dressed in a chain shirt with heavy leather boots and a part helm / part mask (akin to a cruel crone). She has a scimitar, and a ring that gleams with a black sheen. As well as a pile of furs and blankets for a bed a number of

mannequins are in the room, dwarf shaped and size.

CREATURE

Rotani Mere, Blood Rose Fey Priestess

Medium humanoid chaotic neutral.

Personality/Quirks: Concerned that she is losing influence; annoyed by her hair falling on her face.

Motivation/Goals: To do her goddess's bidding; turn back the human invaders, seek out traitors amongst her own kind.

Armour Class: +5 (*ring of protection +1*)

Hit Dice: 5

Speed: 30 ft.

Senses: Darkvision 60 ft., passive Perception 13

Languages: Common, Elven, Sylvan

Rotani has the following powers:

Fey Born: Balliah has +4 on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting: Rotani is a 5th-level spellcaster. Her spellcasting ability is Wisdom. She has the following cleric/druid spells prepared:

1st level: *command, cure light wounds, faerie fire, sanctuary*

2nd level: *charm person/ mammal, heat metal*

3rd level: *cause blindness.*

Blood Rose Magic: If Rotani holds a red rose in her hand she gains the following:

Divine Venom. Once her turn instead of attacking Rotani can cause her weapons to be coated in **giant centipede** venom. If not used immediately it loses its potency after 10 minutes

Regenerate. Rotani regains 4 hit points at the start of her turn. Rotani dies only if she starts her turn with 0 hit points and doesn't regenerate. Anytime this trait is activated blood drips from the thorns and her hand.

Combat. She attacks once with her Scimitar for 1d6 + 2 damage.

Other Gear: *Ring of Protection +1 (bonuses included in stat block).* This is made of shining obsidian. In her belt she has a *feather token: swan boat* (though when used it manifests itself as the form of a cockatrice). *Potion of greater healing* (light green and mint in flavour). She carries two bunches of 3 red roses. Holy symbol of Zuvicius the decrepit, made in gold and emerald (200gp).

Tactics. She is in no mood to talk and needs to kill or capture the PCs. She will assist the goblins as best she can.

TREASURE AND REWARD: As well as her personal gear there are perfumes worth 100 gp in her chamber. 35 gp and 14 ep are a purple purse labelled with a silver stitched 'DM'.

7.13. CAPTIVES

A merchant and his son are captive in this room. They have not been fed for a day.

READ ALOUD

Beaten, tied and bound in here are two humans. Both are fairly well dressed and conscious.

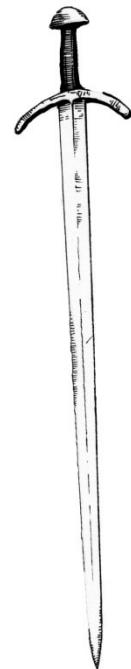
The merchant, Darius Molvere, was *en-route* from Terawen to Todporth when he was ambushed. His guards were slain by the goblins. The ales in 7.4 belong to him. His son is 14 and is called Darian.

7.14. EPILOGUE

After completing this part of the adventure the PCs:

- May have saved the hobgoblins from their ordeals. The hobgoblins will take a long time to recover and will be no threat for a while.
- May have a relic of the Orc Sea-Reavers, and will need to decide what to do with it.

- May have realised there is something more sinister than mischievous fey at work.
- Should know the location of the Gathering, a fey stronghold.
- Could return the merchant to Terawen or somewhere further afield.

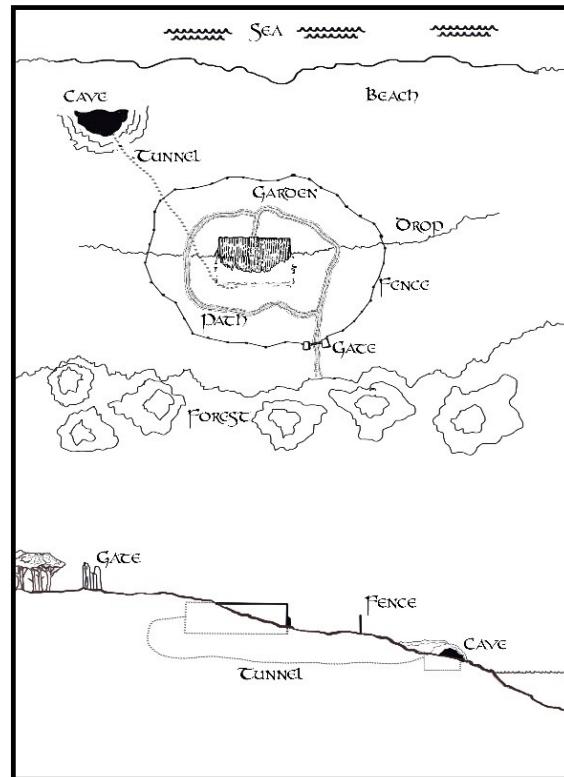


8. THE GATHERING

This base of the fey is set near the coast in a large 'bunker', facing out to the sea. In its depths a Soul Rose Fey, **Mallus Incarn**, watches with interest as she *scrys* an Orc Sea-Reaver fleet massing over the seas. The rest of the complex is filled with her strange allies, come together to begin a reign of mayhem and chaos on the land. All are filled with great disappointment at the alliance between the Duchy of Tamarin and the Ker Elves. They look forward with glee at the chance to cause mischief, misery and loss.

READ ALOUD

Nestled on the headland, between forest and beach is a low stone construction. It southern end is dug into the earth and the north faces out to sea. A fence once surrounded the construction but this is either heavily rusted, twisted or completely missing in many areas. The remnants of a stone path lead to a gateway in the fence. The area within is somewhat overgrown, and a sense of foreboding silence hangs in the air, broken only by the distant crashing of waves on the shore. Smoke can be seen coming out of a small stack to the northeast of the building.

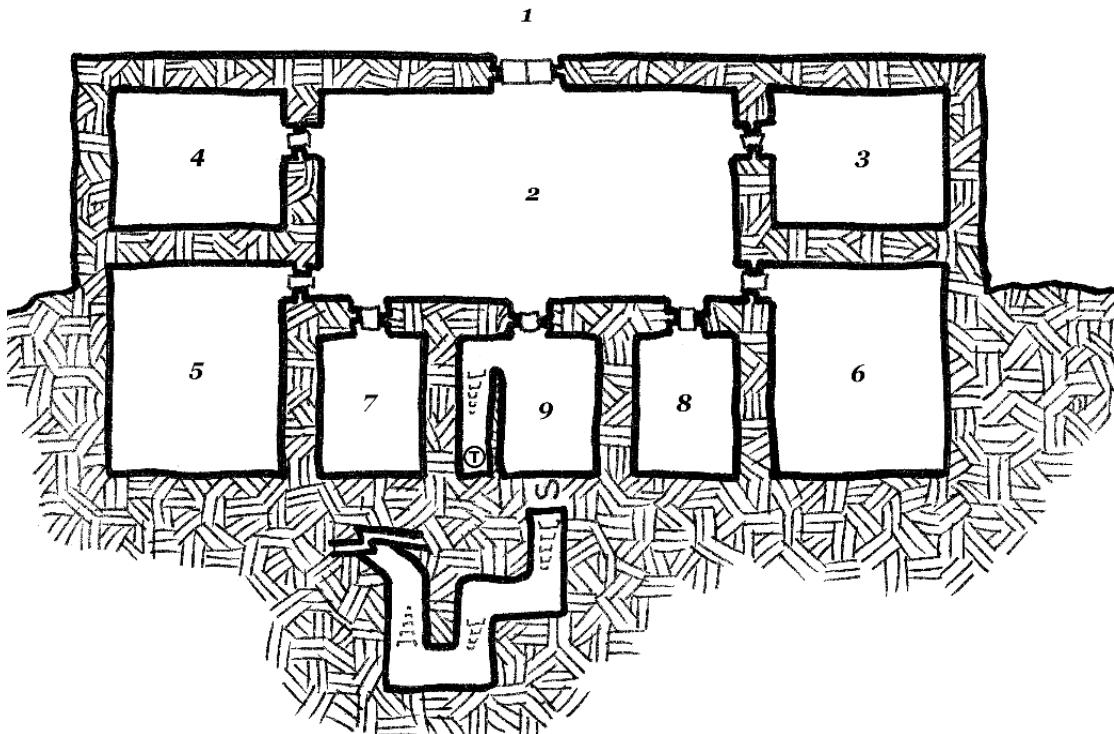


Synopsis: The PCs will face down the fey and their allies. They may get a glimpse of future events from a scrying pool. They should retrieve the helm of Andrin, and have all three parts needed to find the hidden fortress of Terandrin Mendith, in the sequel to this adventure.

8.1. OUTER GARDEN

READ ALOUD

Sea breezes blow lightly in from the beach shore some 300ft away. A sheltered small garden is filled with white, red and dark green roses. Other exotic flowers, herbs, and vegetables also grow here. The construction is akin to a bunker,



running east-west some 100 ft., and extending south 30ft. before being covered in earth. A wind blasted set of wood and iron doors sits in the centre of the stone construction.

Several **Shadows** are on guard in the garden, and will attack from their hidden positions, coalescing with the appearance of benevolent fairies.

CREATURES

Shadows (d4) 3+3 hit dice

Personality/Quirks: Gleeful at all the new life forces emerging in the land; have butterfly like wings.

Motivation/Goals: To feed after many decades of hunger; they will try to escape if they fall to less than 5 hp's.

A dead and drained gnome can be found in one corner of the garden, a victim of the creatures here. There are enough ripe vegetables to feed a humanoid for 2 weeks, and enough herbs and exotic plants to act as materials for 5 alchemical components (*alchemical fire, basic poisons, potions of healing etc.*). The doors are locked.

8.2. BOATYARD

READ ALOUD

A derelict 8-man keelboat sits on ramps in this large yard. It is in a poor state of repair and is covered in dust and cobwebs. The noise of metalwork can be heard beyond door

to the northwest. The area is otherwise quiet.

TREASURE AND REWARD: The keelboat is not sea-worthy and has a current value of 700 gp. A search of it will find a footlocker containing a set of navigator's (artisans) tools, 4 yards of silk and 2lbs of preserved saffron.

8.3. SMITHY

A bugbear chief works in here, making a stock of javelins. He dreams one day of there being enough of his people to enslave the fey and use them for wicked pleasure.

READ ALOUD

An enormous hairy goblinoid works near a hot forge, smoke and soot escaping up an attached chimney. A couple of barrels hold a dozen or so completed weapons. Another barrel holds sheets of bent metal, and a stone bunker is filled with coal.

This is a **bugbear chief**. For his first action he will throw an incomplete, but hot, glowing javelin. He has a -2 penalty to do this action, but it will cause d6 extra fire damage on a successful hit.

CREATURES

Hruusk the Bugbear Chief (1) 4+1
hit dice

Personality/Quirks: Quiet and cautious; hates dwarves above all else.

Motivation/Goals: To fight his enemies and torment captives; see his people the master of the new age, not the fey.

TREASURE AND REWARD: There are 10 complete javelins, and morningstars. The bugbear has a leather bag containing raw horseflesh, 3d6 gp, and two small light pearls (30 gp).

8.4. WOODSHOP

READ ALOUD

Tables and frames line the walls of this empty wood and sail workshop. The racks are devoid of tools. The floor is littered with the carcasses of large, dried large together. A few tattered sails are also scattered on it.

This is the lair of a pair of **giant spiders**. On a 1-2 they are hiding in the shadows between ceiling and walls, otherwise they are absent. They are new allies of the fey.

CREATURES

Terrani, and Slithka. Giant Spiders (2) 4 hit dice

Personality/Quirks: Very hesitant to fight; chat constantly to each other during a battle.

Motivation/Goals: Allies of the fey; no intention of dying for their new friends' cause though.

8.5. STABLE

READ ALOUD

This area is divided in large sized stabling quarters. It is clean and quiet.

ABILITY CHECK – Search / Spot

Hidden:

This will reveal a locket once lost by a sailor here. It contains a picture of a sea-elf and is made of silver, on a gold chain. The name T'ssarana is engraved on it, it has a value of 80 gp. This place once housed large work horses for pulling boats in and out of the sea.

8.6. BARRACKS

READ ALOUD

Wooden bunks in here are in the process of being taken apart, and rebuilt to suit larger humanoid frames.

This room will be used to barrack the bugbear hordes. Hiding under one set of bunks are 3 **gnomes**, who have been coerced into working for the fey. They are thoroughly miserable but dare not try to flee, as one of their number was recently killed by the **Shadows** outside. Philph, Wilph and Stilph are brothers, their cousin Mimon is the dead gnome outside. They have been held captive for a few weeks having stumbled upon this remote building while out exploring. They know the following:

- Weird flighty spirits guard the outside.
- A bugbear champion, and ourselves, are preparing areas for habitation; lots of bugbear reinforcements are due to arrive soon.
- The Fey mistress is pale in colour and wields white roses to power her magic.
- We have seen some two-headed dogs roaming about on guard!
- Something with a pitiful and wailing song is locked in another room (8.7).

8.7. CORRUPTED SONGS

The simple wooden door here is locked. Mournful voices can be heard beyond it.

READ ALOUD

This is a simple dining hall. A wooden table has been bolted to the floor and a number of manacles fastened to the table. One set of chains is cruelly attached to a sullen grey haired man with goat legs, and a head sporting horns that have been hacked away. He hums a solemn dirge. Two much smaller sets of chains float someway of the ground, but still attached to the table top.

The **Satyr** is called Tunwell, and two currently invisible **sprites** are attached to the other chains (Inspis and Folkner). If they see the PCs mean no harm, they will all talk.

Tunwell had heard that worship of Zuvicius was starting to spread again within some of the Fey. He was going on a tour with his two friends trying to warn people about how deceitful she was, and no longer really cares for the Fey, when he was captured. He has been here many months. He was the Fey who wrote the poem 'The Doom of the Kindred' (see 6.2) about 60 years ago. He is nearly 150 years old. If freed, he will return to his travails and try to calm down his folk before open war starts. He knows in the depths below this building is a grotto with a scrying device in it. A Soul Rose Fey

called Mallus is the mistress of this place. *Tunwell has lost his horn attack. None of the Fey weapons are present in this complex.*

8.8. DOGS OF WAR

READ ALOUD

The door into this room has clearly been adjusted to swing both in and out on hinges, but has had the lock and handle removed. Inside the room are beds made out of twigs, dried leaves, blankets and mattresses. They make a cosy home for the hounds in here, each having two snarling heads. In one corner is piled travelling gear and small weapons.

The **Death Dogs** here can easily enter and leave the room, and with no locking mechanism can swiftly push through the door when closed. They will patrol into area 2 only at night, otherwise they stay in here. Occasionally Mallus or the bugbear chief in 3 lets them outside.

CREATURES

Death Dogs (d4+1) 2+2 hit dice; like a war dog but have 2 bite attacks for d6 damage

Personality/Quirks: Silent and cold killers; loyal; will pursue anyone who tries to run

Motivation/Goals: To please their new mistress; be part of a pack. The gnomes' equipment consists of 6 weapons, 2 backpacks, and enough gear to make an *Explorer's pack*.

8.9. TRAPPED DESCENT

The simple wooden door here is locked.

READ ALOUD

This room is completely bare. A narrow set of steps off one side of the room leads down, turning rapidly after 15 ft.

On the bottom step is a trap. The stairway ends after that. It is present solely to harm interlopers.

ABILITY CHECK: A variety of skills may be used to find and disarm the trap. A tripwire is across the final step, which will snap if more than 5lbs pressure is applied. The trap then triggers. A 5 ft. x 5 ft. hinged slab on the floor of the landing swings up to hit a target on the last step. The outer coating of the slab is loose plaster and has spikes underneath which may pierce into the target.

Tripwire Hinged Spike Trap

Hinged Spike trap: the tripwire may be spotted; the floor beneath the last step on may seem discoloured.

Trigger: Tripwire on the last step.

Effects: Damage from spikes, 3d8

Reset: none.

ABILITY CHECK - Search/Spot

Hidden will find the secret door in the south.

8.10. LOWER CELLAR

READ ALOUD

Beyond the secret door a set of stairs goes down. They turn after 10ft. and start heading northwest and down for about 200ft. The stairs end in a small cellar with wooden shelves on the walls.

ABILITY CHECK – Intelligence. A ranger, halfling or elf will know:

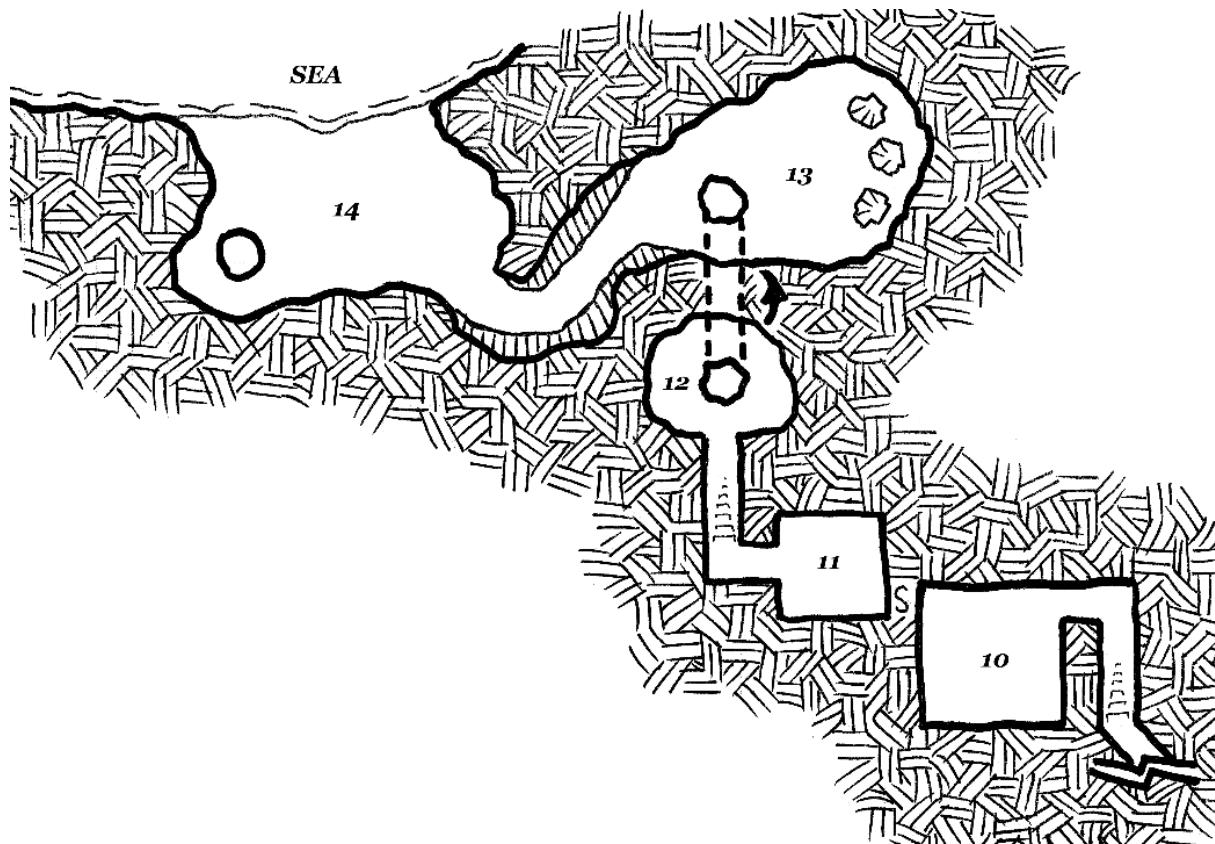
- That this room must be heading very close to the shoreline.

TREASURES AND REWARDS

On the shelves are 8 bottles of fine, mixed spirits from various duchies. Another shelf holds 2 longbows and 2 quivers with 40 arrows; and a hand crossbow with a case of 12 bolts.

ABILITY CHECK - Search / Spot

Hidden will find the secret door.



8.11. SHADOWED GUARD

READ ALOUD

As the door opens you hear the distant sound of the sea. The room beyond has a medium sized pit in the centre.

This room contains d8 **dark crawlers**. These mindless small creatures are a cross between a goblin and an octopus. Two are lurking in the ceiling and three more are hovering in the pit. If they manage to blind targets with their attacks, their victims must make a Dexterity Ability Check whenever they take a move action in the room. On a failure they fall 30 ft. down the pit, for 2d6 falling damage as they land on the sand below (8.13). This effect is as well as any general

difficulties associated with the *darkness* created by these creatures.

CREATURES

Dark Crawlers (d8)

Armour Class: +1 bonus

Hit Dice : 1+1

Speed: 20ft; climb

Senses: Darkvision 90 ft.,

Languages: None

Aura of Darkness 10ft radius: The is the same effect as a reversed *light* spell. It fades d4 rounds after the creature dies.

Combat: Dark Crawlers make two attacks with their claws for d3 damage

8.12. FROM CHUTE TO SHORE

The 5 ft. radius chute has fairly rough sides if a PC decides to climb. There may be a number of ways the PCs try to get down. There is 20 ft. of chute, then a 10 ft. drop onto sand.

8.13. GATHERED TREASURES

READ ALOUD

This area is a sandy cove. Three large conch shells line the south wall. Each is filled with treasures. A sandy exit tunnel rises to the east then drops away again.

TREASURE AND REWARD: There is a good amount of wealth gathered here

- The shells, each 3 ft. across contain a total of 5d100 cp, 3d100 sp, 2d100 gp, 2d6 pp.
- Three very deep purple amethysts (100 gp).
- There are d4+2 scrolls of level 1-2 (of the PCs choice).
- 14 *ammunition+1* for various weapons.

Development: If the PCs start to steal the treasure without attempting to be stealthy, Mallus sends her lizardmen bodyguards to investigate (from 8.14).

CREATURES

Lizardmen (2d4) 2+1 hit dice

Personality/Quirks: Cunning and currently over-confident.

Motivation/Goals: All hoping to impress the fey so they can be her suitor.

The lizardmen are not utterly ruthless and can be persuaded to stand down if things start to go badly for them.

8.14. THE GROTTO OF TEARS

READ ALOUD

The sand filled corridor ends in a cove. The sea laps at the exit to the north. To one side you can see a water-filled carved stone altar. In it you see images of longships gathering, and five fierce looking Orc Sea-Reaver captains. The image disappears with the wave of a pale clawed hand. It belongs to a striking pale blue fey. She is dressed in a long cloak of sea-green, and she holds a steel trident. Small diaphanous wings flutter behind her. Attached to her belt is an ancient warhelm.

If allowed, she speaks, in a rasping voice.

THE VISION: *You would like to see more, to know what fate has in store. We could be friends I suppose, but you*

seem to have spent much time thwarting my plans. As you see in the vision, the Orc Sea-Reavers prepare even now to raid, maybe invade, these lands. I had been gathering forces to help repel them, but you have worked against me. Leave now, and find somewhere to die, for they will spare no one".

THE HELM: *"Ah, I see. You would like this. I would like the other items that go with it. Perhaps some of my treasures from the shells would persuade you to part with the other relics of that craven warrior Andrin? Or perhaps another deal, I give you the helm and you promise to leave? You have much to tell your elders and betters".*

ABILITY CHECK – Wisdom. A thief will know some of the following:

- There is some truth to what she says but you aren't sure which bits are lies.
- She has been trying to gather forces; not to help you fight the invaders, but neither to aid the invaders. She clearly has her own agenda.

Points of Play: This encounter need not necessarily be a fight, and Mallus will keep her end of any bargain, for a while. If she lives she can return to try to thwart the party again.

CREATURES

Mallus Incarn, Soul Rose Fey Priestess

Medium humanoid chaotic neutral

Personality/Quirks: Fire in her heart / Flicks her hair back a lot

Motivation/Goals: To try and manipulate the PCs / Further the cause of the fey without getting involved with a war with the humans.

Armour Class: +5 (cloak of protection+1)

Hit Dice: 7 +7 hit dice

Speed: 30 ft.; fly 40 ft.

Senses: Darkvision 90 ft.,

Languages: Common, Abyssal, Sylvan

Soulborn Fey: Mallus has +4 bonus on saving throws against being charmed and frightened, and magic can't put her to sleep.

Spellcasting: Mallus is a 7th-level spellcaster. She has the following magic user spells.

1st level: *charm person, detect magic, sleep, unseen servant*

2nd level: *forget, locate object, invisibility, mirror image*

3rd level: *blink, hold person, slow*

4th level: *fumble, ice storm*

Mallus has the following powers

Soul Rose Magic: If Mallus holds a white rose in her hand she gains the following:

Deep Magic. Mallus can cast the *quest* and *trueseeing* spells, each once / month. Her altar acts as the



material components,

Divine Venom. On her turn instead of attacking Mallus can cause her weapons to be coated in **giant spider** venom. If not used immediately it loses its potency after 10 minutes

Soul Rose Protection. If wearing no armour and not wielding a shield, Mallus gains a +4 AC bonus

Soul Rose Resistance. Mallus has a +4 bonus on saving throws against spells and poison. She takes half damage from weapons that are not silver, cold iron or magical.

Combat: She attacks once with her Trident for $1d8 + 3$ damage.

Other Gear: She wears a *cloak of protection+1* (included in her stats). She carries a *potion of greater healing*, a scroll of *haste*, and a bundle of 5 white roses. In a small shell purse (worth 25 gp) are 5 pp, 22 gp, and 13 sp. Her spell book is nearby and contains d6 more spells.



The Altar acts as a spell component for a *quest* and *trueseeing* spell, but cannot be removed from the grotto. When

using *trueseeing* via the pool she can see distant lands. In the past it was a powerful *scrying* pool but its magic is fading, and not all visions from it are clear. 25% to not truly see what is true!

The Helm is finely wrought, and of ancient design. Each ear guard is of a carved steel green man image.

- They may have interactions with NPC's to complete.



Consequence: With the fey threat dealt with, at least for a while, the adventure comes to an end. ***The Last Prayer of the Dying*** is complete. Still there may be loose ends, which will be resolved in future adventures in the series:

- The party may wish to report what they have seen.
- They may try to find a *divination* spell to find the fortress of Terandrin Mendith.
- They may still not have buried Andrin's body.

9. APPENDIX - A GAZETTEER OF KERANOW (Ker-a-nu)

9.1. THE LAND

Keranow consists of a stretch of land jutting out into the waters of the North, it is approximately 100 miles in length. It forms the northeastern edge of the ancient kingdom of Gaellia (Gay-Le-A). Major settlements first sprang up over 600 years ago. The land was heavily forested to the north and this was home to many fantastical beasts. The southern stretch of the promontory had naturally deep bays and many towns grew up beside these. Fishing and shipbuilding formed the major industries. It flourished for the next few centuries, but not with any wider importance. The scattered settlements eventually united as the Duchy of Keranow in the year 245, and through minor conflicts and diplomacy joined the Kingdom of Gaellia in 399. A great road was built through the whole length of the Duchy, with humanoids established south of it, and wild areas (often elf- and fey-controlled) north of it. A few years after this, vast ore reserves of tin, copper, silver and gold were found in the further north and east areas. This brought a large influx of prospectors and settlers – together with conflict with the creatures in the area, and in

time the attention of raiders from over the Northern Sea. The Orc Sea-Reavers, as they became known, raided over the long years, often in great numbers that gave rise to pitched battles. These wars, and others with nations of the mainland, saw a great decline in the area. The line of Kings ended with the death of Uthan GanBarrat, and the Duchy of Keranow was largely abandoned.

Today things seem brighter. An alliance has been signed between the Ker Elves and the neighbouring Duchy of Tamarin. The land is being resettled, harbours re-established, and a careful and more balanced approach taken to exploitation of resources. There has been no news of any sightings of Orc raiders for more than forty years. Not all is perfectly peaceful though. Rumours abound that many fey are not happy with the return of humanoid settlers, and there is supposed disquiet between the Ker Elves and some fey factions. Equally, greedy men of the five Duchies seek to find lost treasures, and new streams of silver and gold are rumoured to be there in the wilds. It is in this new frontier that the campaign begins.

9.2. TIMELINE

399 Reign of Kings begins (Five Duchies united as Kingdom of Gaellia)

412 Andrin Gwindah Born

452 First Reaver's Invasion Begins

454 Andrin's Revelation

A time of relative peace and progress in the Duchy and Kingdom

558 Second Reaver's Invasion. For many decades the Orcs settle the Far northeast

652 The Last War: parts of Keranow abandoned; darkening of the Fey

668 Settlement of Terawen established by people fleeing to the East

677 End of the Reign of Kings

679 Third Reaver's Invasion: Keranow is almost fully abandoned by all nobility

682 Andrin's Final Interment in the Tomb

710 Treaty signed with the Ker Elves. Re-establishment begins

712 Today: Andrin is awoken one final time

9.3. RELIGIONS

As the campaign and gazetteer develop more of the belief systems and their deities will be added. For the Last prayer of the Dying only three are of relevance.

Belin, the Green God. The major faith worshipped in the five Duchies is that of the Green. Both Belin and the land can be wild and treacherous, beautiful and rewarding. Stone circles and great arches are built as his places of power. He is said to have once walked the land as a tree as tall as any hill. He has a pleasing but stern face. Some say he is armed with a great obsidian scythe for he often has battle to join; others say it is plough of black steel so he can sow and reap the land for his followers; while some claim he carries a stone pick, with which to dig out the deep bays and harbours to allow fishing to flourish. Whatever the truth, this is how the five Duchies are lands of such bounty, filled with life, ore and hidden riches.

Knights, and more holy warriors, quest in his name. They seek to do justice, turn back fiendish creatures and the fearful touch of the undead. Adherents to this faith seek to strike the balance between all that is ancient and all that is progress. "Civilisation with a conscience". They seek to ensure the bounty of the land is shared by all, so both sprite and cattle can benefit from a stream. They act as arbiters for the exploitation of forest and quarry. There are many tales of daring and

wisdom by those who have taken up Oath in Belin's name.

[*Notes on the Green Man.* There are many real world myths about the green man and any search engine will find much information. In the campaign world he is used to signify wild nature, birth and re-birth of animals and plants, and the effort to keep all things in nature balanced, either by force of arms or subtle words].

The Judgement of D'hagda.
Though all sorts of spirits and deities may be worshipped, all live in fear of the Judgement of D'hagda. Imagery of him is unremarkable, often as a small man sitting cross legged on a rock, or a gangly elfin character with a pipe sat on a mushroom, or a dwarf scrimshawing a tooth. He has the final word on the fate of the recent dead. There are no churches dedicated to him, no temples where his name is sung. Instead the feeling is the "*The less you have to do with D'hagda, the less he has to do with you*". Live your life well, die a good and timely death and pass on by to whatever heaven awaits you. The last prayer before you go to sleep may briefly mention him; as you feel your life's blood draining away by a fatal wound you may think of him; as old age takes its toll and you

are ready for death's embrace you may have him on your mind. The art of necromancy lies at odds with belief in D'hagda. Once departed, the dead should have no dealings or interference from the mortal realm. The dead are often interred with protective tokens: little statuettes or wicker men; papers of prayer; or religious symbols to help ensure eternal rest. Those that suffer the horror of being undead, if their mind still persists, utterly hate their state and always seek to harm the living. A few less malevolent ghosts may linger, and some humanoids crave to the power the unlife will grant them, but most wish to have peace in the beyond. Knights of the Green see themselves doing the righteous thing by destroying all undead, for it brings peace to the land and the unfortunate creature. Some seek to prolong their life as long as possible, through divine aid, healing magic and ancient relics. Those that do tread a fine balance between fulfilling their lives' destinies and trying to cheat death.

Zuvicius (the Decrepit) was once a minor deity. She was worshipped by fey, elves and many human cultures. Her followers were usually female. She represented the three phases of

womanhood in the form of the '*maiden, mother, crone*'. At once she could alter her age, features and voice. She taught these secrets to her most favoured adepts. They would travel the land using their judgement on whom to aid and who to oppose. With their magic they could ensure a pregnancy, make land more fertile, bring a smile to a child, and even affect the weather. But they were also gifted to curse the unworthy, make barren both the land and the living and bring general misery and misfortune. These blessings were not given without long thought on the matter, and these witches were met with respect but also some fear. Her priestesses were gifted with much wisdom, and long life. Zuvicius herself often roamed the lands practising her craft as she saw fit. Until the greatest tragedy of all befell her, she became enamoured of a mortal man, who sadly loved another. Kind words and deeds could not get his love so she turned to spite and misery. Such was her intense and blind rage that a whole island of people were brought low by her and they vanished from history, and the island of Yonesse became legend. The other Gods were appalled at Zuvicius's petty ways and when next she took the form of a crone, they cast a veil upon her that both stopped her

changing shape evermore but also cruelly squeezed upon her, making her forever stooped and bent in form. She fled into the underworld and her presence upon the world was lifted. Females lost much of their power in the world, and many folk lost hope. Recent whispers and tales tell of her return and that she is filled with great determination. At the last great meeting of those of fey ancestry (see the song at 6.2) she placed spells upon them as they slept and filled many of them with her own malice, and new found hatred of males. Only time will tell how this manifests.

9.4. PEOPLES

Folk of the Five Duchies. It is highly likely the PCs will have come from one of the five Duchies (they are briefly outlined later). Many races dwell in these lands so there should be no limit on racial origin for the PCs. There are more humans than any other race, but nobles (for example) exist in all cultures. The terrain is quite varied; there are no deserts and few mountains, so this should not be a barrier to any background the players may choose. There are cities of more than 15,000 people, rural settlements of just a few dozen, military orders, criminal gangs, tellers of tales, and

wielders of the arcane. Those descended from the main Duchy of this adventure Keranow, will have ancestors who grew up by the sea, perhaps lived in numerous but small fortifications, or had a history of mining, merchants or animal herding.

Ker Elves. The elves of the forests of Ker are like other woodland elves in terms of size, features, etc. They live in large communities, though, centred on a half dozen settlements in the southwest of Keranow. In the past they had some disputes with the men of the Five Duchies, but still were often allied with them in the fight against fiends, malevolent fey and raiders from over the sea. Like many elven communities, conflict and weariness has taken a toll, and their numbers are dwindling. Their leader is given the title Clanharrow, and the current bearer of this title is a fairly young individual called Tregereth. He has welcomed the overtures from the Duchy of Tamarin to form a new alliance. He hopes to profit in many ways. The re-settlement of Keranow by humans, dwarves and others re-settling will bring many skilled miners and builders, as well as excellent seafarers. He also hopes the marriage of his daughter, Morwenna, to the Duke's youngest son, Hedrok,

will be blessed by many children. After all, in the eyes of the long-lived elves the Duke will die soon enough, even if he makes it to a ripe old age for a human. Then Clanharrow can have much greater influence on the new heirs, as they too will be blessed with long life beyond the years of their non-half-elf siblings. Tregereth will 'play nice' and provide aid when asked, for he can wait and look for a new rising for elf-kind.

The Rose Fey. There is a type of fey natural to these lands who draw their power from roses, one of the great gifts of Belin when he was young. The primary antagonists for this adventure are those who draw power from crimson, or blood roses (**the Blood Rose Fey**). They like to dominate others, but are capricious. They are easily distracted, and swayed by promises of power and control, - so can seem quite disorganised. They will often try to negotiate their way out of peril, and prefer to capture, not kill, when they have the upper hand. Most fey creatures are small, but Rose Fey are near human in size, and can be mistaken for half-elves at even close proximity. They do have horns like many of their more diminutive cousins. The Blood Rose Fey do not

have wings, unlike some of the other Rose Fey in the land. Soul Rose Fey wield white roses and are masters of portent and necromancy. Spirit Rose Fey draw power from green roses and are as wild as the elements they command. Doom Rose Fey are the rarest of all, wear purple-black roses and summon powerful entities to do their bidding.

Other Fey. The wild lands of Keranow are home to a limited range of fey. Smaller ones flutter amongst the trees and flowers of the forests, some dwell in the waterways and make dams, bridges and fords. Others roam

free in the hills and plains to the northeast of the Duchy.

Orc Sea-Reavers. The great threat that looms over the Duchy of Keranow, and beyond, is the return of these raiders from over the sea. The Sea-Reavers is the collected term for them but they currently consist of five tribes. Each is formed around the worship of a “tusked” beast as laid down in the great sagas of their forefathers: Auroch, Boar, Mammoth, Sabre-tooth and Walrus. Each tribe has a warlord, a *Widsith*, with an inner group of *Erskal* advisors and bodyguards. Any orc of age can be called to arms for war, and women are equal in this regard. Currently five mighty *Erskal* warriors prepare for battle, and ready their ships for a renewal of raiding:



- **Utgafa Og Skyslur** is a small orc with a big temper. A cunning Captain he has realised that if he can strike terror into his foes before he closes with them, the fights are so much easier. To this end he hires messengers to spread tales of his prowess and deadliness

throughout the lands of man and orc alike. He is an equal opportunities employer, and killer.

- **Matta the One Eyed** lost the other one (“never worked right anyway”) in a fight with a kraken over the fate of a fat merchant ship. The kraken lost a few arms (preserved and displayed in the captain’s quarters), the captain lost an eye, and the merchant ship and everyone aboard was utterly destroyed along with its valuable cargo. “Eh, well... pity about the cargo. Occasionally the gods demand blood and we must bleed!”
- **Mickal Reddickus** a fearsome Reaver covered in tattoos and a ‘loose cannon’ feared even by the other Orc-Lords as well as by his crew but he doesn’t give a ‘boars behind’ and continues to do as he pleases. Rumour has it the other Reavers have put a huge price on his head and so he may meet a far from glorious end in the coming raids.
- **Argryl Longspear** was born to be a Sea-Reaver. From his earliest days on his clan’s raiding ships, he knew the sea was in his veins. His bravery and cunning enabled him to best opponents larger than himself, and he was able to inspire

his crew to greater glory and bounty more than many would ever know.

- **Aspon Ale-beard.** When orc warriors tell of feats of consumption, none can match that of Aspon Ale-Beard. Never seen without a tankard, never seen without an axe, never seen much during the morning!

9.5. GEOGRAPHY

Five Duchies: **Keranow; Tamarin; Settersom; Isles of Sycel; Viltgar.**

The Duchy next to Keranow, Tamarin, was once the main administrative and military centre of the Kingdom of Gaellia. It is heavily populated and beginning to decline. This is one reason the Duke of Tamarin is taking such a gamble on a new alliance and settlement of Keranow. He hopes to find lost wealth, and new industry. Secretly he wishes to begin a new line of Kings, perhaps with one of his children, or maybe himself. Like all such noble endeavours his intentions are good, to begin with.

9.6. THE LINE OF “KINGS” OF OLD GAELLIA

In truth, the Line of the *Rulers*, since it includes Queens and one Steward):

1. Though lost in the mists, and distorted truths, of time the favoured story is that the line of Kings began from an ancient union with an air elemental and a half-elf druid of the Green. They had one child, Azurila. The recognised start date of the line of Kings of Gaellia is **399**.
2. **Queen Azurila** came to her throne married young, though her ancestry made her very long lived. It did not go well and it wasn't until her later life when she married her true love, a Knight from a neighbouring Kingdom, that she came into her own as a Warrior Queen with many victories to her name. She died happily and peacefully at an old age with a secure realm. Their eldest child was Beren.
3. **King Beren Anfrazer Nu-Anecaechron**, the First of his name. A collector of books, ancient artefacts and antiquities, he formed the first museum in the land, not for the public of course, but for himself. Died, or so they say as only a pile of ash was found, consumed by a demon accidentally released from one of the exhibits while cleaning it... Despite his studies he had many children, who fought for the succession (with the youngest son Drak'Van the victor).
4. **Drak'Van**. Despite his heritage he returned to the old ways and lived as a rural barbarian. He styled himself a warrior chieftain of his tribe who led his mounted horde, raiding civilised cities and trade caravans. His "rule" lasted 10 violent, turbulent years. Having rejected the Court of his father, he first came to prominence by challenging and defeating a rival in single combat - having arranged for his opponent to be poisoned before the pit-fight just to be sure. His total rise to the throne in Gaellia started when he led a powerful raiding party against a caravan, which included a cousin's entourage. His rule ended after a night of the 'slaughter of the innocents'. A raucous party followed and in the groggy morning after Drak'Van and his inner circle were set upon by a force of Gaellia's lesser nobles, aided by elves for the first time. He was captured and subjected to being hung, drawn and quartered.....
5. **King Faede Didon III and Queen Sonja Didon** (Who was a distant niece of the royal line). Faede was known for his over-

confidence, industriousness and disdain of the Faith of the Green. He died when a fanatic mob cornered him in the streets to proselytise him and there was a crowd crush. Sonja was known for her military prowess and diplomacy on account of her always being away from the Kingdom joining in other's wars. Rumours of her death include execution by Sybarites following a lost battle, assassination on the road or escape into obscurity following the death of Faede. They had but one daughter, Ygerna.

6. **Ygerna** (means Fair Maiden). A very intelligent, beautiful Queen who married 3 times to weak-willed men she could control. All of her husbands died mysteriously. The land prospered under her rule, but it was rumoured that she made deals with the fey and that she was a witch. It is noted she was the first to have much open dealings with the fey of Keranow. She had many children, including Noir and Noxiia.

7. **King Noir Claymore**. A giant of a human known for his ability with a large two handed sword as well as his big heart for the people. His death remains a mystery. One day

he shouldered his great claymore and simply walked away from the throne room disappearing into the hills. They say the true King will return with the ancient sword as proof of his divine right.

8. **Queen Noxiia**. Her rule was one of mercy and marked by acts of kindness. She selflessly would too much of herself to anyone in need while not asking aid of others. In the end she died betrayed by those whom she thought close to her and trusted with too much power. She had a quiet and sombre daughter, Thora.
9. **High Steward Barad Thaneson**
- He was born into the family of the wealthy thane whose loyalty and service to the King and Queen was rewarded after the only crown prince was lost in battle. Barad was wed to their oldest daughter Thora. Thora succeeded her Mother's rule but it was short lived as she died in labour. Barad was appointed High Steward until Thora's Heir could come of age and sit for coronation. Barad was a Steward in title but a King in popularity amongst the people. He was a man of the people who lived a sparse existence. His reign marked and lost by his absence as he moved from village to

village with only the barest of retinues. He was loved by the common man but despised by the nobles and seen as a representation of a dangerous ideal. His rule was cut short after ten years when members of the court conspired to have him assassinated for fear that his ties to the commoners would lead to a loss of power amongst the nobility. Thora's son was brought back to legitimize their new regime, who by then had made himself a thane in the distant land of Iudaar Lath

10. King Krotos Kandar of Iudaar Lath, spent much of his life trying to secure the throne. He died during the Laas Naath battle, whilst crushing a revolt of traitorous Lords of the South: probably hit by magical means. It was about this time that the first Orc Sea-Reaver raid occurred. He had wed the Princess Myrva, and together they had a daughter Francesca.

11. Francesca of the Fell Voices. Francesca reigned during a period of reconstruction. She triumphed over political intrigues that conspired to strip her of authority. She refused to be a puppet. Francesca made it clear that such manoeuvres were not to be

tolerated. After several death sentences, the nobles got the idea and respected her rule. She spent the rest of her rule in fairness, but she was remembered for her paranoia.

12. Uthan GanBarrat was the last king of Gaellia. He lived long years and ruled well despite continuing Orc incursions, and failing relationships with Elf and Fey. There had been a rumour that 'The Lost Blade of Kingship' had been found. He took the whole court with him on a fool-hardy mission and their ship foundered and was struck down by a storm. The kingdom was sundered and over time 5 Dukes brought stability, but not unification to the local lands. He perished in **667**.

9.7. GLOSSARY

Glossary of terms from ancient Keranow:

TER: Titled noble from the Lost Times; used to define a settlement now

PORTH: A harbour or settlement by the sea or river

MENDITH: A fort or keep usually on a hill

For example:

TER GWINMENDITH, fort of the noble house of GWIN.

TERHARTH; settlement owned or found by the house of HARTH.

PERICPORTH; a port founded by the house of PERIC.

9.8. THE CAMPAIGN

A total of 7 linked adventures are planned, to take the PCs from 1st to 20th level. A number of side-quests and mini-adventures may also be released. With each adventure release more will be added to the gazetteer. Maps will be provided of the Five Duchies, the lands of the reavers over the sea, lost island of Yonesse, and others as the campaign develops.

- The grand marriage of the Princess of the Ker, and the Duke of Tamarin's youngest son.
- A sandbox / hexcrawl in a deep, dark forest
- Rumours of Dragons from the sea.

Draft Titles of the other four parts

#4 The Lost Swords of Power

#5 The Rise of the Kingmakers

#6 A Time of Myth and Legend

#7 The Last Call of the Ancients

Thanks for your purchase

John R Davis, November 2015

Adventure#2

The Cruellest Mistress of All; an adventure for 4th level PCs.

- Try to stop a raid by the Orc Sea-Reavers, a loose alliance of Viking-like raiders.
- Find Andrin Gwindah's lost fortress.
- Go into the heartland of the Orcs over the waves.
- Reveal further clues to whoever is controlling the puppet strings in Keranow, and beyond.

Adventure#3

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

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