

# GUIDEBOOK TO THE DUCHY OF VALNWALL

*Special Edition*



of Valnwall

**Labyrinth Lord**  
Compatible Product

# GUIDEBOOK TO THE DUCHY OF VALNWALL

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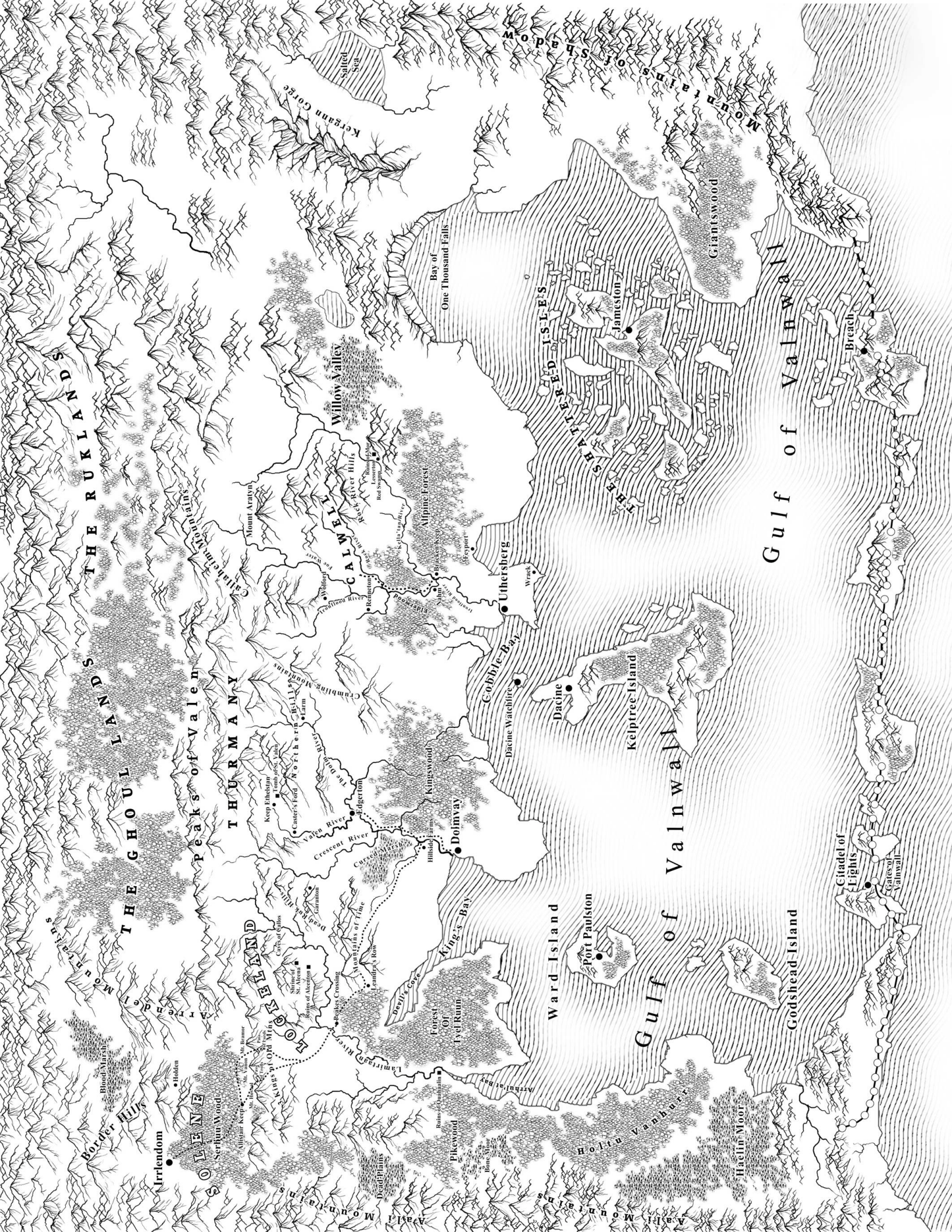
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Small Niche Games would like to thank each and every person who backed the Guidebook to the Duchy of Valnwall and made it such a huge success. 114 people placed their faith in this project and I sincerely hope you get many nights of enjoyment out of the finished work. Take the Duchy of Valnwall and make it your own!

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# GUIDEBOOK TO THE DUCHY OF VALNWALL

The *Guidebook to the Duchy of Valnwall* is a *Labyrinth Lord*™ supplement for the *Chronicles of Amherth*™ campaign setting that details the people, geography, and government of the Duchy of Valnwall. The Duchy is presented in broad strokes and is open to customization. It was specifically designed to give *Labyrinth Lords* a convenient and familiar "western European" fantasy setting to place their traditional adventures.

## MAKING IT YOUR OWN

The version of the Duchy of Valnwall presented in this text is set in the low-magic, low-fantasy *Chronicles of Amherth*™ campaign setting. Humans are the dominant race with a culture that is reminiscent of Europe during the late Middle Ages. Demihumans are a distinct minority and are subject to various levels of curiosity, prejudice, and mistrust, especially in the more populous areas of the Duchy.

Magic is uncommon and those who practice it are often feared. Religion, particularly the teachings of the Church of Law and Order, plays a prominent role in the lives of every citizen. Although the Church is largely considered a driving force for good in the world, past scandals, corruption, and questionable prejudices have marred its perfect image.

Amherth is scaled for low-level play and the party should rarely encounter an NPC of 9th level or higher. This means the characters have a real chance to affect the world around them

(for good or ill). This also means that *Labyrinth Lords* who prefer a more high-fantasy style of play, where magic is routine and powerful NPCs are common, may have to increase the scale of some encounters.

## OPEN GAME CONTENT

The *Guidebook to the Duchy of Valnwall* is largely open content (see the **Open Game Content** section for details). Small Niche Games would like to encourage professional and amateur publishers to use the *Guidebook* as a shared regional setting and set their commercial adventures within the Duchy of Valnwall. *Labyrinth Lords* (and publishers) should feel free to change, add, or remove any of the information in this book to better suit his or her own game.

To that end, nothing in this book should be considered "canon". The *Guidebook* was written to be modular, allowing new NPCs, factions, locations, and adventures to be created or removed without altering the makeup of the overall Duchy. This does NOT mean that larger changes are forbidden. If you decide to publish an adventure where the Duke is replaced by a doppelganger, or undead ghouls from the north invade the realm, or forbidden gods decide to punish the people with famine and pestilence until they renounce the Church of Law and Order, run with it!

Just keep in mind that wholesale changes like these make it difficult for other *Labyrinth*



Lords (or publishers) to slot into their own campaigns, which may detract from the utility of a shared regional setting. That said, this book is now yours to do with as you will.

## PRODUCT NOTES

The *Guidebook to the Duchy of Valnwall* contains a number of tie-ins to published products (adventures, sourcebooks, etc.) from Small Niche Games as well as other third-party publishers such as Barrel Rider Games, Faster Monkey Games, and Brave Halfling Publishing.

These products are designated with a "Note:" entry. Some of these tie-ins were designed specifically for the *Chronicles of Amherth*™ campaign setting, while others were designed to be "dropped in" to any fantasy campaign and may require a few alterations to fit within this version of the Duchy of Valnwall. The Labyrinth Lord is encouraged to make changes as needed, to suit the style of his campaign.

## THINGS TO REMEMBER

The following themes are important to keep in mind when running adventures in the Duchy of Valnwall.

### THE WORLD IS ANCIENT

The Duchy of Valnwall is an ancient land littered with ruins that date back well before the legendary Time of the Thirteen cities. Ancient ruins, forbidding forests, imposing mountain ranges, and stories told by the people themselves all combine to give the Duchy a sense of age and history. Only the bravest (or most foolhardy) set out to uncover the secrets of the ancient world.

### LAW AND ORDER

The Church of Law and Order is the dominant religion in the Duchy of Valnwall and its presence is evident throughout. Holy days are strictly observed, church bells call the faithful to worship, and statues, fountains, frescoes, and shrines to various saints are common.

Prayers and rituals are part of everyday life—a woodsman might whisper a prayer of protection to the forces of Law and Order before starting a hunt, a shopkeeper might make a sacrifice to St. Gregor of Carach for good business, and a mother might beg St. Lucilla the Kind to heal her sick child. The clergy can be seen everywhere and are a constant reminder to the citizens that the Duchy is a bastion of Law and Order.

### A LAND DIVIDED

In the Duchy of Valnwall, the noble houses, wealthy merchant families, and trade guilds all vie with each other for power and influence. Some seek to curry favor with the royal family, others seek to earn (or buy) the goodwill of the Church, while others focus on winning the hearts and minds of the people. The Duke traditionally avoids these power struggles, but members of his inner council sometimes pursue their own agendas. One thing is certain—nothing in the Duchy is free and a favor granted is a favored owed.

### MAGIC IS FEARED

As with other places in Amherth, magic is common enough to be accepted as part of the norm, however, those who practice magic are rarely trusted by the populace. The Church of Law and Order has played upon these fears even further to paint magic-users and other spellcasters as despicable sorcerers who are easily converted to the Church of Chaos and Destruction.

Magic-users are expected to register with the Adventurer's Guild and are subject to close scrutiny by agents of the Church of Law and Order. Demihumans, particularly elves, are considered creatures of magic and are therefore not to be entirely trusted.

### ADVENTURERS ARE HEROES

The *Guidebook to the Duchy of Valnwall* embraces the concept of the Adventurer's Guild where adventurers, like any other craftsmen or tradesmen, may hone their skills, network with colleagues, and seek employment.

Adventuring is a time-honored profession throughout the Duchy of Valnwall and adventurers are afforded a special celebrity

status that transcends the normal social classes. This status rises and falls with the adventurer's fame and fortune. Although a nobleman may secretly look down upon an adventurer of common birth, the adventurer can still expect to be treated as a near equal, provided his deeds have been immortalized in poetry and song.

Adventurers are expected to assist soldiers and watchmen when needed, drive off monsters, and generally help keep the Duchy

safe. The greatest adventurers may be awarded knighthoods, land grants, and even noble titles.

Demihuman adventurers, particularly dwarves, are better received than their non-adventuring counterparts, but may still suffer from prejudice and distrust until they prove themselves through Lawful deeds. Demihumans who belong to famous adventuring companies may eventually win the admiration and respect of the people (if that is their desire).





# ADVENTURING IN THE DUCHY OF VALNWALL

The Duchy of Valnwall is a vibrant and untamed realm that is ripe for adventure. Here, adventurers may find routine work defending villages, exploring the wilderness, plundering ancient ruins, hunting monsters, guarding caravans, fighting pirates on the high seas, or even serving as bodyguards for wealthy patrons.

The Duchy's image as a bastion of Law and Order is a thin veneer that hides a wild, chaotic land. Plotting and intrigue are common throughout. At the upper levels, the nobles, guilds, and merchant families constantly vie for power in the royal court. Adventurers may be hired to deliver messages, disrupt competing operations, or even kidnap or assassinate rivals. At the lower levels, adventurers may be hired by local leaders to serve as town bodyguards or protect villages from the depredations of bandits, cultists, or even decadent lords.

The Church of Law and Order sometimes contracts Lawful and Neutral adventurers to assist the clergy with its quest to root out dissidents and expose worshipers of false gods. Adventurers may also be contracted to provide extra security during holiday celebrations, pilgrimages, and religious festivals.

Adventurers are commonly called upon to assist military patrols or local militias. They are often beseeched by local politicians or village elders to handle threats to the community. The most powerful adventuring companies may even be commissioned by the Duke to undertake adventures in his name.

## ADVENTURER'S GUILD

All adventurers are required to join the Adventurer's Guild. The main guild headquarters is located in the City of Dolmvay, but smaller outposts are located in most major cities and large towns. Guild dues and services vary from place to place, depending on local resources, but typically require 10% of all treasure recovered.

At the very least, licensed adventurers can expect hospitality, greater access to rumors and information from other members, as well as free reign to explore the countryside, battle monsters, and lay claim to the spoils. Those who refuse to join the Adventurer's Guild may be treated as trespassers, grave robbers, and even wandering murderers.

A number of named adventuring companies operate throughout the Duchy of Valnwall. The characters are free to join one of these companies or develop their own. A few of the most famous adventuring companies are noted below.

**Note:** See the Small Niche Games setting sourcebook *Guidebook to the City of Dolmvay* for more information on the Adventurer's Guild.

## WARRIORS OF THE SHATTERED SCALE

The Warriors of the Shattered Scale specialize in hunting reptiles and reptilian monsters such as sewer alligators, lizardmen,

kehrawks, and ultimately dragons. They are accomplished woodsmen, many of whom have lost loved ones to the scaled folk. The Warriors of the Shattered Scale were founded by three vengeful brothers from the east, whose families were slain by the elder red dragon D'harrest (Deathfire). Their standard is a stylized dragon's skull superimposed over a broken scale. The most fanatical members often tattoo a scale on their backs or arms for every reptilian monster killed.

## COMPANY OF THE WALL

The Company of the Wall is one of the few bands of adventurers who are legally allowed to explore the ancient seawall and megadungeon known as the Great Valnwall. The Company of the Wall is one of the wealthiest companies in Dolmvay and its members are well trained and well equipped. Their standard is the stylized silhouette of the Great Valnwall in gray on a blue background.

## KNIGHTS OF MOR

The Knights of Mor specialize in exploration of the ruined City of Mor. Its recruiters operate in places like Dolmvay and Uthersberg, enticing wide-eyed youths with dreams of untold fame and fortune to be found in the ruins of the former Great City. These new recruits are hastily trained, poorly equipped, and then shipped off to be used as fodder for more experienced Knights based in the town of Lesserton. Their standard is the stylized silhouette of a gleaming city.

**Note:** See the Faster Monkey Games setting sourcebook *Lesserton and Mor* for more information on the ruined City of Mor and the disreputable town of Lesserton.

## GULF SAIL SOCIETY

The Gulf Sail Society is an adventuring company that specializes in water-based adventures throughout the Gulf of Valnwall. Gulf Sailors have a seedy reputation and some of its members have been hanged for piracy. The Gulf Sail standard is a trio of triangular sails, that is often worked into their tattoos.

## PRESERVERS

The Preservers are an adventuring company dedicated to pacifying the Valinian wilds. They

spend most of their time in remote places, fighting ruks, hunting monsters, and driving off those who defile the serenity of nature. The Preservers maintain close ties with elves and other woodland folk, but have garnered a nasty reputation among miners, trappers, and loggers whose campsites have been wrecked in the night. Their activities are currently under investigation by the Church of Law and Order after the reported worship of nature gods and idols. Their standard is the stylized silhouette of a great tree ringed by five phased moons.

## JAGDMACHTEN

The Jagdmachten is an adventuring company based in the Earldom of Solene that is dedicated to hunting down and destroying the ancient warmachten of the Old World. The machine parts are then sold to scholars, sorcerers, and sages for a hefty price. The Jagdmachten rely heavily on magic and magical weapons to take down their prey—the more destructive the effect, the better. They have an uneasy truce with the Vanhurr elves of western Valnwall; although the two groups share largely the same mission, they sometimes clash over territory and tactics.

# ADVENTURE THEMES

Adventures are formed by conflicts, and the Duchy of Valnwall is intentionally written with a number of built-in conflicts to explore. Labyrinth Lords can use the following themes to design new adventures or even build entire campaigns around these conflicts.

## CHURCH

This is an easy one. Religion can bring peace and happiness to a lot of people. It can also be viewed as a major source of oppression and a way to control the masses. As with any large and powerful organization, corruption, infighting, and intrigue seem to go hand in hand. Clergymen may plot to shame, depose, or even kill their rivals. Outside forces and rival religious factions may target church functions, defile holy sites, and even murder clergymen in an effort to undermine the Church's power and influence.



## **GUILDS**

The guilds were created to set prices, broker deals, and generally make life better for their members. Not all members are considered equal, however, and some seek only to exploit other guildsmen for their own personal gain. Plots to vandalize rival shops, disrupt deliveries, and entice wealthy clients are common.

## **MERCHANT FAMILIES**

The powerful merchant families based in Dolmvay have skillfully maneuvered their way into the city's upper class and their reach extends throughout the Duchy. This has caused friction with the poorer commoners who feel the merchants have "forgotten where they came from" as well as the Valnwall noble houses who feel much the same way, but for different reasons.

The merchant families constantly plot to expand their wealth and influence throughout the Duchy. These intrigues often involve schemes to discredit, embarrass, and even murder members of rival families. On rare occasions, powerful families may engage in open conflict until a truce is negotiated (or ordered by the Duke).

## **NOBLE HOUSES**

The noble houses of Valnwall once had free reign of the Duchy and many still feel their rights are inherently greater than that of the common man. This attitude has earned them few friends among those of lesser station.

The noble houses constantly seek to outdo one another and their intrigues often resemble that of the rival merchant families. This rivalry is especially bitter between nobles who trace their lineage to the ancient houses of Vay and Mor. Honor duels are commonly fought and skilled champions (and adventuring parties) are highly prized.

## **EXPLORATION**

The Valnwall wilderness is vast, untamed, and littered with ancient ruins, burial crypts, and hidden dungeons. These may contain lost relics, forgotten knowledge, or magic from a bygone age. If left unguarded, bandits, monsters, ruks, and other foul creatures often make their homes in these remote places in

order to prey upon nearby settlements. Adventurers are encouraged to explore the wilderness, slay monsters, and recover lost treasures.

## **ROYALTY**

The Dukes of Dolm have ruled the Valnwall since the Duchy's inception, however, this rule has not gone uncontested. The Duke and his family live each day knowing that they have been marked for death.

Noble houses and merchant families conspire with usurpers to overthrow the line of Dolm. Assassins lurk around every corner, promising death in the form of a knife in the back, an arrow in the dark, or a poisoned glass of wine. Hostile armies from the Ruklands, the Ghoull Lands, and the Wastelands are always poised to invade, and dissident factions such as the Order of Karth, the Church of Chaos and Destruction, and the Society of the Swan seek to bring about the realm's downfall from within.

With help from its allies and the Church of Law and Order, the royal family has managed to persevere, and the Duchy of Valnwall has thrived.

## **HUMANS VS. DEMIHUMANS**

The prejudice between humans and demihumans is widespread. To a human, elves are creatures of magic and therefore never to be fully trusted; dwarves and gnomes are tolerated and even sometimes shown a grudging respect; the stunted creatures known as halflings are simply objects of sympathy or ridicule.

To a demihuman, humans are arrogant, vain, and deceitful—ham-handed brutes who have neither the intelligence nor skill to develop more than a rudimentary form of civilization. Complicating matters further, demihumans often have their own prejudices, with elves and dwarves considering themselves superior to one another, and both feeling themselves above the lowly halflings.

# ANCIENT HISTORY OF AMHERTH

Humanity is the dominant race on the world of Amherth. This is reflected in its history which has been passed down for generations as myth and legend rather than raw dates and facts. Human scholars focus on the struggle of the race of men to withstand adversity and overcome the evil designs of non-human races. Other races (particularly the elves) may have a distinctly different take on events of the past. However, in reality, very little is known of the world that existed more than a few hundred years ago, leaving the Labyrinth Lord free to design, develop, or expand on bygone eras.

**Note:** The Labyrinth Lord is free to discard the following history if the Duchy of Valnwall is not being set in the *Chronicles of Amherth*™ campaign setting.

## TIME OF THE ANCIENTS

Legends say that in the beginning, the world of Amherth was all one land ruled by a mystical race of men known only as the Ancians (Ancients). These Ancients were said to dwell in mythical cities of silver and gold, fly through the skies in chariots made of fire and glass, and use magic as part of their everyday lives. The Ancients mysteriously disappeared, and many believe they destroyed themselves (and nearly the earth) in one of the first of the seven Great Cataclysms that reshaped the world of Amherth.

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## THE LONG WINTER NIGHT

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After the first Great Cataclysm, the world suffered through a devastatingly long winter. The skies were filled with thick clouds that blocked the life-giving rays of the sun, and acidic rain forced the children of the Ancians to live underground. Even so, great empires were forged beneath the earth as the race of men adapted and thrived.

In time, the children of the Ancians returned to reclaim the world above. The old magics were rekindled in an effort to end the Winternight and restore Amherth to its former glory, but this magic proved beyond their control. A dark, magical plague swept across the land that corrupted the hearts and minds of the innocent, turning them into ravenous beasts.

The last surviving children of the Ancians called up a great magical fire in an effort to contain this plague and the world was once again plunged into ruin.

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## AGE OF GIANTS

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It is said that titans arose from the ashes of the second Great Cataclysm. These titans were giants of unmatched strength and power who were also skilled in the magical arts. Some say they were halfblood children of the Ancients while others believe they had once been their slaves.

The titans marshaled their armies and conquered the shattered continents of Amherth. They enslaved the race of men, forcing them to

build great cities and monuments in their name. It is said that the first dwarves came into being under their wicked lash, stunted humans with a love for gold and an affinity for the dark places of the world.

The titans forced these dwarves to mine so deeply into the earth that they eventually pierced the core, causing earthquakes and volcanoes to erupt all over the world in what became known as the third Great Cataclysm.

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### **TIME OF THE WARRING GODS**

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After the third Great Cataclysm, temperatures rose, the ice caps melted, and most of the world was covered in water for unknown millennia. Inhuman kingdoms arose both beneath the seas and atop the tallest mountain peaks, which now barely jutted above the waves. These kingdoms began to prey upon the last vestiges of the human race. Men banded together aboard floating cities to protect themselves from the depredations of sea-dwelling monsters such as merfolk, sahuagin, and krakens, as well as flying monsters such as hawkmen, griffons, and rocs.

It is said that a great war erupted between the gods of the sea and the gods of the air. According to legends, the all-seeing gods of the air prevailed and came down to punish the world in what became known as the fourth Great Cataclysm. These gods plundered the seas, siphoning great columns of water into the heavens, and leaving the earth mired in swampland.

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### **AGE OF DRAGONS**

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The Age of Dragons was a turbulent time, when dragons, great lizards, and lizardfolk ruled the swampy mass of Amherth. The race of men devolved into a primitive state and many were enslaved and forced to serve reptilian masters. Great pyramids and cities were built, and many lives were sacrificed to dark rituals of inhuman gods.

It is said that in their lust for power, a cabal of the greatest elder dragonkings summoned a monster so powerful that it almost devoured the very world. The dragon armies of Amherth mustered to fight the beast. In the battle that ensued, the earth was shaken, the seasons fell

out of alignment, day became night, and the world was covered with snow and ice, marking the start of the fifth Great Cataclysm.

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### **AGE OF ICE**

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As the Ice Age descended, the great lizards died off and the elder dragons were forced to hibernate deep beneath the earth. The last tribes of men adapted much better to the cold. They became nomads, ranging across the frozen tundra, hunting and foraging as they roamed.

Time passed, and eventually the cold lessened and the snows began to recede. The race of men grew fearful that the sun's warming rays would revive their former masters. The tribal chiefs gathered in a great council. It was decided that the greatest heroes of the day would descend into the ancient ice caves and try to locate and destroy the elder dragons.

The heroes undertook this heroic quest, knowing that they might never again see the light of the world above. Deep they traveled, along paths unknown, until at last they came to a series of great caverns close to the center of the earth that were untouched by the Ice Age above. There they found the elder dragons and other reptilian monsters of myth and legend. A great battle was fought and it is said that the heroes of men unleashed the power of the earth's core and flooded the caverns with fire.

On the surface world, the earth shook again and split asunder, volcanoes erupted, and the ice melted in what came to be known as the sixth Great Cataclysm.

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### **HAZE OF THE FEYWOLD**

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As the race of men struggled to survive in the shattered world, it is said that elves and the other fae folk appeared for the first time and used magic to tame and reshape the land to their liking. This was the Haze of the Feywold, where men were ensorcelled and forced to live their lives in a dream-like state, in service to the great Faerie Kings.

In time, the men who were bravest and strongest of will shook off the effects of the Feywold and plotted to overthrow their new masters. A mighty rebellion followed, and the



fae folk were driven back. The victorious leaders of men seized control of the most powerful faerie magics, however, their attempt to reshape the world in their own image resulted in the seventh Great Cataclysm. Wild magical effects and newly created monsters swept over the once-peaceful and idyllic lands of the fae, and the world was plunged into chaos once again.

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## **AGE OF MAN**

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In time, the chaos receded and balance was restored. The race of man rose up to take its rightful place as rulers of the world. Tribes became communities and communities became kingdoms. Great cities were built during the legendary Time of the Thirteen Cities, and many believed that time had come full circle and the return of the mythical Ancients was nigh.

# **TIME OF THE THIRTEEN CITIES**

In ages past, during the height of the Age of Man, the great city-states of Amherth rose to power in what is now known as the Time of the Thirteen Cities. This was an era of myth, magic, and miracles—a Golden Age of civilization, innovation, and prosperity where anything seemed possible. Alas, one-by-one, these great city-states fell into ruin and memory until now, only their legends remain.

## **THE GREAT CITIES OF AMALOR**

On the continent of Amalor, the three Great Cities of Aal, Vay, and Mor reigned supreme. The City of Aal was a mythical kingdom of master builders who artfully blended magic with science to create items, structures, and golems that defied logic, performed mundane tasks, and could even think and act on their own. It is said that this magic ultimately led to their undoing when these creations turned upon their masters, unleashing a wave of destruction that left the once-beautiful Kingdom of Aal a wasteland where only evil dwells.

The City of Mor was renowned for its mystics and sorcerers. It is said these men spent most of their lives in a trancelike state, exploring the

ancient mysteries of other planes of existence. This apathy towards the mortal world became their greatest weakness, as the forces of an evil warlord known as the Halfruk Lord descended on the Great City of Mor from the Ruklands to the north. The sorcerers of Mor called upon ancient magics to defend the city, but this dark sorcery proved to be their undoing, and the Great City of Mor became a twisted ruin, tainted by foul magics.

The City of Vay (pr. Vay or Vai) was built upon faith and just laws. It was the birthplace of the legendary hero Valen as well as the Church of Law and Order that was founded upon his death. According to legend, crime was almost unheard of in Vay, and a wealthy man could carry a sack of gold from one end of the city to the other in the darkest hours of the night without fear of being robbed.

Like its sister cities, however, Vay's star eventually darkened and fell. After the City of Aal became a wasteland and the City of Mor was brought down by magic and invaders, Vay, the last of the great city-states of Amalor, closed its gates to outsiders and sheathed itself in faith and piety. This insulation led to corruption, infighting, and an internal civil war that decimated the population. The Church of Law and Order eventually prevailed over the forces of evil, but by then the once-great City of Vay had become only a shadow of its former glory.

## **TIMELINE**

The Thirteen Cities existed during a mythical age whose records have been lost to time. All that remains are songs, legends, ruins, and ancient artifacts from this wondrous era. Historians insist that the Golden Age of the Great Cities reached its peak thousands, if not tens of thousands of years ago, and that many of the strange artifacts that turn up today are from civilizations that came before or followed after (and that not all of them were human).

However, the legends of the Great Cities are so ingrained in modern culture that the common folk speak as if they existed within the past few hundred years. The deeds of legendary heroes of that age (St. Valen, St. Poul, St. Raymont, etc.) are spoken of so casually that an outsider might think they were hearing heroic tales of

recent events. This is because Valinians are more interested in acts of courage and valor than the details of when such stories actually took place.

## THE DUKES OF DOLM

Countless years after the fall of the Thirteen Cities, during the time known as the Age of Might, the petty kings of western Herth sought to colonize and expand their power on the continent of Amalor. At this time, the City of Vay had long been in decline and the wildlands of Amalor were ripe for adventure, filled with lost ruins, savage monsters, and untold treasures. The people of Amalor were divided, and chafed under the rule of oppressive religious orders and ancient noble houses who reveled in family names and past glories.

Willhelm the Duke of Dolm, a vassal of King Herek of the Kingdom of Might, was one of many nobles sent to settle Amalor. His ships made port in the ruins of the ancient city of Vay where he met with the ragged emissaries of the

Church of Law and Order who still ruled there. It is said the priests looked into Willhelm's heart (some say his coffers) and declared him a blessing sent by the mighty St. Valen of Vay.

Duke Willhelm Dolm restored the ruins of Vay and the city was renamed Dolmvay in his honor. The Duke claimed the lands north of the Great Valnwall in the name of King Herek and quickly set about taming the countryside. His armies built roads and fortresses along the major rivers and pushed back the tribes of nonhumans that had flourished since the fall of the Great Cities.

An arranged marriage between the Duke and the Lady Morgan of the powerful noble house of mor Seronan helped cement his claim to rule. Other alliances were forged through marriages, favors, and threats, bringing the petty kings and ancient noble houses of Vay and Mor under King Herek's banner, and the people flourished.

The Church of Law and Order grew in power during this time and, with the Duke's support, its teachings began to spread to the lands across the sea, particularly the merchant kingdom of Guildeland where it has since become the official state-sponsored religion.

When King Herek was slain by the forces of Xanne during the War of Crows, Duke Willhelm was forced to swear fealty to the Immortal Zaer von Xanne and accommodate the Grand Emperor's demands. During this time, the Duke established strong ties with the noble houses and merchant families of Guildeland.

When the War of Hope erupted, the Duke secretly sent wealth, weapons, and supplies to help the Army of Hope break the Empire's hold on western Herth, forever establishing the Duchy of Valnwall as a champion of Law and Order.

## TODAY

Duke Willhelm has long since passed but, with the support of the Church and the people, the line of Dolmish lords has weathered several hundred years of wars, uprisings, and internal strife to remain in power as the rulers of Dolmvay and the Duchy of Valnwall. The current Duke is the young Robert val Dolm.



# DUCHY OF VALNWall

The Duchy of Valnwall began as a feudal society where the most wealthy and powerful nobles were given tracts of land to rule in the name of King Herek of the Kingdom of Might. In exchange, these nobles paid taxes and agreed to support the King (or his steward, the Duke) with troops and supplies when needed. Over time, church factions, influential guilds, and wealthy merchant families have risen in power until today, the divide between noble and commoner is not as severe as it once was.

In rural areas, the nobles tend to be more lenient and cordial with their subjects, and in many places, nobles and commoners often develop a mutual respect for one another. In some places, commoners may even be allowed to govern themselves through local councils or elected officials. In more urbanized areas, especially in the regions of eastern Valnwall, nobles tend to be more arrogant and hold themselves apart from the common man.

The Duke seldom interferes with the ruling of a nobleman's estate, and the Church of Law and Order is on hand to guide the nobles to rule justly. However, both the Duke and the Church have been known to step in (sometimes belatedly) when gross atrocities or injustices come to light.

## GOVERNMENT

The City of Dolmvay is the seat of ducal power. The Duke of Valnwall is technically a vassal of King Herek, however, no child of Herek's line is believed to have survived the War of Hope. This means the Duke is free to rule the Duchy of Valnwall as he sees fit, and some in fact have called for him to be crowned its king.

The Duke is closely advised by the Ducal Council—a combination of elected and appointed officials who advise the Duke on important matters, set policies, and handle daily procedures. Although the Duke has the final say in all matters of state, very few policies are made without the approval of the Church of Law and Order. The Duke is well aware that the Church has the support of the common folk, and it is the common folk who comprise the majority of his citizens.

## STANDARD

The Duchy of Valnwall's standard is the black silhouette of a crown above a stylized silhouette of the Great Valnwall. These silhouettes are outlined in gold and set upon a dark green background. The standard of the City of Dolmvay is a stylized D inside the silhouette of the Great Valnwall, flanked by three holy hilts of Law and Order. Each earl, baron, knight, noble house, merchant family, and guild also possesses their own identifying colors and symbols.

## RELIGION

The Church of Law and Order is the dominant religion throughout the Duchy of Valnwall. Its political arm constantly tries to influence policies and stamp out the worship of other gods, especially that of its opposition, the Church of Chaos and Destruction and the remnants of a savage nature religions known as the Druun.

## COMMERCE

The Duchy of Valnwall is a vibrant realm that sees trade from all over Amherth. The Xannen gold emperor, silver empire, and copper slave\* are the most commonly accepted forms of currency in Dolmvay. Antique coins from the ruined cities of Aal, Mor, and Vay are also found in circulation. Foreign coins are weighed for their value. In some cases, barter is also an acceptable method of trade. The Duchy of Valnwall does not currently mint its own coinage, although several guilds have petitioned the Duke to consider this matter.

\*see the *Chronicles of Amherth™* campaign setting for more information about these coins.

## LAWS AND PUNISHMENT

Whether by accident or design, adventurers sometimes end up on the wrong side of the law. Characters should be aware that the cities, towns, and villages of the Valnwall are not lawless dungeons where disputes can be settled with a bolt of lightning or the slash of a sword.

The Duchy of Valnwall is the birthplace of the Church of Law and Order and most of its citizens are honest, law-abiding men and women. However, crimes occur on a daily basis, for a variety of reasons.

Arrests may be made by authorized officials such as soldiers, constables, watchmen, and clergymen. In larger cities and towns, an alman from the Alman's Guild can arrange bail for a small fee. Almen may also be hired to present a case and/or arrange bribes (when applicable). Nobles, politicians, and other wealthy citizens and organizations (such as the Adventurer's Guild) may also use their clout and influence to obtain an early release from jail, although the criminal is still expected to attend trial.

Offenses include, in order of their severity, debt, guild evasion, disturbing the peace, damage to property, theft, fraud, unarmed assault, extortion, armed assault, assault on an official, insolence to a noble (rarely), murder, piracy, and treason.

Trials may be adjudicated by nobles (on their estates), high-ranking clergymen, or judges (in larger cities and towns). Punishments vary, but almost always lean heavily in the favor of the Church's teachings.

Typical punishments include fines (including restitution), indentured servitude, public incarceration, jail, and flogging (rarely). However, judges often incur additional punishments that "fit the crime" such as a pig thief being forced to slop the pigs each morning for an entire month. Public torture and execution are reserved for the most heinous crimes such as murder, piracy, and treason.

What follows is a basic list of crimes and punishments in Dolmvay.

Crime	Punishment
Debt	1d3 years indentured servitude or until debt is paid
Guild Evasion	1d6 x 100 gp fine and/or 1d6 years indentured servitude
Disturbing the Peace	1d6 gp fine and/or 1 day in jail and/or 1 day public incarceration
Damage to Property	1d6 x 5 gp fine and/or 1d6 days in jail and/or 1d3 days public incarceration
Theft or Fraud	1d6 x 10 gp fine and/or 1d6 days in jail and/or 1d6 days public incarceration
Assault (unarmed) or Extortion	1d6 gp fine and/or 1d6 days in jail and/or 1 day public incarceration
Assault (armed)	1d6 x 100 gp fine and/or 1d6 x 3 months in jail and/or 1d6 days public incarceration
Assault on a Watchman or Clergyman	1d6 x 20 gp fine and/or 1d6 x 5 days in jail and/or 1d6 x 5 days public incarceration
Insolence to a Noble	Public flogging



Murder or Piracy	Execution or public execution or public torture and execution
Treason	Public execution or public torture and execution

**Note:** Murder and assault charges do not include those that occur in self-defense. Fines and punishments may be doubled if the offender is also a member of a known gang or bandit company. Fines and punishments may be tripled if magic is involved in the commission of the crime.

## PUNISHMENTS

The following punishments may be imposed on criminals in the Duchy of Valnwall. The severity of punishments listed above are meant to be used as guidelines. Fines and jail time tend to increase incrementally with each offense, and may go well beyond the listed amounts.

### FINES

Fines are the most common form of punishment for crimes in the Duchy. Any fines for theft, fraud, damage to property, and debt take place after the victim has been paid back. Payment of fines is expected upon sentencing, although the judge may allow the offender to remain in jail for up to 1d3 weeks while he arranges payment. Those who cannot pay a fine or restitution are found guilty of debt.

### INDENTURED SERVITUDE

Human slavery is illegal in the Duchy of Valnwall. However, indentured servitude is an accepted method of paying off debts. Indentured servants may be put to work in city-owned mines, logging camps, crop fields, or aboard ships unless they demonstrate some other more useful skill (such as adventuring!).

### PUBLIC INCARCERATION

Public incarceration involves being caged or put in stocks in a public square (usually in the center of the town or neighborhood where the crime was committed). The criminal is then subject to being ridiculed, pelted with offal and

garbage, and suffering other forms of abuse from local law-abiding citizens.

### JAIL

Jail time is spent in the local jail or lord's dungeon, depending on the location of the crime, the severity of the offense, and the history of the offender. The judge usually counts time served waiting for trial as part of the sentence.

### FLOGGING

Flogging involves being tied to a public whipping post and suffering 2d20 lashes. No one in western Valnwall has been convicted of insolence to a noble in many years, and many believe such an outdated charge would only lead to civil unrest. Flogging in eastern Valnwall, however, is much more common. . .

### PUBLIC TORTURE AND EXECUTION

Although executions take place monthly in some of the larger towns and cities, public torture and execution by beheading are reserved for the most heinous criminals and crimes. Public executions are attended by people from all over. The more infamous the criminal, the more popular the event.

### TRIAL BY COMBAT

One holdover from the past is a noble's right to trial by combat. A noble convicted of piracy, murder, or treason may appoint a champion to defend his honor. The judge or other presiding official (such as a Lawlord or the Duke) selects a champion to represent the court.

These honor duels are typically fought to the death, although quarter may be given if asked (at great dishonor to the loser). Agents of the Church oversee these duels to ensure that no magic is used to sway the outcome. If the champion is defeated, the noble is considered guilty beyond all doubt. Not only is he sentenced to death by public torture and execution, but he forfeits all lands and titles to the crown, leaving his heirs and descendants penniless and disgraced.

# MILITARY

The Duchy of Valnwall boasts a well trained military. Military forces follow a chain of command, but works together with local earls, barons, and other nobles to keep the peace. Soldiers and sailors have the power to arrest human criminals and turn them over to local law enforcement for trial and punishment. Demihuman and nonhuman criminals, raiders, and pirates may be tried and punished immediately.

## THE KING'S ARMY

The Duchy of Valnwall maintains a large standing army called the King's Army, which is ostensibly loyal to the line of its founder, King Herek of the Kingdom of Might. Valinian foot soldiers are typically outfitted with helmets, leather armor, shields, spears, long swords, and daggers. Officers wear chain mail. Archer companies are outfitted with leather armor and heavy or light crossbows. Elite archer companies are equipped with the devastating Valinian longbow (+1 to-hit and +1 to damage), which is specially crafted from the wood of the great trees. Valinian knights wear plate mail and wield heavy lances.

**Soldier:** AL L; MV 120' (40'); AC 7 (leather armor + shield); F1; hp 6; #AT 1; Dmg 1d6+1 (spear + Str), 1d8+1 (long sword + Str), 1d4+1 (dagger + Str) or 1d6 (light crossbow) or 1d8+1 (Valinian long bow); S 13, D 10, C 10, I 9, W 10, Ch 10; SV F1; ML 8; XP 13; 1d4 cp.

**Sergeant:** AL L; MV 120' (40'); AC 4 (chain mail + shield); F2; hp 14; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 10, C 13, I 11, W 10, Ch 10; SV F2; ML 8; XP 38; 1d4 sp, 1d4 cp.

**Captain:** AL L; MV 120' (40'); AC 3 (chain mail + shield); F3; hp 18; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 13, C 13, I 11, W 11, Ch 12; SV F3; ML 8; XP 38; 1d6 sp, 1d6 cp.

## THE KING'S NAVY

The Valinian navy prefers modern sailing vessels with an emphasis on large, heavily armed frigates to patrol the Gulf of Valnwall and beyond. Naval officers carry long swords and

daggers. Common sailors carry daggers, but can be armed with long swords, shields, and crossbows from the ship's armory. Military ships are often manned by a company of marines who wear studded leather armor and carry shields, long swords, and daggers. The King's Navy is steeped in tradition and has a reputation of pride and excellence.

**Sailor:** treat as 0-level human with Dex 13, AC 8 (Dex) or 7 (shield + Dex), hp 3, dagger (Dmg 1d4) or long sword (Dmg 1d8) or light crossbow (Dmg 1d6), trinkets and charms (worth 1d4 cp total), and 1d4 cp.

**Captain:** AL L; MV 120' (40'); AC 8 (Dex) or 7 (shield + Dex); F2; hp 12; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 13, C 10, I 11, W 10, Ch 10; SV F2; ML 8; XP ; 1d6 sp, 1d4 cp.

**Marine:** AL L; MV 120' (40'); AC 5 (studded leather + shield + Dex); F3; hp 18; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 13, C 13, I 11, W 11, Ch 12; SV F3; ML 8; XP 95; 1d4 sp, 1d4 cp.

## THE SEAGUARD

The Seaguard is a militant order of sailor-priests dedicated to combating piracy in the Gulf. Clergymen of the Seaguard are known as Seaguardians. They are all Lawful spellcasting clerics of seafaring saints such as St. Brendan the Navigator, St. Tara the Sailor, St. James the Black, or other lesser saints.

At least one Seaguardian is assigned to all royal naval vessels and is responsible for the physical and spiritual well being of the sailors aboard. The Seaguard is based in the Cathedral of the Calming Waves which is located in a small cove near the Citadel of Lights.

**Seaguardian:** AL L; MV 120' (40'); AC 7 (leather armor + Dex); C3; hp 14; #AT 1; Dmg 1d6 (mace); S 10, D 13, C 12, I 12, W 13, Ch 12; SA spellcasting, Turn undead; SV C3; ML 9; XP 110; holy symbol of Law and Order (or patron saint), vial of holy water, 1d4 sp, 1d6 cp.

Spells: 1st: *cure light wounds*, *detect magic*;  
2nd: *hold person*.

# CALENDAR

The people of Valnwall use the standard Xannen calendar to keep track of time.

A year consists of twelve months—Janur, Febron, Marcus, Arbel, Mairi, Junae, Julae, Augrast, Septem, Octubrast, Novem, and Dechem—and each month has roughly 30 days.

A week consists of seven days—Modan, Todas, Wedna, Throde, Frida, Sadat, and Son's Day, which is considered a holy day of St. Valen.

## MAJOR FESTIVALS

Festivals are a common occurrence throughout the Duchy of Valnwall. In rural areas, festivals are a major occurrence and usually involve a gathering of nearby towns, villages, and homesteads. In larger cities such as Dolmvay and Uthersberg, small carnivals, religious celebrations, and neighborhood fairs seeming to take place every other week or so and are usually centered in or around the main marketplaces.

The following festivals were originally described in the Small Niche Games setting sourcebook *Guidebook to the City of Dolmvay* and are reprinted here for ease of use.

### THE FEAST OF ST. JOHANNA THE MAIDEN OF BATTLE

Johanna of Ethelstan was a legendary figure who lived hundreds of years ago. According to the story, she was a soldier's wife whose home was attacked by ruk raiders while her husband was away. Johanna defended her family for three nights and slew dozens of ruks before succumbing to her wounds. St. Johanna is prayed to for protection and is the Patron Saint

of Women and Children in Need. The festival begins on the first week in Febron and lasts for three nights.

### THE FEAST OF ST. VALEN

St. Valen of Vay was the founder of the modern incarnation of the Church of Law and Order. He was said to be a champion of justice and a hero to the weak and oppressed.

The Feast of St. Valen takes place on the first day of Marcus and lasts throughout the month. To honor St. Valen, the High Lawlord gives public services from the balcony of the Cathedral of St. Poul and the Duke of Valnwall and his retinue travel across the Duchy to personally hold court, hear cases, and dispense justice.

Trials for the most heinous crimes, such as treason, are held during the last week of Marcus. Children born during the month of Marcus are believed to be destined for greatness in the church. Valen is the Patron Saint of Truth, Justice, Law, and Order.

### KING'S DAY

This festival traditionally celebrates the birthday of King Herek of the fallen Kingdom of Might. It is a weeklong celebration that begins on the 19th day of Arbel and is marked by feasting, drinking, and merriment. The King's Day festival is famous for a daily melee, thrown weapon, and mounted combat tourney. All participants must wield some form of axe, which was the favored weapon of King Herek.

At the end of the week, the winner of the tourney is honored in a lavish ceremony. The tournament was once held at the Ducal Palace, but has grown so large that it now takes place in the Dolmvay Coliseum.

## THE FESTIVAL OF SPRING

The Festival of Spring takes place on the first day of Mairi and is a celebration of life and rebirth.

Single men dress in their finest clothing. They supply all food in order to demonstrate their ability to be good providers, and hopefully impress young women for the Festival of the Planting. Women travel into the fields and meadows to collect wildflowers which are worn on clothes or hung as decorations. Friends and relatives give children small gifts and other tokens.

Betrothal announcements are common during the Festival of Spring and homage is paid to St. Mari of Galask, the Patron Saint of Hearth and Home. A child born during this festival is considered a good omen who is destined to bring honor to the family name.

## THE FESTIVAL OF THE PLANTING

This festival is held in hopes of a good harvest and takes place after all the crops have been sown, usually near the beginning of summer in the month of Junae. The celebration involves much dancing, singing, and flirting. Homage is paid to St. Leandra the Lady of Blossoms, the Patron Saint of Life and Fertility. Although the church frowns on overt acts of affection, promiscuity among married couples is encouraged which is why many children are born months later during the Feast of St. Valen.

## FESTIVAL OF ST. MESCHIL

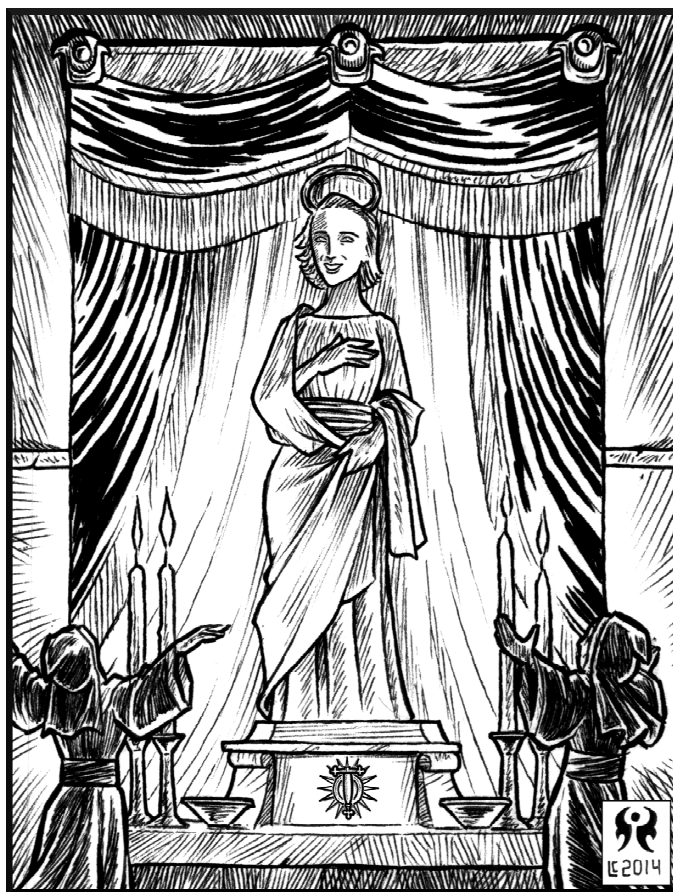
The Festival of St. Meschil takes place on the last three days of Junae. It is a harmonious festival of rebirth that involves singing, dancing, and games of mental skill (such as castles). Those suffering from mental illnesses and mind-affecting spells come from all over to attend these festivals and pray to be healed by the Church of Law and Order. The clergymen select one person by lottery to be healed in this manner. The festival is most famous for the nightly Dance of the Visionarres, which is said to heal the mind and bring peace to troubled souls.

## THE FEAST OF ST. POUL OF THE SHIELD

According to legends, Poul was a murderer and a brigand who was captured by St. Valen and given a chance to renounce his evil ways and follow the path of Law and Order. Poul became one of the church's most devout and effective holy warriors and Valen's right-hand man.

The story of St. Poul is used to teach worshipers that even the most vile being can be brought back into the Light. The Feast of St. Poul of the Shield is a weeklong event that begins on the 1st day of Julae. During this time, criminals and outlaws are allowed to petition the church—all charges and hostilities against them may be dropped in exchange for loyal service as an acolyte. The penalty for future disloyalty is torture and death.

St. Poul is the Patron Saint of Warriors, especially Lawful fighters, city guardsmen, and reformed criminals.





## LIBERATION DAY

This festival is mainly celebrated in Dolmvay. It takes place in the middle of summer, during the second week of Julae, marking the Army of Hope's victory over the Empire of Xanne. It is a merry celebration of nationalism and pride where flags and standards bearing the Duchy of Valnwall and Republic of Westport banners are flown, carried, or sewn onto clothes.

It is a day of great feasting, drinking, and gift giving. White armbands and headbands are worn as a symbol of hope and freedom. On this day, soldiers eat and drink for free and many are invited to attend extravagant parties thrown by the wealthy. At midnight, scarecrows representing the Immortal Emperor Zaer von Xanne are burned in effigy.

## FESTIVAL OF ST. ALEENA

The festival of St. Aleena is a glorious week-long event that begins in the third week of Augrast. The festival is marked by a huge public tournament between guild-licensed adventuring companies. The tournament takes place in the Dolmvay coliseum and involves individual class-oriented duels and challenges as well as competitions between entire adventuring companies.

The festival is hosted by the Dolmvay Adventurer's Guild. The contestants are broken up into ranges of skill levels: Journeyman (1st-3rd), Master (3rd-5th), Heroic (5th-7th), and Epic (7th+), and perform in front of a crowd of thousands. Prizes are awarded to victorious adventurers and their companies, however, most adventurers are just happy to receive the title of Champion of St. Aleena.

The tournament is free to attend and a simple meal of bread and watered down wine is provided to spectators. (Vendors may apply for permits to sell concessions, toys, and other items in the stands or coliseum arcades.) The results of these contests, the more ostentatious adventurers, and the greatest feats of strength and skill are discussed and argued for weeks, months, and even years later.

## THE FESTIVAL OF THE HARVEST

This festival celebrates a fruitful harvest and the hope of a mild winter. It takes place after all

the crops have been reaped from the fields, usually near the beginning of autumn in the first week of Septem. The festival is marked by lavish feasts, drunkenness, and eating contests in honor of St. Ronnad of the Flagon.

## THE FEAST OF ST. GARAN

The Feast of St. Garan is an annual, five-day event commemorating Sir Tormic Garan's victory over the evil lords who once ruled much of the surrounding lands. The festival ends in the month of Octubrast on the night of the Blood Moon, also known as the Hunter's Moon, which marks the first full moon after the fall harvest. St. Garan is the Patron Saint of Warriors.

The Feast of St. Garan is fully detailed in the Small Niche Games adventure *Blood Moon Rising*.

## ANCESTOR NIGHT

Ancestor Night is a celebration of those who have passed on. It takes place during autumn on the last day of Octubrast. Those who partake in this festival believe their deceased ancestors spend the night peeking in on their descendants. On this night, the citizens wear masks to show their loved ones how they fare—painted smiles or colorful masks show they are doing well while painted frowns and grim masks indicate they are not.

It is hoped that the ancestors will either see their good fortune and be at peace or see their unhappiness and help change their lives for the better. The elderly are given small gifts, favorite foods, and small tokens in the hopes that they will look favorably upon their families after they die. The recipients usually share the sweeter foods with their children and grandchildren, making Ancestor Night a highly anticipated event among the young. Homage is paid to St. Waldon the Patron Saint of the Peaceful Death.

## THE NIGHT OF BLOOD

The Night of Blood is celebrated on the first night of the "blood month" of Novem. Animals are slaughtered so that the meat may be salted, smoked, and cured for the long winter. High profile public executions are traditionally carried out on the Night of Blood. Homage is paid to St. Harald the Patron Saint of Plenty.

## **THE FEAST OF ST. LUCILLA THE KIND**

This one-night celebration in Novem is held to help the poor and downtrodden. During the week leading up to the festival, citizens leave gifts of food, clothing, and even coins in front of their doors. On the night of the festival, citizens gather with family and friends while Church missionaries feed the poor. St. Lucilla the Kind is the Patron Saint of the Poor, Sick, and Needy.

## **YULE**

Yule is a week-long festival held in the month of Dechem during the nights of the full moon, celebrating the end of the year and the midpoint of winter. Goodwill is promoted in the hopes that it carries over into the new year. Gifts are exchanged among loved ones and neighbors. Gifts of food and drink are also left out at night for a mythical character known as Sainted Klaus who is said to be the Patron Saint of Winter Joy. In the wilds beyond the city walls, folk tend to stay indoors at night as strange happenings are said to occur during Yuletide.

# **NEW FESTIVALS**

The following new festivals can be incorporated into any Valnwall campaign.

## **WALLWARD NIGHT**

This holy night is dedicated to St. Timmelt the Guardian and takes place on the night of the first new moon of the year. It is practiced mainly by Wallwarders and those who dwell close to the Great Valnwall. It is marked by a night of feasting and drinking where revelers wear blindfolds and stage mock duels with wooden weapons in honor of the saint. It is considered unlucky to light a fire after dark. Adventuring companies seeking successful adventures in the Great Valnwall often make lavish offerings to St. Timmelt on Wallward Night.

## **CELEBRATION OF ST. PALL**

According to legends, Pall the Axeman was a treecutter who took up adventuring after his family was killed by faerie folk. Pall led several

raids against the elves of western Valnwall, ultimately driving them off by setting fire to their forest homes and the Church eventually recognized St. Pall the Axeman as the Patron Saint of Civilization.

The festival takes place on the first day of spring. On this day, the faithful are expected to have no dealings of any kinds with elves and half-elves. In honor of the saint, a random tree is cut down and left to rot. Priests of St. Pall frequently travel along the frontier, protecting civilized folk from the depredations of elves and other faeries.

## **FESTIVAL OF THE BLACK SAILS**

The Festival of Black Sails is a three-day festival held in early Arbel in honor of St. James the Black. The festival is centered around the dock area, where the captains of moored vessels allow citizens to engage in revelry aboard the top decks of their ships. In honor of St. James, former pirates who have not engaged in piracy for a period of at least three years may receive a full pardon if they agree to join the Order of St. James.

The Festival of the Black Sails is the only time Valinians are encouraged to wave tattered black flags emblazoned with the skull-and-crossbones. In recent years, some citizens have begun to celebrate by dressing up as James the Black and other infamous pirates, but this practice is frowned upon by local clergymen, soldiers, and town guards.

## **MULBERRY SAINT'S DAY**

This annual event takes place in mid-Junae and celebrates the victory of the holy knight Sir William of Mulberry over a fiery monster known as the Hell Beast. In the leadup to the festival, adventurers are hired to capture brulk bulls (see **New Fauna**, pg. 102), hellhounds, and other fiery beasts. These monsters are then drowned in the nearest body of water after a tournament that draws knights and pilgrims from the surrounding area. Sir William of Mulberry is the Patron Saint of Victory over Monsters.

## **FEAST OF ST. JOHAN**

This feast begins the week before the Winter Solstice in Dechem. The faithful light huge

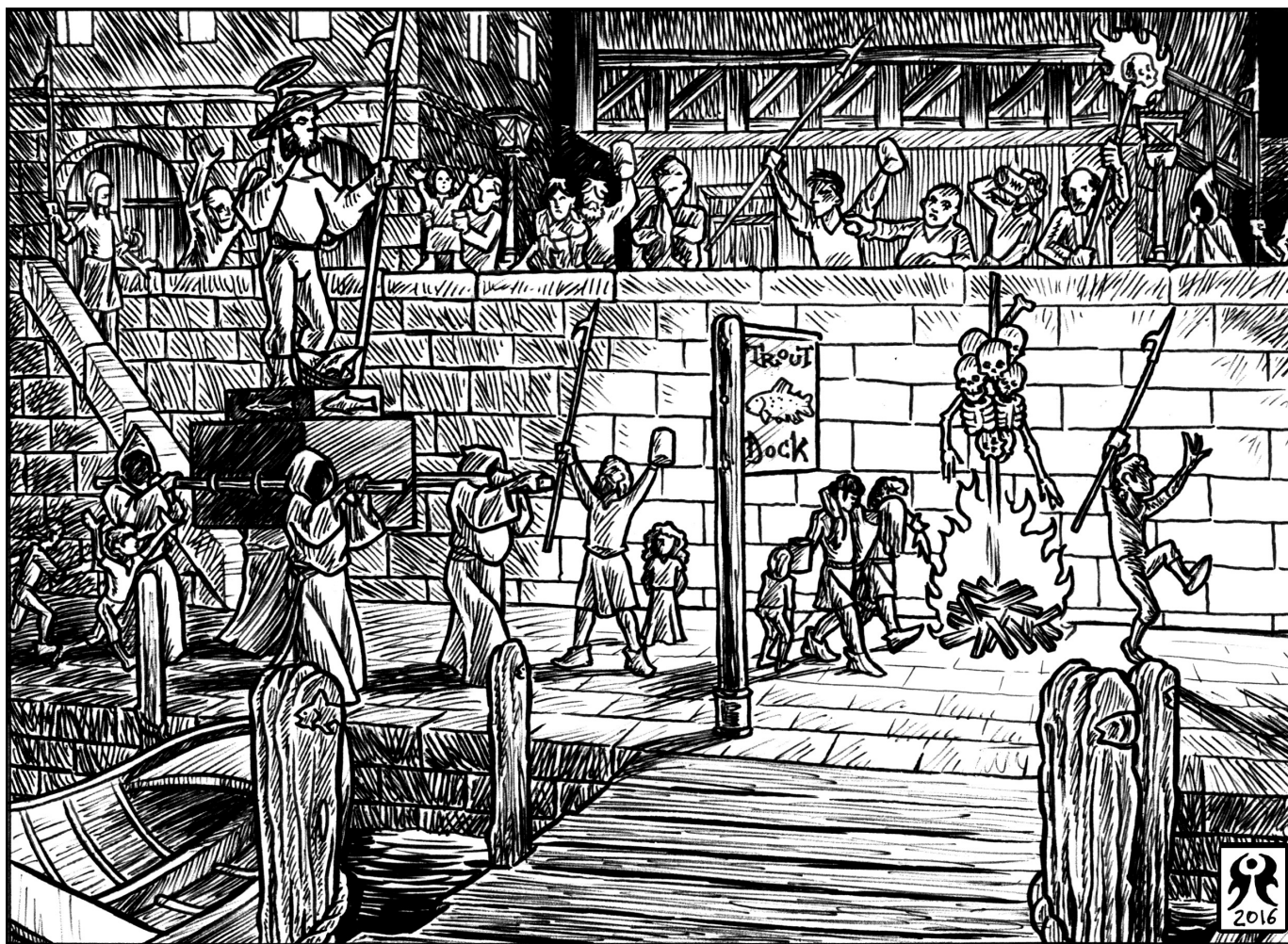
bonfires at dusk as a reminder of the sun's light and warmth which will soon be leaving. Fresh fish is served to honor the saint's life as a fisherman, along with the last fruits and vegetables harvested in spring. Thick black beer, said to be the saint's favorite, is also served.

On the last night of the festival, the faithful gather around the bonfire and tell stories of St. Johan's battles against the undead. In the morning, charred logs and ash are recovered from the bonfire to be placed in hearths for luck. In recent years, the Feast of St. Johan has also become a favorite marriage date to symbolize a couple's undying love for one another.

## HEARTHNIGHT

Hearthnight is celebrated in Dechem on the first night of winter. It is considered the holiest day of St. Callor, a holy man who died from a strange fever and then rose from the dead to spread the glory of Law and Order in the lands far to the north. On Hearthnight, family and friends gather around the fireplace and drink toasts to ancestors who have passed from sickness or disease. Those who are ill make lavish offerings to St. Callor in the hopes of recovery and/or an ease to their suffering.

**Note:** See the vampire Wukrael Qalor in the Small Niche Games sourcebook *Ghoul Keep and the Ghoulish Lands*.



# PEOPLE OF THE VALNWALL

The people of the Duchy of Valnwall, or Valinians as they are called, are an odd mixture of old and new. The foundation of their culture began ages ago during the Time of the Thirteen Cities and was influenced much later by settlers from the Kingdom of Might.

In the western part of the Duchy, Xannen imperial influence and more recent trade with Guildeland, Tyr, and the other free nations has left its mark until only the city-state of Westport boasts a more diverse population. The more isolated eastern regions, however, are dominated by nobles who can trace their lineage back to the Great City of Mor. These nobles tend to be haughtier towards outsiders and more resistant to new ideas and change.

## SOCIAL CLASSES

The citizens of the Duchy are divided into two main social classes—noble and commoner. Commoners are further divided by wealth and profession into three subclasses—merchant, craftsman/tradesman, and laborer. Two other subclasses exist that transcend the normal social hierarchy—clergymen and adventurer.

The nobles own family lands and lay claim to hereditary titles. They usually occupy large manor homes inside cities or towns while maintaining large estates throughout the Duchy of Valnwall. The nobles once held an enormous amount of power over the lives of the common folk, but this has changed in recent times. Many nobles still (publicly or privately) express disdain for those who are not of noble birth.

The commoners make up the bulk of the Duchy's population. They practice a wide range of trades and professions (cooks, watchmen, farmers, craftsmen, scholars, woodsmen, military, etc.) and their lifestyle is dependent on individual wealth and status. The most influential commoners are either members of the wealthy merchant families, high-ranking guild members, or local politicians, while the least influential are common apprentices and laborers.

It should be noted that clergymen and adventurers are afforded an honorable status that usually transcends the normal social classes. This status rises and falls based upon their deeds and popularity.

## ALIGNMENT

The citizens of the Duchy of Valnwall are overwhelmingly Lawful in alignment. This does not mean they are overwhelmingly "good". This just means that most citizens tend to abide by local laws and live stable, orderly lives.

Neutral-aligned citizens tend to be more common among the very rich and the very poor. These citizens tend to be more self-serving and only obey laws and customs that do not inconvenience their daily lives.

Chaotic-aligned citizens are uncommon, but are present throughout the Duchy. These tend to be criminals, bandits, and other malcontents, who prey upon those weaker than themselves and twist the law to their advantage.



## DAILY LIFE

The Duchy of Valnwall is the birthplace of the Church of Law and Order and its citizens feel secure within its borders. Although the untamed wilderness can be dangerous, the Duke, the Church, and its citizens combine to make life difficult for bandits and raiders, and the people expect to feel safe and protected in their homes and along the major trade routes.

Valinians tend to observe traditional gender roles, with men being the primary providers and wage earners and women being the primary homemakers. Husbands and wives work together to raise and educate their children. Children are expected to follow in their parents' footsteps.

These roles are established norms dictated by society and the Church, but they are not all inclusive—men and women sometimes assume non-traditional roles, professions, and even relationships, to varying degrees of acceptance.

The common Valinian man spends most of his time working and providing for his family and home. He often specializes in a trade such as farming, cobbling, hunting, baking, smithing, sewing, or butchering. Those living in rural areas often must tend the fields and/or hunt to provide for their families.

In larger cities, if a man does not own his own shop, he may be forced to work in a guildworks factory. Common men usually aspire to become local politicians, high-ranking guild members, or form their own merchant families. Otherwise, they are unlikely to reach a position of power or authority outside of becoming an adventurer or rising in the Church of Law and Order.

Common women also spend much of their time working. Taking care of children is their top priority, however, women also practice trades such as sewing, butchering, weaving, midwifery, healing, and baking. In rural areas, gardens must also be cultivated and livestock tended. Women living in larger cities often have more opportunities than their rural counterparts and are allowed to own property and operate businesses.

Most commoners prefer large families. Children are another mouth to feed, but they eventually grow up to become helping hands. Children are taught to be respectful of authority, particularly the authority of the Church of Law and Order. Church services are attended by the entire family on Son's Day at the end of the work week. Homage is also paid daily to the various saints of Law and Order. For example, a huntsman may pray to St. Clarissa the Wild before a hunt while a new father may pray for guidance from St. Pater of Willhelmsberg.

The daily life of a Valinian noble is much different from that of a commoner. Nobles are expected to be very active in the Church of Law and Order, attending morning services each day, praying before every meal, and tithing generously. Nobles also pay homage to the various saints.

Noblemen spend much of their mornings in weapons practice, figuring taxes, attending court, and hearing complaints from their servants and subjects (if any). Afternoons are spent in leisure activities such as hunting, hawking, poetry, or the arts, where the noblemen can discuss politics amongst themselves and engage in private intrigues.

Noblewomen spend much of their day in the gardens, weaving or listening to music and poetry. A wealthy noblewoman might go on an afternoon picnic or shopping spree with an entourage of guards and supporters. In larger cities, younger noblewomen tend to gather in court to exchange gossip, catch the eye of some young knight or courtier, or engage in courtly intrigue.

The children of a noble house can expect all manner of comforts at home. They are trained in courtly arts from a young age and are allowed to pursue their own interests and hobbies. Arranged marriages are common, and some children are even betrothed at birth. Noble children are expected to be active in church activities (choirs, youth groups, junior acolytes, etc.). In this way, they mix with the common folk and hopefully learn a bit of humility.

An evening meal at a noble's manor is usually an elaborate affair, supplemented by

entertainment such as music, dancing, jugglers, acrobats, jesters, or animal shows.

## APPEARANCE

The typical Valinian male stands about five feet nine inches tall and weighs approximately one-hundred sixty-five pounds. Women average five feet six inches tall and weigh approximately one hundred pounds. Commoners tend to be lean and fit from hard work. Nobles and clergymen lead more sedentary lives and tend to be taller and heavier on average. Hair color and overall complexion come in various shades, but tends to be lighter in people from the western regions of Valnwall and darker in those from the east. Red hair is extremely uncommon.

## OPTIONAL RULE: BLOODLINES

Three distinct human bloodlines are native to the Duchy of Valnwall—the Aali, the Vannon, and the Morrhil. These bloodlines all stem from the Camburr branch of the Ancian (Ancient) race. The Labyrinth Lord is free to ignore the concept of bloodlines if it does not suit his campaign.

### AALI

The Aali were master builders who once ruled the Great City of Aal. Their appearance was marked by manes of thick white hair, white (almost bluish) skin, slender features, and extremely pale blue eyes. Their descendants only rarely manifest these traits, and those who do are often viewed with suspicion as legends say they are cursed with the blood of the morlock. A PC with Aali blood may choose one of the following bonuses at 1st level. This bonus may be used once per day:

- +1 bonus to Intelligence checks
- +1 bonus to locating secret or concealed doors
- +10% to one thief skill (thieves only)

### VANNON

The Vannon were the proud citizens of the Great City of Vay, most known for their piety and faith, fair hair and skin, and eyes of vibrant green or blue. Men grew long, drooping mustaches, but seldom grew beards; women never cut their hair and often wore it in elaborate braids. Overall, the Vannon tended to be taller, stronger, and more attractive than the other native bloodlines. A PC with Vannon blood may choose one of the following bonuses at 1st level. This bonus may be used once per day:

+1 bonus to Strength checks

+1 bonus to Reaction Rolls

cast one extra 1st-level cleric spell per day (clerics only)

### MORRHIL

The Morrhil people once dwelt in the Great City of Mor. They were a proud, arrogant race who forsook the physical world in their quest to uncover the secrets of ancient magic. Dark hair and eyes and angular features were common, with black hair or eyes being a sign of strength and power. Men shaved their upper lips, but grew thick beards that were squared off or waxed into points; women shaved their heads except for a single scalp lock of hair that grew from the crown of the head and was never cut. A PC with Morrhil blood may choose one of the following bonuses at 1st level. This bonus may be used once per day:

+1 bonus to Intelligence checks

+1 bonus to saving throws vs. spells

cast one extra 1st-level magic-user spell per day (magic-users only)

## DRESS

In the Duchy of Valnwall, clothing ranges from simple to elaborate, depending upon one's wealth and status. Shades of white, black, brown, and green are most common, however, most folk like to add a splash of brighter colors to their wardrobes. Nobles in particular occasionally adopt ancient or foreign styles of dress to make themselves stand out, creating a

riot of color and fashion in busy marketplaces, religious festivals, and royal tournaments.

Most common men wear loose linen or wool tunics over wool pants. Tunics typically belt at the waist and fall to the mid thigh. Noblemen prefer wool leggings instead of pants and wear tunics spun from silk and other quality cloths. Vests and jackets are common among both classes, and cloaks are worn in cold weather.

For parties and ceremonies, noblemen wear robes or tunics that fall to the ground. Leather shoes are worn by most common city dwellers—pointed for nobles and flat or slightly rounded for commoners. In rural areas, men prefer sturdy boots over shoes.

Common women usually wear long tunics that belt at the waist and fall to the ground. Noblewomen prefer sleeved dresses made of quality cloth that can be simple or elaborate, depending on the occasion. Tights are worn under tunics as women wearing pants is severely frowned upon by the Church of Law and Order. Most women wear several layers of clothing if they can afford to.

Hats and head coverings are common among men and women, particularly in the colder months. Common men wear leather or fur caps, sometimes with stirrups on the sides. Noblemen prefer more extravagant, wide-brimmed hats decorated with gold and silver lace trimming and plumes in the Guildeland style.

Common women often pull their hair back into a ponytail or bun for function and wear scarves to cover their heads. They are allowed to wear braids only on holy days or during festivals. Noblewomen weave their hair into elaborate braids and sometimes wear tall fancy hats decorated with streamers.

Adventurers have no restrictions on hairstyles or style of dress.

## ARMS AND ARMOR

The full range of weapons and armor are available throughout the Duchy, however, its citizens do not normally go around dressed for battle. In cities and towns, common folk carry a dagger, quarterstaff, or walking stick (club).

In rural areas, especially along the frontier, commoners often carry hand axes, short bows, and daggers, as every hand might be needed to fend off ruk raiders or marauding beasts.

City nobles usually carry a dagger and long sword, although the light rapier of Guildeland (+1 to-hit, 1d8-1 Dmg) has become more en vogue. Nobles may don armor for tournaments or when traveling abroad, however, they rarely go anywhere without an entourage of bodyguards to fight for them.

Adventurers are expected to dress the part, and many choose to walk the streets of even the largest cities in polished arms and armor.

## RUMORS AND GOSSIP

The Duchy of Valnwall is a vibrant realm full of thousands upon thousands of people from all over Amherth. In this day and age, news travels primarily by word of mouth. As most commoners seldom leave their own town or village, rumors and gossip are extremely important to the average citizen.

Those traveling throughout the Duchy (particularly adventurers) are frequently stopped and asked what news they might have heard. Whether the news involves the Duchy itself or happenings overseas makes no difference. Unless the characters are in a hurry, it is generally considered courteous to stop and chat on occasion.

Rumors and gossip can be utilized by the Labyrinth Lord to help spread useful information, however, in many cases, they are simply a way for folk to pass the time. Rumors and gossip serve an important role in the average citizen's life—entertainment.

Without gossip, the village council might never learn of the band of thieves in the area posing as an acting troupe. The frontier farmer might never hear of the wondrous treasures being brought back from the jungle kingdoms of Mujabi. The barmaid in Dolmvay might never know of the dragon attack that devastated the farms near Peake's Crossing.

In some cases, friendly gossip is considered almost as good as coin. People are more willing to divulge information or otherwise help out someone who brings them interesting news. Some taverns offer free ale to travelers (adventurers, sailors, caravan guards, etc.) because of the business their gossip brings. Gossip is also a good way for merchants and shopkeepers to strike up a conversation with potential buyers.

Characters whose rumors often prove true can usually expect a bonus of +1 or higher to local Reaction Rolls, while those who spout outlandish tales or false rumors can expect to receive penalties of -1 to -3.

Once the characters make a name for themselves as adventurers, it won't be long before they become the subject of various rumors and gossip. Most people try to be as accurate as they can when relaying rumors that involve adventurers (with a few minor embellishments). However, the characters might occasionally hear their own deeds attributed to others, or vice versa.

Characters should be aware that rumors are unreliable by nature. When passed along, they tend to change either to reflect what the speaker knows and understands or to further his own agenda.

For example, a rumor might begin as a sailor's account of a savage attack by Jameston pirates in the Gulf of Valnwall. A merchant who hears the story might decide to bolster his reputation by claiming that he and his crew intervened to save the day. While a nobleman who hears this might start a rumor that the pirates were bought and paid for by one of his archrivals. In all of the stories, the fact that a pirate attack occurred is true—only the details are suspect.

Whenever possible, the Labyrinth Lord should try to incorporate rumors into actual conversations. This sort of dialogue not only adds flavor to a campaign, but also helps portray the Duchy as a place that is full of real people.

For example, if the Labyrinth Lord plans to send the characters into a ruined wizard's tower and wants to set up the encounter, try not to just say something like: "The barkeep tells you

there's an abandoned tower to the west that may hold treasure."

Instead, have the barkeep stop wiping his mugs with a greasy rag and say:

"You look like a brave and competent lot, so I'll pass on something I've been keeping to myself for the better part of a year. I was an adventurer once, a warrior tried and true. One day, me and my company came upon a ruined tower and decided to explore it. That was a mistake. We didn't get far before things got bad. Left two good friends in that tower, torn apart by some winged monster that was all teeth and claws. Beast like that's got to be guarding some serious treasure. You can bet on it. Order up a round and I'll tell you what else I know. And maybe we can come to some kind of arrangement. . ."

## RUMOR TABLE

The following rumors are currently floating around the Duchy of Valnwall. (T) means the rumor is True. (F) means the rumor is False. (L) means the rumor is left to the Labyrinth Lord's discretion.

1. A caravan traveling from Dolmvey to Irrlendum was attacked by bandits on the Twofold Road. They were saved only because a band of ruks came to their aid. No one knows why. (L)

2. A flight of seven dragons calling themselves the Talons of Tegrain have taken over part of the Shattered Isles and are planning to attack the Duchy of Valnwall. (L)

3. A man came out of the Cursed Marsh with large boils on his skin. When the priests lanced the boils, huge worms slithered out and slipped into the sewers. Now everyone is afraid to drink the water. (L)

4. A ruk war chieftain named Hindolg the Clawfist is raiding the Pass of Trolls in the Three Kings of Old mountain range. They say he's united several tribes under his Guttred Pig banner and is planning raids in Solene. (L)

5. A series of giant whirlpools are appearing and disappearing throughout the Gulf. Some think they are caused by magic gone awry,



while others believe some unknown monster or monsters are stirring beneath the sea. (L)

6. A team of assassins known as the Bone Dogs attempted to kill the Lady Solene, but were driven off by a Vanhurr war party. They say the Lady is looking to hire adventurers to investigate the incident. (L)

7. An adventuring company called the Wildland Rangers has been hunting the elves and faeries of the Alpine Forest. The Wood Elves have placed a bounty on their heads. (L)

8. An adventuring company known as the Pride of the East has recently returned from the ruins of the Great City of Mor with a circlet said to be the Great Crown of Mor. According to legends, whoever wears the crown can harness the power of the Great Valnwall and unlock the secrets of the Ancients. (L)

9. An enormous red dragon lives in the Mountains of Shadow to the east. Some call him Deathfire and say he cannot be killed. I saw him once, many years ago, circling the elven forests of Willow Valley, right before the Great Fire of the North Woods. (T)

10. Baron Cordell is building a huge wall around his holdings in Lockeland, causing major issues with travel and trade. The Earl of Lockeland is said to be none too pleased. (L)

11. Baron Pinewell of Thurmany is a madman. They say he believes demons lurk among us and has begun torturing his own people to expose them. (L)

12. Being a Wallwarder is a calling more than a profession. They are a strange lot who prefer to spend their lives in the shadow of the Great Wall. (T)

13. Black Choke slavers raided a village in northern Calwell last month. Killed the men and took the women and children to the Ghoull Lands in the north. Something needs to be done about them. (L)

14. Civil war is nigh. Duke Robert and Earl Thurman had a recent falling out that nearly came to blows. Thurman has sided with Bastard Uncle Dolm and the two are planning to lay siege to the City of Dolmvay until the Duke surrenders. (F)

15. Dwarves from Gundamark have overrun the estate of Lord Arless mor Entrellon. The raiders stole a suit of mail that they claim belonged to one of their former kings. The Earl of Calwell is said to be furious. (L)

16. Elvish pirates are attacking ships on the Lamirtaan. (L)

17. Ever heard of Gilly the Thief? Watch out for him. He's a crafty one, and a lot tougher than he looks. (T)

18. Fenrik Hammerhand is the leader of a band of dwarven mercenaries and thieves known as the Red Hillox. They'll fight for anyone if the price is right. (F)

19. We all know which Valinian city is the greatest. Foreigners travel to Dolmvay from all over Amherth. Very few visit Uthersberg. (T)

20. Giuseppe Bertoli is a good and honest businessman. He's never harmed another in his life. (F)

21. Hammerhand is his name. He's a bitter one, comes all the way from the mountains in Lockeland and has no love for the civilized realms of men. I'd keep an eye on him, if I were you. (T)

22. How many good men have to die defending the Pass of the Dead? I hear the Duke and the Church are planning to invade the Ghoull Lands and destroy the Ghoull King once and for all. (L)

23. I don't trust those gnomes Twimbly Longfellow and Jeric Winterhaven. I heard they were planning to steal an ancient treasure from the Valenon Vault. (F)

24. I heard that three monks of St. Garan battered a priest of St. Mikael and since then, both factions have been preparing for open war. (L)

25. I heard that Worfex Valmin is a good guide. No matter how deep in the wilderness you go, he can always find his way to the nearest alehouse. (T)

26. I saw an elf riding a griffon once, while I was serving with the King's Army. It was quite unnatural. I'm sure he was spying on us to see where we were marching to. (L)

27. I saw Gilly the Thief stealing apples from a vendor in the Dolmvay Market. (F) Just goes to show you that you can say you're an adventurer, but once a thief, always a thief.

28. I saw that cleric Prestor the Lawbringer in Whiteoak Square. They say he's one of those that stopped the killing after that harlot was murdered. (T)

29. I was a woodcutter by trade when I was young, logging the Kingswood east of Dolmvay. One night, something large attacked our camp and I barely escaped with my life. It was a tree, I tell you, a tree that moved. And it was angry. I quit logging for good after that. (T)

30. I was having an ale at the Drunken Lynx when that elf Ehleanor Cauchemarr walked in and started screaming at the other patrons. What scares me most is that they say she's a wizard. (T)

31. Jameston is a haven for smugglers and pirates. The pirates don't care much for adventurers, so watch your back. (T)

32. Jeric Winterhaven is a devilish gnome if I ever saw one. They say he comes from nobility, but you can't tell it by the way he smiles and jokes. (T)

33. Katja the Cursed is what they call her. They say she turns into a wyvern when the moon is full. (F)

34. Khor Rukmallet is a spy for Gundamark. He's gotten on the Duke's good side only to plot the way for a dwarvish invasion. (F)

35. They call him Rukmallet. His name strikes fear into ruks all across the Valnwall. I heard they had even placed a bounty of a sorts on his beard. (T)

36. Legends say that a powerful ruk will arise one day to unite the tribes of the Ruklands. (T) I hope I'm not alive to see that.

37. Mark my words, the Fenrisian Brotherhood killed those miners in the Mountains of Time. (L)

38. My brother died fighting ruks with the King's Army during the Battle of the Pierced Helm. They say the Dead Ruk Hills where the battle took place is still haunted by the ghosts of ruks and men alike. (T)

39. My brother is a captain aboard the merchant vessel *Gray Dawn*. Last week he saw a group of men strip naked and disappear into the sea. He and his crew quickly plugged their ears to keep from hearing whatever siren's call lured them to their doom. (L)

40. My grandfather was a fisherman from Dacine. He used to speak of an ancient kingdom of fishfolk that lies beneath the waves of the Gulf of Valnwall. (T)

41. One night when I was adventuring with the Long Knives of Nahm, we saw a wolf who walked like a man roaming the wilderness of Lockeland. The party priest banished the monster into the hills, and in the morning, no trace of the creature could be found. (L)

42. Prestor the Lawbringer is a coward who likes to hide behind the authority of the Church. (F) He better hope me and the rest of the Hounds don't come looking for him.

43. Sir Gilmer of Thurmany has challenged Sir Folkirk of Dolmvay to a duel. They say the two are both vying for the hand of the wealthy widow Lady Draves. (L)

44. Sir Kethburn of Lockeland requires all of his subjects to be armed and trained for war. Many of his peers believe this is unnecessary and dangerous. (L)

45. Stay away from the woman they call Katja the Cursed. I heard she is being stalked by a demon that only fears those two dogs that protect her. (F)

46. That Gavrielle Capernun used to run with a thief named Arcais. I heard that after a big theft, she killed him and stole his share. (F) Never trust an elf and never turn your back on a half-elf, that's what I always say.

47. That gnomish fellow, Twimbly Longfellow, played a song on his mandolin the other night that brought a tear to my eye. (T)

48. Thee woman known as Katja Valters is the sister of the cripple they call "The Mountain Lion". I say that with no disrespect—that man is goodhearted as the High Lawlord, but dangerous as Jessical's Own. (T)

49. That storm that passed through the Gulf the other night sunk many a ship. They say dead men are clambering onto the shores up

and down the coast. I sense a greater evil afoot. (L)

50. The ancient Druun are on the move. They've rallied the elves and faeries of the forests and are planning to drive the line of Dolm from the Valnwall forever. (L)

51. The Bastard Uncle of Dolm plots against the Duke. Even now, he musters an army and spreads the seed of revolt. (T)

52. The Bay of One Thousand Falls is a magical place of the ancient Druun. It is said the waters contain healing properties on the night of the full moon. (F)

53. The Church of Law and Order has less influence in the lands of eastern Valnwall. (T)

54. The Citadel of Lights can be seen for miles. It guides sailors safely through the Gates of Valnwall, but all vessels are subject to be stopped and searched by the King's Navy. (T)

55. The City of Irrlendom is full of elf-lovers. (T)

56. The dwarves of Gundamark are at war with the Wood Elves of eastern Valnwall. (F) They say it started over a shipment of gold that the elves stole. It'll only be a matter of time before the Duchy gets involved.

57. The elf lady Ehleanor Cauchemarr is an evil faerie witch. She killed my brother's friend's cat to use in some dark ritual. (F) I've reported her to the Church.

58. The elves of the Holtu Vanhurr have grown weary of fighting the horrors of Aal. They are planning to take over the Duchy so they can move their people to safety. (F)

59. The Festival of St. William of Mulberry takes place next month. They say the saint bestows blessings on those who make the correct offerings. (L)

60. You'll go blind if you gaze at the Dacine Watchfire for too long. (F)

61. The gnome clans of western Valnwall like to poison their enemies, especially humans. (F) Never eat anything they take the time to prepare.

62. The gnome Worfex Valmin poses as a guide. In reality, he leads travelers into the

wilderness and then robs, kills, or abandons them. (F)

63. The Great Valnwall has been the death of many a would-be adventurer. They say its ancient halls are overrun by morlocks and other fell beasts. (T)

64. The Great Valnwall is a cursed place, full of evil magic. It is slowly receding towards land and will one day reach the shore, cutting the Duchy off from the world beyond. (F) They tried to bring it down once. That's how Breach was formed. Someone just needs to finish the job.

65. The High Lawlord is about to issue a decree making the Church of Law and Order the only religion in the Duchy of Valnwall. All nonbelievers would be subject to loss of wealth, lands, and titles. (L)

66. The High Lawlord is calling for a Holy Crusade against the Ghouls Lands to the north. All honorable men are expected to join the fight. (L)

67. The Kingdom of Tyr is licensing privateers to attack Xannen vessels traveling to and from the jungle island of Mujabi. The pirates of the Shipwreck Isles are now flying Tyrian flags. (L)

68. The King's Army and the King's Navy are always in need of good men. They sometimes hire adventurers to assist with trouble they cannot handle. (T)

69. The landed knights Lord Ansel and Lord Dambry have been arguing over ownership of the village of Kettle, which lies on the border of their domains. Last week, someone razed the village and put the villagers to the sword. Nasty, nasty business. (L)

70. The one they call DoomDeath is the leader of a gang of thieves in Dolmvay. I saw them meeting in an alley one day, right after that foreigner was killed a block over on Seven Hills Street. (T)

71. The pirates of Jameston have just razed the Hull of St. James the Black on Dacine Point. (F)

72. The priest Kerrin of Murr booked passage on a ship bound for the Great Valnwall a few days ago. I hear the Lawguard of Dolmvay are

looking for that no-account thief he normally travels with. (T)

73. The priest Kerrin of Murr recently booked passage to the Great Valnwall. I heard it was to escape judgment by the Church after he attempted to kill an Inquisitor. (F)

74. The priests of Law and Order are furious about a new dance called *The Brave Woodsman*. The dance originated in Solene and many say it resembles a ritual dance practiced by the ancient Druun. (L)

75. The priests of St. Meschil were asking about that Cauchemarr elf woman. They say they want to get her some help, but I wonder. In any case, I know nothing. (T)

76. The Ruklands are a savage, inhospitable land overrun by warring ruk tribes. (T) They have no love for the race of men, but as long as they stay beyond the mountains I say let them rot.

77. The sailors say the Mountains of Shadow have begun to smoke and tremble. According to legends, the last time that happened, a huge wall of water swamped the Valnwall coast. (L)

78. The Swamp Witch of the Cursed Marsh is not human at all. (T) They say she can transform herself into a serpent and that she eats children. (L)

79. The town of King's Meadow is hosting the Liberation Day festival which marks the victory of the armies of the west over the Empire of Xanne. I hear that a band of evil wizards from Xanne is planning to wreck the celebration in the name of their unholy Emperor. (L)

80. The Valnwall forests are home to all sorts of dark elves and faeries. My cousin is a soldier stationed at Peake's Crossing and he once fought spiders that could cast magic spells. (T)

81. The Wallguard has become corrupt and evil from too much time spent inside the Great Valnwall. The Church is sending priests of St. Raymont to see if they can be Redeemed. (F)

82. The Westhold merchant family has a garden full of lifelike statues. Dona Westhold wears a cowl that covers most of her face and many believe she is a sorceress who turns men to stone.

83. The Wizard of the Mount has come down from his lair in the Mountains of Time. They say he leads an army of fiery demons against the realms of men. (F)

84. There have been several assassination attempts made on the High Lawlord in Dolmvay. All have failed, mainly due to the intervention of his Kellors. (T)

85. There is an abandoned tower in the City of Dolmvay known as the Tower of Dead Thieves. They say it was once the tower of a powerful wizard and is now filled with untold riches. According to legends, a thousand and one thieves have died trying to plunder its ancient halls. (L)

86. There seem to be more and more demihumans around than ever before. I heard the High Lawlord is planning to outlaw the birth of elves and Holk halflings in all of the major cities. (F)

87. They call her Caelyn Cateyes because she can see in the dark like a cat. (T)

88. They call her Caelyn Cateyes because she eats the eyes of cats. (F)

89. They say a great and powerful evil lurks in the sewers beneath the City of Dolmvay. (T)

90. They say a great monster has awoken in the Gulf and no ships can get into or out of the City of Dolmvay. (F)

91. They say Baron Harrtan of Thurmany never comes out during the day and has not been to the Son's Day service in years. Folk have begun to whisper he has been cursed. (L)

92. They say Baron Starrels of Calwell is in league with a cabal of dark wizards. I hear he has harnessed an ancient golem and is planning a coup against the Bastard Uncle Dolm. (L)

93. They say giants are moving in the Northern Hills. The Earl of Lockeland is requesting help from all skilled adventurers. (L)

94. They say the dark sorcerer Barrugal has returned to the lands of Calwell to advise the Earl. (L)

95. They say the half-elf Gavrielle Capernun has teamed up with the crazed elf Ehleanor Cauchemarr and the two are wandering the forests of Solene. (T)

96. They say the Lord High Admiral of the King's Navy is a former pirate who seizes ships bound for foreign lands and murders all aboard. (F)

97. Two nights ago, a longship full of Skjolding raiders tried to breach the Gates of Valnwall. The King's Navy caught them and sunk them off the coast of Godshead Island. Some say they were just the first of many. (L)

98. Valen's blessings still protect the Duchy from the evils of the Ghoul Lands to the north. (T) May Law always prevail.

99. War is brewing between the city-states of Guildeland. If that happens, the powerful merchant families of the Valnwall will have to pick sides, and not all of them will agree. (L)

100. War is coming to Lockeland. They say the men of the knight Sir Brimbald have raided the granaries of Baron Morrus and Morrus is preparing to retaliate. (L)

## COMMON GESTURES AND PHRASES

The following gestures, phrases, and curses are commonly used in the Duchy of Valnwall.

### Common Gestures

Bow	A formal male greeting made to one of higher station. It is made by placing the right hand on the stomach and bowing at the waist. A nobleman bowing to one of his betters often bows his head, places one foot in front of the other, bends at the knees, and sweeps both arms to his side instead.
Cheek Kiss	An informal female greeting between equals. It is made by lightly kissing one or both cheeks, and is often accompanied by a hug.
Curtsy	A formal female greeting made to one of higher station. It is made by bowing the head, placing one foot in front of the

Flower

other, and bending the knees while slightly lifting the hem of one's dress with both hands.

A formal greeting between a man and a woman. It is made by bowing the head and lightly kissing the offered hand of a woman. Maintaining eye contact during the flower is considered a lascivious gesture that may or may not be welcome.

Forearm Clasp

An informal male greeting of respect and trust between equals. It is made by two men simultaneously clasping each other's right forearms. When used in conjunction with a surprise attack (such as a knife to the belly), it is known as the "Murder Grip". Fines and penalties for such an attack are often doubled or tripled.

Kneel

A sign of respect reserved for the Duke and his family. It is made by dropping to the right knee and bowing the head until the royal passes or orders the subject to rise.

Exile Curse

A sign of disrespect made by closing the fists and crossing the forearms in an "X". Loosely translates to "Begone from me you Get of the Lawless!"

Salute

Crisply placing the closed right fist on the left side of the chest while standing tall. Used mainly by knights, soldiers, and sailors as a sign of respect or affirmation to their superiors.

Sign of the Holy Hilt

A traditional hand gesture to ward off evil. It is made by touching the forehead, sternum, left chest, and right chest in succession.



## Common Phrases

A sword, a spell, and a prayer are needed here

A phrase that means it is time to hire adventurers.

Avalen (pr. ah-VAY-len)

A common religious phrase spoken at the end of a prayer or hymn. It is also sometimes used as a phrase of emphatic agreement.

*"In the Light we suffer, in the Light we strive, in the Light we overcome. Avalen."*

Aye

A common term of acknowledgement or agreement. "Yes".

Beard or Stump

Derogatory term for a dwarf. Most commonly used by humans and elves.

Chaos Spawn

An evil creature or monster. Also sometimes used as a curse.

Clean Heart, Clean Mind, Clean Body

A reminder that purity is the path to peace, and peace is a blessing of Law and Order.

Clink

Derogatory term for a wealthy person, particularly a noble. Refers to the sound a rich man's purse makes when he walks.

Ear or Slip

Derogatory term for an elf. Most commonly used by humans and dwarves.

Foot or Stinkfoot

Derogatory term for a halfling. Most commonly used by humans.

Fortune Favors the Bold!

A common adventurers' toast before undertaking a dangerous adventure.

Gargle

A derogatory term for a poor commoner, used mainly among nobles. Refers to the distinct accent found in parts of the South Ward of Dolmvay.

Get of Chaos

An evil person.

Get of the Lawless

A rude or unruly person.

Go in Peace

A traditional heartfelt goodbye.

Good Eventide

An informal evening greeting. Often shortened to "Eventide".

Good Morn

An informal morning greeting.

Goodlaw

"Good Luck."

Greetings, Friend

A traditional greeting by a stranger who wishes to make someone's acquaintance. The typical response is "Hail Law".

Gront

Ugly. Deformed. Common phrases include "Ugly as a Gront" and "Gront Ugly".

Guilder

Common term for a craftsman, tradesman, or merchant, particularly one of wealth. Tends to be used in a derogatory manner when spoken by nobles.

Hail Law

A traditional formal greeting. When used informally, it is often shortened to Halaw (ha-LAW). The typical response is either "Hail Law" (Halaw) or simply "Aye". Also used as an emphatic affirmation. (Halaw to that!)

Hail Order

A traditional formal goodbye. When used informally, it is often shortened to Halawder (ha-LAW-der). The typical response is either "Go in Peace" or "Aye, Hail Order" (Halawder) or simply "Aye".

Here is Law or There is Law

A general phrase that refers to something good. It is also sometimes used as a reminder to be thankful for the blessings of Law and Order. The typical response is "Aye, (t)here is law" or simply "Aye".

*Cloth Merchant: "All of my shipments arrived safely this morning. One of the crews almost ran afoul of pirates, but the wind was with them"*

*and they managed to escape."*

*Soldier: \*nods\* "There is law."*

*Cloth Merchant: "Aye, there is law."*

If the Light Wills It	If it is meant to be, it will be.
Nay	A common term of disagreement. "No."
On the Morn	Tomorrow morning.
On the Morrow	Tomorrow.
Pretty as a Song	Extremely pretty. Refers to the beautiful song of the holy serphala in Dolmvay.
Thud	Derogatory term for a human. Most commonly used by demihumans.

## Common Curses

(by) Johanna's Beard!	An irreverent curse that refers to St. Johanna the Maiden of Battle.
(by) The Blood of Valen!	Often used as an exclamation rather than a curse.
(by) The Holy Father's ****!	A particularly irreverent curse that refers to a part of the High Lawlord's anatomy. Anyone announcing this curse in a public place can be charged with disturbing the peace.
(by) The Lady's Teats!	A reference to the Church of Chaos and Destruction's most venerated saint, St. Jessical the Burner.
(by) Valen's Shattered Sword!	A reference to the legendary Sword of Valen.

## Common Titles

Your Highness	This title is reserved for the King and Queen of the Kingdom of Might. King Herek was one of several petty kings to claim the throne during the time known as the Age of Might. His descendants (if any) would also have claim over the Duchy of Valnwall.
Your Grace	This title is reserved for the Duke and Duchess of Valnwall. The current Duke is Robert val Dolm. He is unmarried.
Lord or Lady	This title is reserved for the noble houses of the Kingdom of Might as well as the ancient noble houses of Vay and Mor. This title may also be applied to visiting nobles from other realms.
Sir or Madam	This title is reserved for knights and their spouses. A landed knight may be introduced as "The Loyal Sir" while his wife may be introduced as "The Honorable Madam".
Master or Mistress	This title is reserved for master craftsmen and tradesmen, including master adventurers.
Don or Dona	This title is reserved for wealthy merchants.

# CUSTOMS AND SUPERSTITIONS

Customs and superstitions are common to every culture and are intended to add flavor to the Duchy of Valnwall campaign setting. The following are just a few examples of those practiced throughout the Duchy of Valnwall. Most are rooted in ancient folk lore and may be frowned upon by clergymen and other devout followers of Law and Order.

There is a 5% chance that a custom or superstition produces an actual game effect (at the Labyrinth Lord's discretion). This chance may be increased or decreased further, depending on many variables like certain stellar alignments, holy days, or sacred sites. The Labyrinth Lord should feel free to modify these superstitions or create entirely new ones to better suit the tone of his campaign.

## BLUE WARRIORS

According to legends, blue was the color of victory and strength. It is said that the greatest warriors of the Old World once decorated their faces and bodies with blue paint designs before doing battle. The roots of this ritual actually lie with the ubrak people (see **New Fauna**, pg. 102) who were fearsome fighters and said to be invulnerable in battle.

*Possible Game Effects:* -1 AC for one battle, +1 to-hit for one battle, +1 damage for one battle.

## BROGEMANN

According to legends, anyone who cuts down a live oak tree releases an evil faerie spirit known as a brogemann. The brogemann then creeps into homes at night and steals away little children. The roots of the brogemann legend lie with an evil creature known as a grombel (see **New Fauna**, pg. 102).

*Possible Game Effects:* the character has disturbing dreams (-1 to all to-hit rolls, saving throws, and ability checks on the following day), a grombel awakens in the area, the character suffers a -1 penalty to all Reaction Rolls with local elves, faeries, and other intelligent woodland creatures until reparations of some sort are made.

## BURNER'S KISS

A first kiss by the light of a full moon is said to end in tragedy. The full moon is believed to be sacred to the dark Chaos saint Jessical the Burner as well as the ancient Druuns and is generally considered to be a bad omen by many.

*Possible Game Effects:* -1 penalty to saving throws vs. *charm*-based spells and effects for one month, one lover begins having realistic dreams of being murdered by the other,

nighttime encounter with a dryad. Also, see effects of the Ice Blossom Ritual, below.

## CAMPFIRE PRAYER

A prayer to St. Valen must be spoken when you make a campfire and the moon is not visible, otherwise powerful undead will awaken.

*Possible Game Effects:* A strange illness leaves the character pale and bedridden for 1d4 days, the party cleric feels uneasy for 1d4 days and cannot cast any healing spells, the party is attacked by ghouls that cannot be Turned.

## FAERIE FOOD

On certain holy days, or when one encounters a ring of toadstools or accidentally enters a sacred oak grove, it is customary to leave an offering of milk, bread, and sweets to avoid angering the "Wee Folk" (faeries). This ancient tradition is fiercely denounced by the Church of Law and Order.

*Possible Game Effects:* An arrow is fired at one random character once per day as long as they remain in the forest, the party is plagued by tickler vines in the night (see **New Flora**, pg. 100), all food spoils and no game can be found to hunt.

## HEART OF VALEN

This ritual involves sacrifice, meditation, and prayer on the eve of an upcoming battle and is said to bring good luck to followers of Law and Order.

*Possible Game Effects:* +1 to-hit on the following day, immune to *fear*-based spells and effects for the following day, +1 morale bonus to all hirelings, retainers, and men-at-arms.

## HONOR THY FAMILY

Until you kill the man who killed your father or mother, bad luck will follow you even into the afterlife. In some places, this superstition was modified to include any family member. This meant that if you killed someone, you would have to kill their entire family clan in order to avoid having to look over your shoulder for the rest of your life.

This was a common practice among nobles and commoners in the dark times following the fall of the Thirteen Cities. The Church of Law

and Order has since outlawed these types of family feuds in order to avoid mass bloodshed, but many still hold to the old ways of family justice.

*Possible Game Effects:* -1 to -3 to all to-hit, damage, Reaction Rolls, and saving throws when the character is not actively pursuing revenge, character is shunned by locals unless pursuing revenge, at least one random encounter occurs each night when the character is traveling. When actively pursuing revenge, the character can fight until his hit points reach -10 before dying.

## **ICE BLOSSOM RITUAL**

Couples wishing a child should say a prayer to Sainted Klaus and St. Leandra, then bathe in ice cold water covered in goldenlove petals (see **New Flora**, pg. 100) before lovemaking.

*Possible Game Effects:* Pregnancy, duh.

## **IVY TWINE**

If you cut ivy, you must wear a piece of the vine for one week or else you will anger the forest spirits.

*Possible Game Effects:* Wooden weapons (spears, bows, arrows, axes, etc.) break after the next use, food and water spoils overnight, violent unprovoked attack by a wild animal.

## **MIKAEL'S LIGHT**

A small white flower named Mikaelos grows only on the highest peaks of the Callaheim Mountains. These flowers are said to be sacred to St. Mikael the Victor. Holy warriors of Law and Order often make pilgrimages to pluck one of these blossoms and wear them for luck. The flowers last for at least a week after being picked before withering.

*Possible Game Effects:* +1 to-hit with melee weapons, +1 damage with melee weapons, +1 to any Ability Check related to chivalry or horsemanship.

## **SILENT WATCHERS**

Legends say the Silent Watchers are five faerie spirits with spindly bodies, gray skin, and large black eyes who stand around a sleeper's bed and observe him during the night. It is said that the Silent Watchers implant tiny seedlings

in any body parts that are not covered by the sleeper's blankets. These seedlings can cause deformities, sickness, and even death. The sleeper wakes up with full knowledge that he has been visited by the Silent Watchers, but cannot remember any details of the event.

Most folk believe the Silent Watchers are simply a myth told to frighten children and make them stay in their beds after they have been tucked in, but some say the myth is based in a darker reality.

*Possible Game Effects:* Weakness and fatigue for 1d4 days (-3 penalty to all to-hit rolls, damage rolls, saving throws, and ability checks), a strange new scar appears on the character's body, the character feels things "moving around" inside him (-1 penalty to all to-hit rolls, damage rolls, saving throws, and ability checks) until some sort of magical healing is applied.

## **SLAYER'S LUCK**

It is said to be bad luck to sharpen your sword before you sharpen your knife. This custom is rooted in practicality since it takes longer to sharpen a sword. Thus, if a warrior had a dull knife and a dull sword, and was attacked while sharpening the sword, he would be forced to defend himself with two dull weapons.

*Possible Game Effects:* -1 damage with that sword until sharpened by a professional, wielder takes 1 hit point damage from cutting himself on his own blade, random encounter occurs before blades are sharpened (-1 damage with both dull blades).

## **TASTE OF BLOOD**

True warriors believe it is bad luck to sheathe an unblooded sword. If a sword is drawn, but no blood is spilt, the wielder commonly nicks his own thumb or forearm before returning the blade to its sheathe. There is a 5% chance this practice results in the loss of 1 hit point.

*Possible Game Effects:* The warrior automatically misses his next strike, the warrior automatically fails his next saving throw, the next Reaction Roll is automatically a "hostile" result.

# GEOGRAPHY OF THE DUCHY

The Duchy of Valnwall is a coastal nation that is ringed by mountains in the north, west, and east, and the imposing seawall known as the Great Valnwall in the south. Its temperate forests are mostly hardwood in the lowlands, turning more coniferous the closer one gets to the mountains. The main rivers and roads are well traveled and patrolled, but the wilderness is largely wild and untamed, with remote forests and hidden valleys untouched by human hands. The weather is mild overall, with few extremes.

## ARCHITECTURE

Valnwall architecture is a mixture of old and new construction made from stone and/or wood, with some of the older structures dating back to the Time of the Thirteen Cities. The architects of the Old World used ancient magics that melted and reshaped stone to lay the foundation for imposing cities and castles, and many of these structures still stand today. After the fall of the Great Cities, local stonemasons reverted to simpler stacked stone construction. Over the years, the use of cut stones, bricks, and wood has become more common.

## GETTING AROUND

The Duchy of Valnwall spans hundreds of miles of land and seas. Travel is easiest along the oceans, rivers, and other waterways. Military vessels, merchant ships, and other watercraft can often be seen on the open seas. On the river, an assortment of sailboats, rowboats, and barges carry passengers and

goods from town to town. Bridges, fords, and ferries provide crossings at most major settlements.

Hardpacked dirt roads run parallel to most major rivers while smaller roads connect cities, towns, and villages. The roads are maintained and patrolled by forces of the Duke, local lords, and/or citizen militias. Common folk typically travel on foot or aboard wagons, and can often be seen driving livestock to sell in larger towns and cities. Wealthy merchants and nobles either ride on horseback, in the back of ornate wagons, or are carried by servants on extravagant litters. Knights, soldiers, and successful adventurers usually ride horses.

## SETTLED LANDS

The Duchy of Valnwall is divided into four Earldoms that are ruled by relatives of the Duke. These Earldoms are filled with small baronies (run by barons) estates (run by nobles), and domains (run by landed knights). These lands in turn contain cities, towns, villages, and other settlements, some of which are ruled by nobles, some by religious officials, some by wealthy merchant houses, guilds, or property owners, and others by elected officials.

The major settlements are listed in the description of each Earldom, but given the size of the Duchy, it would be futile (not to mention counter to OSR play) to try to describe every town, village, or estate. Instead, the Labyrinth Lord is encouraged to place, detail, and expand upon settlements as needed.



## Settlement Generator

The following settlements can be inserted at will or the Labyrinth Lord can roll 1d12. There is a 10% chance the settlement is abandoned and/or in ruins from a recent attack, famine, plague, or natural disaster of the Labyrinth Lord's design.

Roll	Result
1	Abbey
2	Campsite
3	Castle/Keep
4	Fort
5	Manor Home
6	Shrine
7	Tavern/Inn
8	Tower
9	Town
10	Trading Post
11	Village
12	Combined Settlement

### Abbey

An abbey is a monastery under the authority of an Abbott or Abbess who serves as the spiritual leader for the nearby community (calum). The typical abbey consists of a large worship hall and several outbuildings. The abbey may or may not be surrounded by a stone wall, depending on its proximity to the frontier. Its occupants include mainly religious personnel (friars, monks, acolytes, etc.).

### Campsite

These are large, semi-permanent campsites that are used by travelers or laborers. A campsite can be anything from a defensible ring of wagons stopped near fresh water to a collection of shoddy buildings where workers can eat, sleep, and rest. Typical campsites include mining camps, caravan camps, logging camps, military camps, and festival sites.

### Castle/Keep

A castle or keep is a fortified stone structure designed to house an important noble family. It consists of a large main building and several outbuildings surrounded by a tall stone wall. Its occupants include nobles, men-at-arms,

retainers, craftsmen, and servants. Castles and keeps are built for defense with a number of manmade and natural features (moats, portcullises, battlements, etc.) designed to hold off invaders. They are stocked with enough supplies to withstand a lengthy siege.

### Fort

A fort is a military compound used to defend borders, waterways, roads, and passes. A typical fort contains several buildings surrounded by a wooden palisade or stone wall. Its occupants include soldiers, men-at-arms, and those who service their needs (blacksmiths, kennel masters, cooks, harlots, tavernkeepers, etc.). Soldiers from the fort routinely patrol the surrounding area.

### Manor Home

A manor home is the primary dwelling of a minor noble, head of a merchant family, or a high-ranking guildsman. The typical manor home consists of an extravagant main house surrounded by several smaller buildings. A larger manor home often resembles a small keep. A manor home may or may not be surrounded by a low stone wall. Its occupants include the nobles and those who serve them (cooks, nannies, gardeners, etc.).

### Shrine

A shrine is a holy place where a specific saint of Law and Order is venerated and worshipped. A shrine may also be dedicated to other religions. A shrine can be anything from a sacred roadside cairn to a walled compound that resembles a small keep. A shrine may be unoccupied or occupied by religious personnel.

### Tavern/Inn

An inn offers sleeping arrangements to travelers. A tavern provides drinks, food, and social entertainment. Some establishments may be a combination tavern/inn offering daily meals as well as private quarters. The quality and costs of these services vary greatly.

**Note:** For more information on Inn/Tavern design, see the Small Niche Games city sourcebook *Guidebook to the City of Dolmvay*.

### **Tower**

A tower is a tall, narrow stone structure that typically stands at least three to five stories tall. Most towers are constructed along roads or waterways and are designed to provide greater visibility to the surrounding area. The typical tower acts as a waystation for military patrols. More remote towers may be inhabited by alchemists, wizards, dragons, or even stranger creatures.

### **Town**

A town is a cluster of dwellings and shops with a population that typically numbers a few hundred to a thousand or more. Most buildings are made of wood, stone, or a combination of the two. A town may or may not be surrounded by a wall. This is typically a log palisade, however, older or more affluent towns may be surrounded by a stone wall.

### **Trading Post**

A trading post is a place to buy and sell weapons, armor, food, and supplies. The quality

of these items varies greatly and typically costs two to three times more than similar items in larger towns and cities. Its occupants include mainly travelers, adventures, and a few locals. It may or may not be surrounded by a log palisade, depending on its proximity to the frontier.

### **Village**

A village is a small cluster of rural dwellings and shops with a population that typically numbers less than a few hundred. Its occupants are mainly farmers or fishermen, although many practice a secondary trade. Most buildings are simply constructed of wood, with a central meeting hall or church that may be made of stone. A village may or may not be surrounded by a wall, typically a log palisade.

### **Combined Settlement (Roll Again)**

A combined settlement refers to two settlements that complement one another, such as a village with the lord's keep located nearby, a fort protecting a village, or a trading post built near a heavily frequented shrine.



# EARLDOMS

The four Earldoms of the Duchy are Solene, Lockeland, Thurmany, and Calwell.

## EARLDOM OF SOLENE

The Earldom of Solene is a frontier land that lies sandwiched between the Three Kings of Old mountain range and the woodland realm of the Vanhurr elves, with the Aali Mountains beyond. It is one of the wildest and most remote locations in the Duchy, full of tall mountains, vast forests, and deadly swamps. The people of Solene value independence and tend to be more tolerant of demihuman races, particularly elves and halflings. The woodcarvers of Solene are renowned for their quality craftsmanship, usually decorating furniture, weapons, and other wooden items with ornate carvings of animals and woodland scenes.

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### GOVERNMENT

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The Earldom of Solene is ruled by the Duke's cousin, Lady Tyra vala Solene. Its capital is the beautiful frontier city of Irrlendom. The Solene standard is a thin crown and five stars above the stylized silhouette of the Three Kings of Old mountain range.

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### GEOGRAPHY

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The following geographical features are located in and around the Earldom of Solene.

#### THREE KINGS OF OLD

The Three Kings of Old is a large mountain range in the northwest region of the Duchy that draws its name from three prominent peaks spaced along its length. The peaks are named after three legendary kings who ruled over Amalor during the glorious Time of the Thirteen Cities—King Hovaal of Aal, King Vanon of Vay, and King Bramor of Mor. Mount Hovaal lies on the left (south), Mount Vanon in the center, and Mount Bramor on the right (north).

The range is most easily traversed at one of two passes. The Pass of Trolls lies between Hovaal and Vay, and is lined with statues of infamous ruk, ogruk, trolluk, and morlock

chieftains and other foul creatures. All of these statues are crumbling and overgrown. The Pass of Lords lies between Vay and Bramor, and is lined with statues of legendary heroes of Vay and Mor. The ruins of ancient settlements and castles lie along both passes, and the entrances to hidden dungeons are sometimes found.

#### AALI MOUNTAINS

This forbidding mountain range marks the western border of the Duchy of Valnwall. It is a barren, inhospitable land that shields the realm from the poison storms that hammer the Wastelands of Aal. The mountains are riddled with underground tunnels and cave complexes, some of which cross all the way through to the other side. The known entrances to these passageways are closely watched by the Vanhurr elves.

#### BORDER HILLS

The Border Hills is a land of rolling green hills and meandering streams that lies on the western edge of the Blood Marsh in northwestern Valnwall. The Border Hills act as a natural buffer for some of the swamp's more vicious denizens. Its peaceful appearance belies its danger, as the Border Hills are home to flocks of blood bats (stirges) and swamp monsters that often pass through the hills to raid outlying settlements.

#### HOLTU VANHURR

The Holtu Vanhurr is a large forest that stretches around the northwest shores of the gulf. The forest is home to the Vanhurr elven tribe who occasionally make camps in ancient villages built in and around the great trees of the Old World. The Holtu Vanhurr is a magical place. The elves consider the forest to be sacred and visitors are permitted by invitation only. Intruders are warned away first, and then forcibly removed or killed if they resist.

#### SERHUU WOOD

Serhuu Wood is a large forest located south of the town of Irrlendom that is occupied mainly by a contingent of Vanhuur elves. Serhuu Wood is more friendly to outsiders and provides a safe refuge for adventurers and travelers, providing a small taste of elven life.





Asli Mountains

Dead Plains

Pikewood

Ruins of Quanaiah

Forest of Ivel Ruin

Devil's Cove

King's Bay

Dolmway

Hillside Farms

Kingswood

Arrendel Mountains

Border Hills

Blood Marsh

Holden

Irklendom

Serhuu Wood

S O L E I N E

Alfistair Keep

Mt. Hoel

Mt. Vamon

Mt. Bramor

Pass of Trods

Pass of Trods

3 Kings of Old Mins

Shrine of St. Aleena

Ruins of Alection

Peakes Crossing

Mountains of Time

Leandra's Row

Cursed Marsh

Edgerton

Crescent River

Valen River

Keep Ethelstan

Tomb of St. Valen

Caster's Ford

Northern

Hillside

Crumbling Mountains

Dead Ruk Hills

Caves of Gallos

Dead Ruk Hills

Garranton

THE GHOUL LANDS

peaks of Valen

T H U R M A N Y

F O G G E L A N D

Lamirtaan River



## **HAELIN MOOR (THE SWAMPS OF HELL)**

Haelin Moor is an enormous stretch of swamp that lies far to the west of the Duchy of Valnwall. The swamp acts as a natural buffer to some of the more terrible creatures that cross the Aali Mountains. Only the Vanhuur elves dare to tread the trackless bogs of Haelin Moor, hunting down invaders from the cursed lands in the west. Its misty bogs are filled with preserved corpses from countless battles of the Old World.

## **BLOOD MARSH**

The Blood Marsh is a large, dangerous swamp northeast of Irrlendum that has claimed the lives of so many adventurers over the years it is said the waters run red with blood. (The waters are in fact red in some places, but this is due to the mineral content of the soil.) The Blood Marsh is home to a variety of swamp-dwelling monsters.

## **ARRHUL'AT BAY**

Arrhul'at Bay lies on the Gulf of Valnwall, where the Lamirtaan empties into the sea. The waters here are eerily calm and still. Legends say the bay was once filled with silver elvish ships traveling to and from the great elvish city of Quahaalin (see below), but those days are long past. Only a few of the bravest adventuring companies dare to disturb the quiet waters of Arrhul'at Bay.

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## **SETTLEMENTS**

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The following settlements are located in and around the Earldom of Solene.

### **IRRLENDOM**

(pop. c. 5,000)

The city of Irrlendum lies across the dangerous Three Kings of Old mountain range. The community is heavily involved in farming, logging, and crafts, and has close ties with the local elven communities. During the summer months, the city's population nearly doubles with the influx of adventurers, as well as the craftsmen and tradesmen who serve them. Irrlendum is the seat of the Earldom of Solene.

## **HOLDEN**

(pop. c. 500)

Holden is a small frontier village located in a quiet valley in the Border Hills. The village serves as a way station for adventurers, and is remarkable only for its proximity to the Blood Marsh.

**Note:** The village of Holden is described in greater detail in the Small Niche Games adventure *Pyramid of the Dragon*.

## **ALLISTAIR KEEP**

(pop. c. 300)

Allistair Keep lies in the hills just north of the Pass of Lords in the Three Kings of Old mountain range. It is a sturdy keep and trading post that services those traveling between Irrlendum and Peake's Crossing.

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## **OTHER PLACES OF NOTE**

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The following places of note are also located in the Earldom of Solene.

### **BURNING VALE**

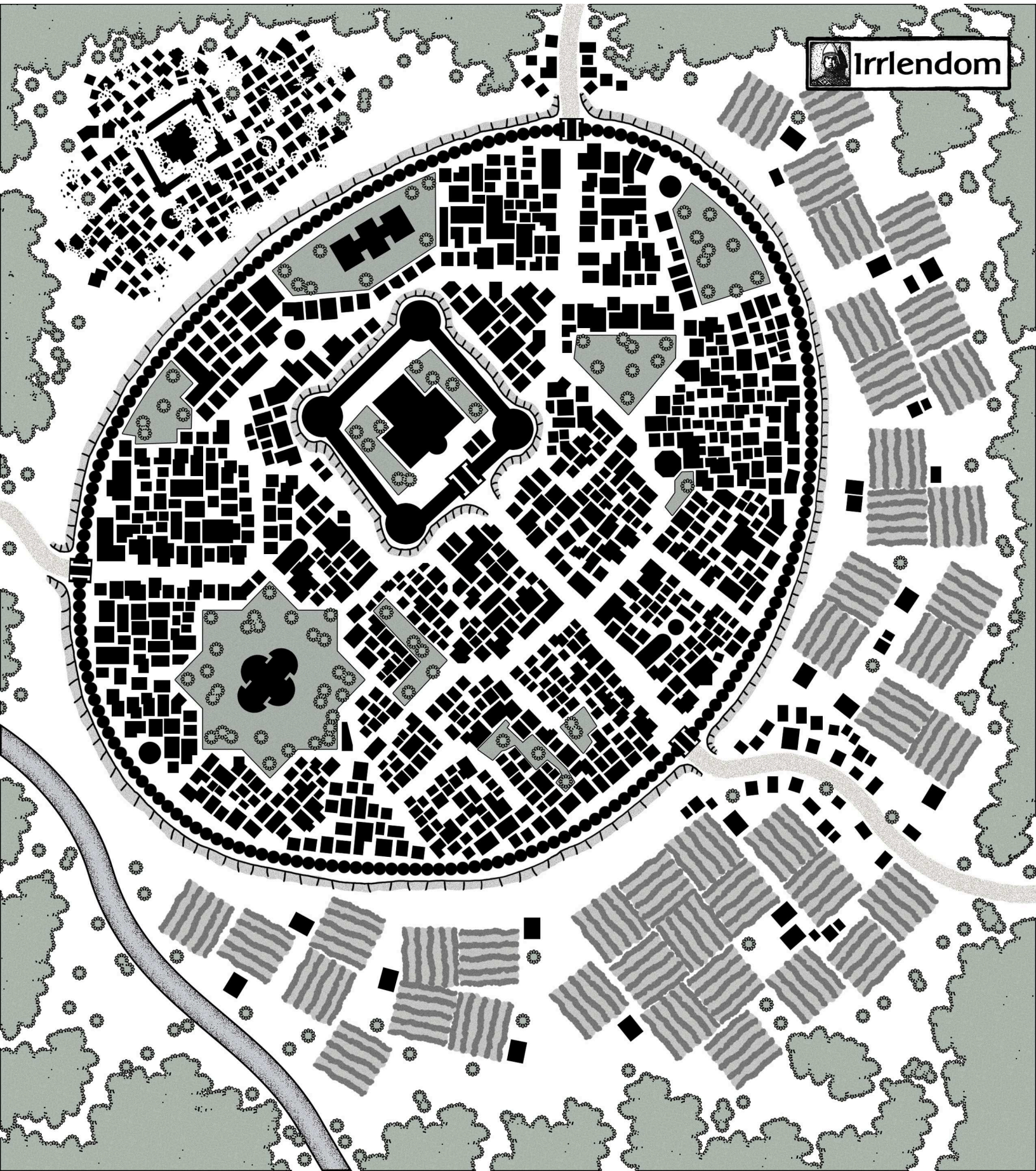
Deep in the Three Kings of Old mountain range, just north of the Pass of Trolls, lies a small cursed wooded valley known as the Burning Vale. Each morning, the trees catch fire and burn throughout the day. At sunset, the flames subside, leaving nothing but charred ash. The forest magically regenerates over the course of the night and in the morning, the cycle begins anew. It is said that agonized screams can sometimes be heard coming from within the flames and that horribly burned ruks and other fell creatures stalk the smoldering valley each night. Travelers avoid the Burning Vale at all costs.

### **DEAD PLAINS**

The Dead Plains are a series of small fields and marshes that lies between the southern foothills of the Three Kings of Old mountains and the Aali Mountains. The Dead Plains were the site of an ancient battle between morlocks and elves. The plains are littered with overgrown artifacts such as ancient weapons, the rusted hulks of fallen warmachten, and countless bones. The Dead Plains are said to be



# Irrlendum





haunted by undead and are shunned by the Vanhurr elves.

### **KINGDOM OF WALLEK THE THUNDERER**

This great dwarf realm stretches beneath the Three Kings of Old and is one of the oldest in Amalor. It was sacked long ago by several tribes of ruks under the command of a morlock lord named Daraal of the White Flame. The dwarves were driven off, except for a fierce band of holdouts named the Fenrisian Brotherhood who still dwell in a fortified religious complex in the southern range known as the Malluholdt Halls. These dwarves are hostile to outsiders and view adventurers who enter the Kingdom of Wallek as plundering thieves.

### **PIKEWOOD**

This dark forest is filled with hundreds of enormous spears that have been thrust into the ground. The spears are overgrown with creeper vines, moss, and other vegetation. They are believed to have come from a time when titans ruled the earth. The Pikewood is home to a number of evil creatures, including a small clan of particularly intelligent wasps (see **New Fauna**, pg. 102).

### **BONE MOOR**

The Bone Moor is a nasty, fetid swamp filled with the sunken bones of giants, titans, and enormous monsters from an earlier age. Some believe the Bone Moor is an ancient graveyard where monstrous beasts came to die, while others say the monsters were actually guardians tasked with keeping an ancient evil from awakening.

### **RUINS OF QUAAHALIN (A.K.A. THE QUIET CITY)**

The Ruins of Quahaalin are all that remains of an ancient elvish city that once stood where the Lamirtaan empties into the sea. The city's majestic spires have long since fallen and its halls are silent and overgrown, but folk say elvish magic still lingers here. The Vanhurr elves have forbidden anyone from entering the Ruins of Quahaalin, but adventuring companies occasionally sneak into the ruined city and return with tales of strange monsters and elvish relics of the past.

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## **SOLENE NPCs AND FACTIONS OF NOTE**

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The following NPCs and factions may be encountered in the Earldom of Solene.

### **LADY TYRA VALA SOLENE**

Lady Tyra vala Solene is the Earl of Solene. She is the fair and open-minded aunt of Duke Robert on his mother's side. In her youth she roamed the wilderness as an adventuring fighter, building strong ties with the Vanhurr elves. Lady Tyra now acts as liaison between the Vanhurr elves and the Duke. Her relationship with the Church of Law and Order has become strained of late, as Church factions seek to impose limits on how much the citizens of Valnwall can interact with the godless elves of the Holtu Vanhurr.

**Lady Tyra vala Solene:** AL N; MV 120' (40'); AC 6 (leather armor + Dex); F4; hp 22; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger), 1d8 (longbow); S 12, D 17, C 12, I 13, W 15, Ch 13; SV F4; ML 9; XP 245; *potion of healing, elven cloak*, fine woodland clothes, Vanhurr "friendship" sash, gold Earl's medallion (1,750 gp).

### **LAWLORD CHRISTAN MILLOR**

Lawlord Millor is the City Lawlord of Irrlendom and is responsible for the spiritual welfare of sparsely populated Solene. He is a young, thoughtful priest of St. Clarissa the Wild. Lawlord Millor is a skilled huntsman who often accompanies the King's Army on forays into the woods. He has a guarded respect for the Vanhurr elves, and understands that their fight against the evils of Aal is a noble one. However, he believes the Lady Solene has become too friendly with the faerie folk and attempts to limit or monitor her contact with demihumans whenever possible.

**Lawlord Christian Millor:** AL L; MV 120' (40'); AC 4 (chain mail + Dex); C5; hp 26; #AT 1; Dmg 1d6+1 (staff); S 12, D 13, C 13, I 12, W 13, Ch 13; SA spellcasting, Turn undead; SV C5; ML 9; XP 1,100; holy symbol of St. Clarissa, gold City Lawlord medallion and chain (500 gp).

Spells: 1st: *cure light wounds, command, remove fear*; 2nd: *hold person, holy chant*; 3rd: *prayer*.

## EHLEANOR CAUCHEMARR

Ehleanor Cauchemarr is a young elf, somewhere in her third century, with red hair and flawless skin. Ehleanor fled her home when she was barely of age in order to escape the machinations of her grandfather, the Wood Elf King. She disdains physical combat and focuses almost solely on her magical training.

Over the years she became a valuable member of several adventuring companies including the renowned Grizzled Owls. However, her career ended when the company was hired to retrieve the Five Heads of Madness from a Chaos temple in western Valnwall. The raid failed, and Ehleanor was cursed by the evil of the Five Heads. Now she suffers from severe, sudden, and unpredictable changes in her personality.

Ehleanor's demeanor can change from child-like innocence to spiteful hatred in less time than it takes to draw breath. In game terms, every day (or when faced with a stressful

situation) the Labyrinth Lord must roll 1d20. If the result is greater than Ehleanor's Wisdom, her personality shifts. Each personality has different memories and attitudes, although so far, she has never forgotten how to cast spells.

Ehleanor has recently joined up with a young half-elf named Gavrielle Calpernun. Ehleanor is drawn to Gavvie for reasons she cannot name. She knows she has met the girl in the past, but cannot remember when or where.

**Ehleanor Cauchemarr:** AL C; MV 120' (40'); AC 6 (Dex); hp 23; #AT 1; Dmg 1d6-1 (staff - Str); E5; S 8, D 16, C 11, I 15, W 9, Ch 18; SV E5; SA spellcasting, infravision 60', detect hidden and secret doors 1-2 on 1d6, immune to ghoul paralysis; ML 8; XP 500; *ring of spell storing*, spellbook, gold and pearl locket with picture of young elven infant (350 gp), fine cloak embroidered with woodland scenes (100 gp), gold ivy ring (65 gp), one (1) small box with six (6) sapphires (150 gp each) and 1,000 gp hidden by one of her personalities, 65 gp, 77



sp, sketchbook with rough drawings of five headed monster.

Spells: 1st: *detect magic\**, *protection from evil\**, *read languages*, *read magic*, *shield*; 2nd: *arcane lock*, *detect invisible\**, *locate object*, *mirror image\**; 3rd: *dispel magic*, *hold person\**.

\*denotes memorized spell

### **GAVRIELLE "GAVVIE" CALPERNUN**

Gavvie is a female half-elf thief and musician with red hair, large green eyes, fine features and slightly pointed ears—the only thing that betrays her partial elven heritage. She is lithe and fit from adventuring, but typically pulls her hair back and wears plain clothes to avoid drawing attention to herself.

A skilled lute player, Gavvie occasionally performs for wealthy clients and during these performances, she is so brash and dresses so flamboyantly that very few realize the performer and the thief are one and the same.

Gavvie has never met her elvish mother, although rumors suggest she was exiled long ago from the realm of the Wood Elf King. Her human father is a very famous traveling musician named Andoli Capernon from Guildeland. Andoli loves his daughter, but was seldom home when she was a child, and she became a “street rat”, stealing, fighting, and getting into trouble while he was away. Only her father’s fame and her own natural charm kept her from running afoul of the law.

Gavvie still lives in her father’s shadow and is anxious to gain fame in her own right, which is why she travels and chronicles the exploits of high-profile adventurers. She has a quick wit and a quick temper, both of which have caused her problems as she is not one to admit when she is in over her head or has done something wrong.

Gavvie lives without regret and seldom considers how her actions affect others. Her thoughts lie always on the road ahead and the fame and fortune it will bring.

**Gavrielle Calpernun:** AL N; MV 120’ (40’); AC 5 (studded leather armor + Dex); T4; hp 13; #AT 1; Dmg 1d8-1 (rapier), 1d6 (light crossbow), 1d4 (silver dagger); S 12, D 17, C 12, I 14, W 8, Ch 16; SV T4; SA infravision 60’,

detect hidden and secret doors 1-2 on 1d6, +4 to saving throw vs. ghouls, paralysis, backstab, thief skills; ML 9; XP 300; pick locks 31%, find/remove traps 23%, pick pockets 47%, move silently 37%, climb walls 90%, hide in shadows 32%, hear noise 1-3; *urban cloak*, thieves’ tools, lute, gold brooch with emerald shaped like lute (500 gp), gold bracelet (150 gp), red silk sash embroidered with silver and gold thread (75 gp), two (2) gold bangles (50 gp), gold hoop earrings (15 gp), 30 gp, 28 sp.

## **EARLDOM OF LOCKELAND**

Lockeland roughly starts west of the Dolm River and ends at the Three Kings of Old mountain range. It is a wild, vibrant region with a history of fierce fighting along its mountainous frontiers. The folk of Lockeland value courage and selflessness, and those who exhibit these traits are venerated.

Large ruk tribes, monsters, and unexplored ruins lie throughout the earldom and is said that nowhere else in the Duchy offers brave adventurers a better chance to win fame, fortune, titles, and lands in service of the Duke.

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### **GOVERNMENT**

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The Earldom of Lockeland is ruled by the Duke’s cousin, Lord Stephen val Locke. Its capital is the fortified town of Peake’s Crossing. The Locke standard is the stylized silhouette of a charging knight on horseback, flanked by three Holy Hilts of Law and Order.

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### **GEOGRAPHY**

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The following geographical features are located in and around the Earldom of Lockeland.

#### **MOUNTAINS OF TIME**

These lowland mountains are a twisting maze of false passes, box canyons, and dead-end trails where it is easy to get lost and many never return. The mountains are home to several scattered ruk tribes and contains the ruins of ancient dungeons and fortresses.

#### **DEAD RUK HILLS**

The Dead Ruk Hills lie along the banks of the Lamirtaan. The hills were once home to a large

ruk tribe known as the Jaluk (Jagged Claws). The tribe was decimated by the King's Army in the Battle of the Pierced Helm and its survivors were driven across the Lamirtaan. Ruk shamans have declared the hills cursed and no ruk willingly sets foot there.

### **FOREST OF TYEL RUUN (A.K.A. THE TANGLEWOOD)**

The Forest of Tyel Ruun is a wide expanse of dense forest located in western Lockeland. It is an ancient and mysterious wood that many believe to be haunted. Legends say it is full of mythical creatures and that any who enter its borders are doomed to wander aimlessly forever. A few small settlements are located on the outskirts of the forest, but few humans wish to brave the depths of Tyel Ruun.

**Note:** The Forest of Tyel Ruun (a.k.a. the Tanglewood) is further detailed in the Small Niche Games adventure *Stealer of Children*.

### **THE LAMIRTAAN**

The Lamirtaan is a large, swift-flowing river on the eastern side of the Three Kings of Old mountain range, that flows roughly north-south before spilling into the gulf at Arrhul'at Bay. Known as the "Boundary of Kings" in the elven tongue, this river once marked the unofficial border between the Duchy of Valnwall and the elven lands of the Vanhuur.

The Lamirtaan is known for its numerous falls and rapids, making it unsuitable for large vessels. Unlike the Dolm and the Ironflood, the river sees very little traffic. Its only major tributary is the swift-flowing Kiall, which runs north-south through the southernmost spur of the Three Kings of Old mountain range.

### **DEVIL'S COVE**

The Devil's Cove is a long stretch of sea that lies between the Duchy of Valnwall and the Holtu Vanhurr. It is the home of a dangerous aquatic warmachten the elves have named the Seagadrahv (Sea Devil). The Seagadrahv is responsible for the deaths of hundreds, some say thousands, of sailors. Legends of undersea ruins and hidden treasures are said to exist beneath the waves here, but few are foolish enough to brave the wrath of the Devil of the Sea.

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## **SETTLEMENTS**

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The following settlements are located in the Earldom of Lockeland.

### **PEAKE'S CROSSING**

(pop. c. 7,000)

Located on the banks of the Lamirtaan, Peake's Crossing is a fortified town that serves as the seat of the Earldom of Lockeland. The town was built for defense and presents a strong and disciplined military presence. Peake's Crossing is known as one of the safest and most pleasant communities in the Duchy, with a nice blend of city comforts and small town living. Here, a ferry barge known as the *Braaven* takes travelers across the Lamirtaan to the Twofold Road through the mountains. Although the permanent population of Peake's Crossing is small, the influx of travelers causes this number to double and even triple, especially during the summer months.

### **GARANTON**

(pop. c. 200)

Garanton is a typical medieval farming village that is home to thirty or so families. A large stone abbey dominates Garanton from its place on the south side of the village. Garanton is the annual site of the Feast of St. Garan which honors the legendary hero Sir Tormic Garan.

**Note:** Garanton and the Feast of St. Garan is further detailed in the Small Niche Games adventure *Blood Moon Rising*.

### **LEANDRAS ROW**

(pop. c. 200)

Leandras Row is a small village that is home to about forty families. A stone abbey dedicated to St. Leandra the Lady of Blossoms dominates the north side of the village. Crop fields lie to the south while cherry orchards stretch for many acres to the northeast. A ruined manor, forgotten and overgrown, overlooks the village from atop a hill on the northwest side of the village and beyond that lies an ancient and trackless forest known as the Tanglewood (a.k.a. the Forest of Tyel Ruun).

**Note:** The village of Leandras Row is further detailed in the Small Niche Games adventure *Stealer of Children*.

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## OTHER PLACES OF NOTE

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The following places of note are also located in the Earldom of Lockeland.

### CAVES OF CALLOS

This natural cave complex was once home to several different humanoid tribes that fought amongst themselves and occasionally raided nearby keeps and villages. When a charismatic Chaos priest named Callos tried to unite the tribes, adventurers were called to handle the threat. Callos escaped, but already his humanoid followers have returned to inhabit the caves.

### KINGSBARROWS

The Kingsbarrows lie in the foothills of the mountains to the north. They are a collection of ancient burial mounds said to be the final resting place of some of the greatest lords and ladies of the Old World. The Kingsbarrows are the site of many religious pilgrimages honoring these fallen heroes. They are occasionally plundered by grave robbers seeking treasure or lost magics.

### RUINS OF ALEENTON

This village was the hometown of the heroic and selfless cleric Aleena who died in the legendary Dungeon of Firsts. The village was renamed and a shrine built in her honor. The village was recently razed by gobruks under the direction of an evil wizard known as Barrugal the Infamous (see the Small Niche Games city sourcebook *Guidebook to the City of Dolmvay*). It is now said to be haunted by ghosts and other undead.

### SHRINE OF ST. ALEENA

The Shrine of St. Aleena is a sacred burial complex located inside Zermant Bluff. This holy site was designed to encourage, educate, and empower brave new adventurers. It is the final resting place of the sainted cleric Aleena the Beautiful.

**Note:** The Shrine of St. Aleena is further detailed in the Small Niche Games adventure *Shrine of St. Aleena*.

## WHITE TOWER OF LAW

The White Tower of Law is a tall, gleaming spire made of flawless white stone that magically appears in different parts of Lockeland for a single day at a different time each year. Legends say that the heroic Valen of Vay learned the ways of Law and Order after studying at the White Tower. The White Tower has a mirage-like quality that causes it to always shimmer and remain on the horizon. A glimpse of the White Tower is said to be a sign of good luck and favor with the Church.

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## LOCKELAND NPCs AND FACTIONS OF NOTE

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The following NPCs and factions may be encountered in the Earldom of Lockeland.

### EARL STEPHEN VAL LOCKE (A.K.A. THE SHIELD OF THE DUKE)

Locke is known as The Shield of the Duke and many liken him to the legendary St. Poul. He is the Duke's second cousin on his father's side and a lifelong friend. Locke is a charming and attractive young man who is known for his level headedness and prowess as a knight. He was almost killed in an assassination attempt made on the Duke. The assassins belonged to a cult of demon worshippers known as the Obsidian Heart that arose somewhere in the east, and some whisper they were sent by the Duke's uncle. Locke is a fierce defender of the Church of Law and Order.

**Earl Stephen val Locke:** AL L; MV 120' (40'); AC 3 (chain mail + *shield*+1); F6; hp 40; #AT 1; Dmg 1d8+1 (longsword + Str), 1d4+1 (dagger + Str), 1d8 (long bow); S 15, D 10, C 15, I 12, W 10, Ch 13; SV F6; ML 10; XP 1,070; shield holy symbol of St. Poul, gold Earl's medallion (1,750 gp).

### LAWLORD GREGORN BRENNOD

Lawlord Gregorn is the City Lawlord of Peake's Crossing. He is a gaunt, venerable priest of St. Raymont who has grown cantankerous and senile in his old age. Lawlord Gregorn's estranged sister was a Lawbringer who left the Church many years ago to fight evil alongside the Vanhurr elves. Because of this, Gregorn despises demihumans, particularly elves. He has lately been calling for their

expulsion from Peake's Crossing after several ugly confrontations with the Malluholdt dwarves.

**Lawlord Gregorn Brennod:** AL L; MV 120' (40'); AC 4 (chain mail); C6; hp 20; #AT 1; Dmg 1d6 (*mace+1* - Str); S 8, D 9, C 10, I 12, W 15, Ch 12; SA spellcasting, Turn undead; SV C6; ML 9; XP 2,870; *scroll of spells (cure light wounds, protection from evil, hold person)*, gold City Lawlord medallion and chain (500 gp), holy symbol of St. Raymont.

Spells: 1st: *cure light wounds, command, sanctuary*; 2nd: *hold person x2, reveal charm*; 3rd: *striking x2*.

### SIR KENDON VAL BARROLTON

Sir Kendon is a young, charismatic knight from the wealthy Barrolton lands of Thurmany. He is friendly and kindhearted, but lazy and disdains physical activity. Sir Kendon bribed his weaponsmaster to lie about his skill at arms. He has come to Lockeland with an entourage of knights and courtiers to escape the watchful eye of his father. If befriended, he may attempt to "purchase" a tale of the PCs' exploits so he can claim it as his own.

**Sir Kendon val Barrolton:** treat as 0-level human with AC 2 (plate mail + shield), hp 3, long sword (Dmg 1d8), dagger (Dmg 1d4), gold Barrolton signet ring (250 gp), holy symbol of St. Valen.

### THE THREE DWARVES

The Three Dwarves is an adventuring company made up of two gnomes (Twimbly Longfellow and Jeric Winterhaven) and a dwarf (Khor Rukmallet). They have recently teamed up with another gnome (Worfex Valmin) and a dwarf (Fenrik Hammerhand) to explore what appear to be dwarf ruins in the Kingsbarrows. Jeric has begun calling the company the Five Dwarves, much to Fenrik's displeasure.

#### Twimbly Longfellow

Twimbly the gnome grew up in the Warrenhold of Uthersberg. His father was a master luthier who specialized in carving wooden lutes and mandolins, and Twimbly was expected to follow the family trade. However, Twimbly possessed a love of music and a spirit

of adventure that eventually led him to the seamier sections of the demihuman quarter.

There, he caught the eye of an unsavory gang of miscreants known as the Sanded Ills who suspected that his small stature and natural dexterity would make him an excellent thief. His darkvision was a "gift" they said, and his small frame was perfect for slipping into tiny spaces and going unnoticed. Twimbly politely turned down their offers to join the gang, knowing that he could never disappoint his family by becoming a criminal.

Then one year, during the Festival of St. James the Black, Twimbly begged off work at his father's shop so he could play his mandolin for the gathered crowds. While watching the evening mummer's parade, the laughter and revelry gave way to screams and panic, as news of a fire began to spread. Only later did Twimbly learn that the fire had consumed his father's shop and that his entire family had died in the blaze.

Twimbly was devastated. The Sanded Ills reached out to him and, having nowhere left to go, he accepted their offer to join the gang. The very next night, Twimbly agreed to participate in a string of burglaries which later became known as the Moneylender Raids. These thefts were surprisingly easy for one of Twimbly's talents, and later some would speculate that it was doubtful the gang could have pulled them off at all without his help—which made the elder luthier's death suspiciously fortuitous.

The griefstricken Twimbly eventually found it too difficult to continue living in the city of his birth. He took his share of the thefts and began wandering the highways and byways of the Duchy with his wooden mandolin in tow—a gift from his father, and the only treasure that really mattered to him. Twimbly has recently teamed up to adventure with a fellow gnome named Jeric Winterhaven and a dwarf named Khor Rukmallet.

**Twimbly Longfellow:** AL N; MV 120' (40'); AC 6 (studded leather armor + Dex); T3; hp 12; #AT 1; Dmg 1d6+2 (short sword + Str), 1d4+2 (dagger + Str), 1d6 (short bow); S 16, D 13, C 14, I 12, W 10, Ch 12; SV T3; SA infravision 60', detect unsafe construction and sloping passages on 1-2 on 1d6, saving throw



bonuses (+2 vs. breath attacks, +4 vs. poison, +4 vs. petrify/paralyze, +1 vs. wands, +2 vs. spells), backstab, thief skills; ML 9; XP 155; pick locks 32%, find/remove traps 27%, pick pockets 30%, move silently 35%, climb walls 74%, hide in shadows 25%, hear noise 1-3; *dust of disappearance*, thieves' tools, mandolin, satchels and pouches, bag of marbles, bag of sand, clay pipe, whistle, chalk, wooden dice, duck feathers, needle and thread, gold ring with opal (100 gp), brass locket (12 gp), 33 gp, 17 sp.

### **Jeric Winterhaven**

Jeric Winterhaven is a young gnome with black hair (with platinum streaks) and twinkling green eyes. He is the youngest grandchild of the Chief of Clan Winterhaven which occupies the Rainbow Hills north of Gundamark. Without the responsibilities of a true heir, Jeric's childhood was spent in idle pursuits, pranks, and harmless pilfering (mostly hot pies, smokeleaf, and keys to locked doors) and dabbling in magic.

Jeric is a free-spirited soul with a love for long walks, tankards of ale, bawdy songs, and the company of beautiful women. A charmer by nature, he is quick to endear himself to others and just as quick to find his way back on the road when he feels he has worn out his welcome, usually leaving purses lighter and hearts broken. He is fond of wooing dwarvish, gnomish, and halfling women, but sometimes waxes romantically about the time he had a human girlfriend that was "twice his own height".

Jeric carries a lute and is fond of playing and singing, although his skill as a performer is minimal. He sometimes joins adventurers for the thrill of exploration more than the promise of gold. Jeric has recently joined forces with the gnome Twimbly Longfellow and the dwarf Khor Rukmallet, forming an adventuring company that the lighthearted Jeric has dubbed the Three Dwarves. Jeric and Khor have vowed to show the dour Twimbly how to enjoy himself.

**Jeric Winterhaven:** AL N; MV 120' (40'); AC 5 (*ring of protection*+2 + Dex); I2/T3; hp 12; #AT 1; Dmg 1d6 (short sword), 1d4 (dagger); S 12, D 16, C 12, I 17, W 13, Ch 16; SV I2/T3; SA infravision 60', detect unsafe

construction and sloping passages on 1-2 on 1d6, saving throw bonuses (+2 vs. breath attacks, +4 vs. poison, +4 vs. petrify/paralyze, +1 vs. wands, +2 vs. spells), backstab, thief skills, spellcasting; ML 9; XP 125; pick locks 32%, find/remove traps 27%, pick pockets 30%, move silently 35%, climb walls 74%, hide in shadows 25%, hear noise 1-3; spellbook, thieves' tools, small lute, silver bracer (85 gp), leather necklace with silver and gold Winterhaven pendant (100 gp), three (3) small garnets (20 gp), 17 gp, 55 sp, 23 cp.

Spells: 1st: *darkness globe\**, *detect illusion*, *phantasmal force\**; 2nd: *blur*.

\*denotes memorized spell

### **Worfex Valmin (a.k.a. Worfex the Lean)**

Worfex is a friendly gnome who enjoys the thrill of adventure and the treasure it brings. He keeps a neat and tidy appearance even when funds are low, believing (rightly) that a professional look obtains more frequent work from a better class of clients.

When auditioning for an adventuring company, Worfex is quick to portray himself as a skilled guide and treasure hunter, but he is somewhat lazy and often pilfers a bit more than his share. He has a strong liking for good food and stout ale, and eats and drinks to excess when able. Despite his growing midsection, he insists he can live up to his nickname and move swiftly as a cat when needed.

**Worfex Valmin:** AL N; MV 120' (40'); AC 6 (leather armor + Dex); T3; hp 8; #AT 1; Dmg 1d4+1 (*dagger*+1), 1d4 (sling); S 9, D 15, C 12, I 11, W 10, Ch 13; SV T3; SA infravision 60', detect unsafe construction and sloping passages on 1-2 on 1d6, saving throw bonuses (+2 vs. breath attacks, +4 vs. poison, +4 vs. petrify/paralyze, +1 vs. wands, +2 vs. spells), backstab, thief skills; ML 9; XP 125; pick locks 32%, find/remove traps 27%, pick pockets 30%, move silently 35%, climb walls 74%, hide in shadows 25%, hear noise 1-3; thieves' tools, brass tankard with carved WV (30 gp), 27 gp, 28 sp, 55 cp.

### **Khor Rukmallet**

Khor Rukmallet is an aging dwarf with a long history as a soldier—first with the armies of King Wode of Gundamark and later as a

mercenary sapper for the King's Army of Valnwall. He is large for a dwarf, standing close to 5' tall, with broad shoulders and wide hands. His pate is bald, his face is lined with scars and wrinkles, and his goatee well-trimmed. Khor wears traditional dwarven neck wraps (known as a *shagh*) that double as a hood and scarf.

Khor is an outgoing dwarf who makes friends easily, especially when adventuring or on a mission. He is a shrewd negotiator and a sharp observer who admires quick wits and courage. Throughout the years he has made many contacts across the realms of dwarves and men and now spends the bulk of his time as a treasure hunter, scholar and sometime spy. He has been recognized by the ducal court and is sometimes called upon to act as liaison between ambassadors of Gundamark and the Duchy.

Khor has recently begun adventuring with a pair of gnomes named Twimbly Longfellow and Jeric Winterhaven. Khor and Jeric share a common spirit of adventure and the two have

tried their best to lighten the mood of the taciturn Twimbly.

**Khor Rukmallet:** AL N; MV 120' (40'); AC 6 (studded leather armor + shield); D5; hp 31; #AT 1; Dmg 1d6+2 (war hammer + Str); S 16, D 10, C 14, I 14, W 12, Ch 15; SV D5; SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6; ML 9; XP 500; silver and gold necklace with Gundamark crest (175 gp), two (2) rubies (500 gp), 20 gp, 12 sp, 7 cp.

### Fenrik Hammerhand

Fenrik is a tough, grizzled dwarf with a weathered face and a graying beard. Born to a noble line of dwarven holy men, Fenrik earned respect after a vengeance quest against the Lagorra (Long Claw) ruks who had slaughtered his father. Fenrik killed the Lagorra leader and razed their dark temple, but lost his right eye battling undead called up by the ruk shaman.



Fenrik now rules over a small enclave of dwarves in the Malluholdt Halls—the last (some say the oldest) true dwarf realm left beneath the Three Kings of Old mountain range. This enclave, known as the Fenrisian Brotherhood, is one of the fiercest and proudest clans of dwarves on Amalor. Under Hammerhand leadership, they have dedicated themselves to preserving the history and heritage of the dwarvish race, whom they call the Children of Axe and Stone.

The grimfaced Fenrik dislikes and distrusts other races and believes that dwarves are the rightful rulers of Amherth. He may cooperate with humans and elves, but only if such cooperation serves the interest of his people. Fenrik hates ruks and would exterminate the entire race if he could. He occasionally hires adventurers to help clear out ruk lairs in order to recover stolen dwarf heirlooms or reclaim dwarven halls.

**Fenrik Hammerhand:** AL N; MV 120' (40'); AC 5 (chain mail); D5; hp 39; #AT 1; Dmg 1d8+2 (battle axe + Str); S 17, D 10, C 17, I 12, W 14, Ch 8 (15 among dwarves); SV D5; SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6; ML 11; XP 500; helm and chain mail armor decorated with dwarven runes (750 gp), silver and gold arm ring with Malluholdt crest (200 gp), gold Malluholdt signet ring (150 gp), cloak embroidered with hammers and axes (50 gp), five (5) amethysts (25 gp), 75 gp, 98 sp, 20 cp.

### WIZARD OF THE MOUNT

The Wizard of the Mount has many names among the different races. He is an ageless sorcerer who dwells in an ancient tower hidden somewhere in the Mountains of Time. The Wizard seldom ventures into the realms of men, and when he does, his coming is often marked by war and strife. Whether he is the cause of such chaos or merely its herald depends on who is asked. High Lawlord Vernon Creighton has called for the Wizard to come to Dolmvay to answer the charges of magic and heresy levied against him.

**Wizard of the Mount:** The Wizard of the Mount is a mystical figure that transcends normal game stats. The Labyrinth Lord can assume he can cast any known magic-user spell

and can have any known magic item in his possession. He is highly Lawful in alignment, although his motivations and goals do not always coincide with the teachings of the Church of Law and Order. If attacked, he simply teleports away.

### PATER THE BOATMAN

Pater and his sons run a rope barge named the *Braaven* that ferries passengers back and forth across the Lamirtaan at Peake's Crossing. The ferry runs from dawn until dusk, every hour on the hour and can hold around 36 passengers. Passage is free during the day (paid for by Earl Locke). After sunset, Pater charges up to 50 gp per person, depending upon his mood and the time of night. The *Braaven* is actually equipped with a copper *rudder of charn* (see **New Magic Items**, pg. 111) which is a secret known only to Pater's immediate family.

**Pater the Boatman:** treat as 0-level human with hp 3, 1d4 gp, and 1d6 sp.

## EARLDOM OF THURMANY

The land surrounding the Dolm River and its tributaries is known as Thurmany. It is one of the most settled and civilized regions in the Duchy, with only the hills and mountains in the far north considered true frontier. Thurmany is the traditional domain of the Duke of Valnwall, however, the residing Duke often appoints a steward (usually a close relative) to oversee his lands.

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### GOVERNMENT

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The Earldom of Thurmany is ruled by the Duke's uncle, Lord Claude val Thurman. Its capital is the river city of Edgerton. The Earl of Thurmany is also responsible for patrolling the western half of the Gulf of Valnwall. The Thurmany standard is the stylized silhouette of a sailing ship set beneath a crown and flanked by crossed swords over a shield.

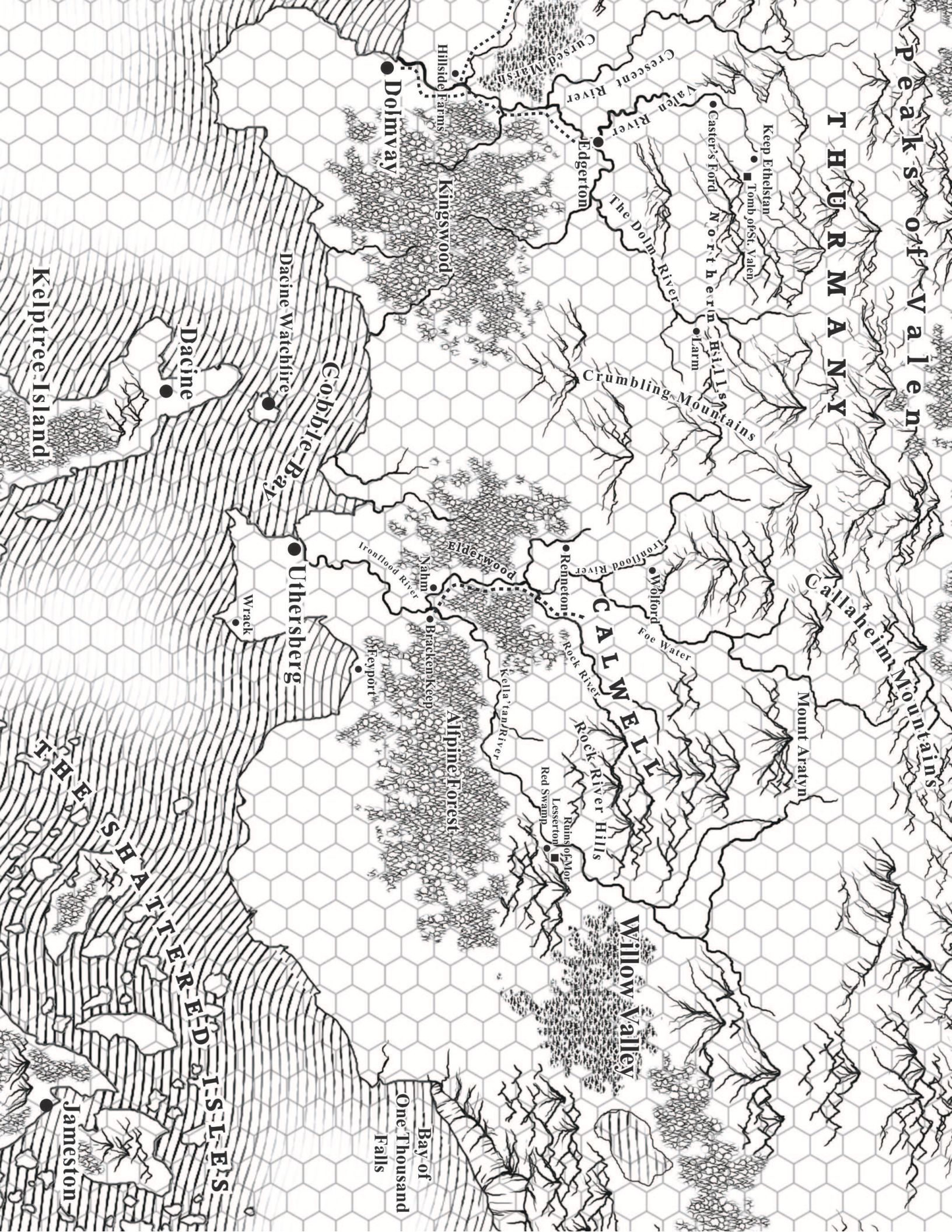
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### GEOGRAPHY

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The following geographical features are located in and around the Earldom of Thurmany.





Peaks of Valen

THE CRUMBLING MOUNTAINS

Callaheim Mountains

Mount Aratyn

Keep Ethelstan

Tomb of St. Valen

Caster's Ford

Larm

Hills

The Dolm River

Crescent River

Valen River

Crumbling Mountains

Ironflood River

Wolford

Foe Water

Rock River

Rock River Hills

Willow Valley

Ruins of Mor Lesserton

Red Swamp

Kella Tan River

Alpine Forest

Brackenkeep

Nalm

Ironflood River

Feyport

Kingswood

Hillside Farms

Dolmvay

Dacine Watchfire

Dacine

Uthersberg

Wrack

Cobble Bay

Kelptree Island

THE SHATTERED ISLES

Jameston

Bay of One Thousand Falls



## PEAKS OF VALEN

The Peaks of Valen stretch in a jagged line along the northern border of the Duchy of Valnwall. Named after the legendary hero Valen of Vay, the mountains are riddled with passes, the largest being the Pass of the Dead, which leads directly to the infamous Ghoull Keep and the Ghoull Lands beyond. It is said the peaks were blessed by the legendary hero Valen of Vay and that no undead may pass into the civilized realms of the Duchy as long as the Church of Law and Order holds sway. The pass is guarded by soldiers from Keep Ethelstan.

**Note:** The Peaks of Valen and the Ward of Valen are further detailed in the Small Niche Games sourcebook *Ghoull Keep and the Ghoull Lands*.

## CRUMBLING MOUNTAINS

The Crumbling Mountains mark the eastern border of Thurmany. The mountain paths are treacherous and filled with shale deposits. Landslides are extremely common. A few ubrak clans dwell in the hidden valleys of the Crumbling Mountains and other monsters live high up in their heights.

## NORTHERN HILLS

The foothills at the Peaks of Valen are known as the Northern Hills. These forested hills are littered with ancient ruins, most of which have been thoroughly explored, however, the occasional secret passages or hidden cave entrances are still routinely uncovered. Despite the infrequent ruk raid or monster attack, the Northern Hills are considered one of the safer regions along the frontier and have launched the careers of many fledgling adventuring companies.

## KINGSWOOD

The Kingswood is a wide stretch of forest located east of the Dolm River. A few settlements are located on the edge of the Kingswood, but most decent folk steer clear of its shady reaches. The Kingswood's proximity to the City of Dolmvay makes it an attractive destination for fledgling adventuring companies. These companies often uncover lost ruins and secret dungeons, but just as often never return. Legends say the forest was once the domain of

an elvish lord, but no elves are thought to live there now.

## CURSED MARSH

The Cursed Marsh lies west of the Crescent River. It is a place of death and disease from which few adventurers ever return. Little is known about the interior of the marsh, but rumors of hidden treasures and lost serpent kingdoms abound.

## KING'S BAY

King's Bay is the most important body of water in the Duchy of Valnwall. It is home to the capital city of Dolmvay and is the seat of political and military power in the Duchy. King's Bay boasts a steady parade of ships traveling to and from the White City. Its shipping lanes are heavily patrolled by the King's Navy in order to guard against smuggling and piracy.

## THE DOLM RIVER

This river bears the name of the ruling House of Dolm. It was the first river settled by the Kingdom of Might and is considered the most civilized region in the Duchy.

The Dolm River is the lifeblood of the Duchy of Valnwall, carrying goods and travelers to and from the capital city of Dolmvay and beyond. Its tributaries include the swift-flowing Valen River, which begins in the Peaks of Valen and knifes through the northern hills, and the meandering Crescent River, which is known for its beautiful waterfalls, ancient ruins, and scenic wilderness.

Major settlements along the Dolm include the capital city of Dolmvay on the gulf, the frontier village of Larm, the trader's market at Hillside Farms, the castle fortress of Edgerton which lies at the fork of the Dolm River and the Crescent, and Caster's Ford which lies where the Dolm meets the Valen.

**Note:** The Dolm River is further detailed in the Brave Halfling Publishing adventure *The Dolm River*.

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## SETTLEMENTS

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The following settlements are located in the Earldom of Thurmany.

### **CITY OF DOLMVAY (A.K.A. THE WHITE CITY, A.K.A. THE CITY BY THE SEA)**

(pop. c. 70,000)

The City of Dolmvay, also known as the White City and the City by the Sea, is the shining capital of the Duchy of Valnwall and a bastion of light in the civilized world. Dolmvay was built upon the ruins of the Great City of Vay and was founded during the Age of Might. It is the largest city in the Duchy of Valnwall with a population of approximately 70,000 citizens, and half as many visitors present on any given day.

**Note:** The City of Dolmvay is further detailed in the Small Niche Games sourcebook *Guidebook to the City of Dolmvay*.

### **EDGERTON**

(pop. c. 10,000)

The fortified military city of Edgerton was one of the first frontier settlements established during the early days of the Duchy and quickly became vital to the security of the realm. Although the region is now much more civilized, Edgerton remains a center for trade and exploration along the Dolm River. It is home to many wealthy and retired adventurers. Edgerton is the seat of the Earldom of Thurmany.

### **HILLSIDE FARMS**

(pop. c. 5,000)

This small town started as a farmer's market and quickly grew into a major waypoint between Dolmvay and Edgerton. Farmers and craftsman from all over the Duchy come to Hillside Farms to ply their wares and avoid some of the steeper costs associated with selling in Dolmvay. Hillside Farms also hosts many local festivals and tournaments, and a steady stream of travelers doubles and sometimes triples the size of the population. The great stone bridge of Kanaa Baerokin crosses the Dolm River at Hillside Farms.

### **CASTER'S FORD**

(pop. c. 1,500)

Located in the Northern Hills, Caster's Ford is the last major settlement before the dangerous Peaks of Valen mountain range. It is surrounded by a tall stone wall and manned by soldiers of the King's Army. The town provides a broad range of goods and services for adventurers traveling along the frontier. Caster's Ford is also home to many retired and disabled adventurers who are often willing to provide advice, rumors, and directions in exchange for a round or two of ale.

### **LARM**

(pop. c. 1,000)

The small frontier farming village of Larm lies far to the north on the banks of the Dolm River.

**Note:** Larm is further detailed in the Brave Halfling Publishing adventure *The Village of Larm*.

### **KEEP ETHELSTAN**

(pop. c. 500)

Keep Ethelstan lies near the start of the River Valen. Its formidable walls stretch completely across the southern reaches of the Pass of the Dead and its soldiers aggressively patrol the surrounding countryside to guard against undead intrusion. The keep serves as a waypoint for adventurers as well as dwarves traveling to and from the dwarf kingdom of Gundamark.

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## OTHER PLACES OF NOTE

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The following places of note are also located in the Earldom of Thurmany.

### **CHOKING HILLS**

These foothills lie at the base of the mountains to the north. They are filled with clouds of poisonous gas that rise up from cracks in the earth. A small flight of green dragons have made their home in the Choking Hills and occasionally descend to ravage nearby villages and keeps.

### **OLDWORKS**

The Oldworks lie in the Crumbling Mountains to the east, in a rocky valley full of toppled





Palatial District

District of Scholars

City Center District

District of Nobles

River District

Valenon

Plague Town

Guild District

District of Commons

Oldcastle District

Market District

Baytown

Wharf District

Dolmvay



ruins, dungeons packed with rusted machines, and massive hollow stacks that extend for hundreds of feet above and below ground. The Oldworks are believed to be an ancient factory of the Old World. Its endless warrens are inhabited by numerous ruk tribes, morlocks, and other evil creatures.

### **TOMB OF ST. VALEN**

This sacred tomb is located deep in the northern mountain range known as the Peaks of Valen. It is said to be the final resting place of the great hero Valen of Vay. The tomb is the destination of many religious pilgrimages, including the Walk of Valen, which retraces his battles against the undead forces of the Ghoull Lands. Some legends say that the body of the infamous Ghoull King is also interred in the Tomb of St. Valen, transfixed by Valen's sacred and iconic sword.

### **TOWER OF THE GREEN FLAME**

This crumbling ruin lies deep in the Cursed Marsh. It is the source of a strange, ghostly light known as the Green Flame of Balutron. The lizardfolk who dwell in the marsh worship the flame and attack any who enter the swamps.

### **WHITE LIGHTS OF VALEN**

These lights can only be seen by travelers in the Peaks of Valen. They appear in the night sky as roiling clouds of white, green, and pink lights. Legends say the White Lights of Valen burn brightest in the coldest winter months and that during this time, undead within the mountains become weak and lose their fell powers (magic use, energy drain, paralysis, etc.).

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## **THURMANY NPCs AND FACTIONS OF NOTE**

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The following NPCs and factions may be encountered in the Earldom of Thurmany. These NPCs and factions are in addition to those found in the *Guidebook to the City of Dolm*.

### **DUKE ROBERT VAL DOLM**

The charismatic young Duke Robert val Dolm is the current ruler of the Duchy of Valnwall and a direct descendant of the first Willhelm val Dolm. Duke Robert is known to be fair and just

in his dealings with all folk, regardless of their station. He works closely with the Church of Law and Order to maintain peace and stability throughout the realm.

Despite his youth, Robert is a skilled fighter and the veteran of several campaigns, including the famous Battle of Bracken Keep where he led the King's Army to victory against a large force of ruk raiders. It is said that after the battle, the Duke left only one ruk alive to carry word of the defeat back to the Ruklands.

The majority of Duke Robert's reign has been marked by peace, but his personal life has been one of turmoil and loss. He was crowned at age fifteen when an unknown assassin poisoned his father Duke Edward. Less than a year later, his mother and two sisters disappeared at sea during a journey to Guildeland.

As a boy, Robert was often in the company of his younger brother Mark and their cousins Stephen val Locke and Mikael val Dolm. On the Duke's twentieth birthday, their bonds of blood and oaths of brotherhood were shattered in a failed coup orchestrated by Mark val Dolm.

After the uprising was put down, Mark fled into the east. Instead of a death sentence, Robert exiled his beloved brother in absentia. However, Mark's mutilated body later turned up on the outskirts of the Alfpine Forest and many suggest he was merely a pawn of some greater player.

The symbol of the Dolmish lords is a huge gray wolf known as the Iron Wolf, which was also the nickname of the first Duke Willhelm val Dolm. The royal standard is a pair of iron wolves flanking a crown above a stylized silhouette of the Great Valnwall.

**Duke Robert val Dolm:** AL L; MV 120' (40'); AC 8 (Dex) or 4 (chain mail + Dex); F3; hp 20; #AT 1; Dmg 1d4+1 (dagger + Str) or 1d8+1 (long sword + Str); S 13, D 15, C 13, I 12, W 14, Ch 13; SV F3; ML 9; XP 95; informal ducal crown (1,000 gp), three bejeweled gold rings (250 gp), bejeweled dagger (175 gp), holy symbol of St. Valen.

### **EARL CLAUDE VAL THURMAN (A.K.A. THE SWORD OF THE DUKE)**

Earl Thurman is the Duke's grizzled uncle, on his mother's side. He is a bear of a man who

once served as the right hand of Robert's father. Earl Thurman loves Duke Robert as if he were his own son, although he sometimes feels the boy is too kind. A renowned warrior and Lord High Commander of the King's Army, he is sometimes known as The Sword of the Duke.

Although publicly a follower of the Church of Law and Order, he has little use for the machinations of the clergy. Earl Thurman and Earl Uther mor Calwell are bitter enemies whose forces occasionally engage in minor skirmishes along the borders of their lands. The two cannot be in the same chamber for long without coming to blows.

**Earl Claude val Thurman (a.k.a. The Sword of the Duke):** AL L; MV 120' (40'); AC 3 (chain mail + *helm of protection*+2); F5; hp 55; #AT 1; Dmg 1d10+2 (two-handed sword + Str), 1d4+2 (dagger + Str); S 17, D 10, C 18, I 14, W 14, Ch 10; SV F5; ML 11; XP 950; Spaelklaiver (*two-handed sword of spell turning*), gold Earl's medallion (1,750 gp).

#### **LAWLORD COLTEN BRIGHTMOOR**

Lawlord Brightmoor is the City Lawlord of Edgerton. He is a wise and intelligent priest of St. Johan who has fought evil and evil undead all of his life. Lawlord Brightmoor is most famous for his crusades against the Wraith Lord of Karrun whose former stronghold lies in the Arrendel Mountains. He is a close advisor to the High Lawlord in Dolmvay and many in the Church feel he is destined for the Order of Kells.

**Lawlord Colten Brightmoor:** AL L; MV 120' (40'); AC 2 (*chain mail*+2 + shield); C9; hp 34; #AT 1; Dmg 1d6 (*mace of cancellation*); S 12, D 10, C 15, I 17, W 15, Ch 14; SA spellcasting, Turn undead; SV C9; ML 10; XP 8,000; gold City Lawlord medallion and chain (500 gp), holy symbol of St. Johan.

Spells: 1st: *command, cure light wounds, detect evil, sanctuary*; 2nd: *find traps, hold person, know alignment, reveal charm*; 3rd: *continual light, dispel magic, speak with dead*; 4th: *exorcise, detect lie*; 5th: *flame strike*.

#### **LIGHT OF TRUTH**

The Light of Truth is a fanatical religious adventuring company dedicated to combating the rise of evil cults and wizardly cabals.

#### **Father Sprewell of Dolmvay**

Father Sprewell is the leader of the Light of Truth. He is a zealot who believes he is destined for great things in the Church of Law and Order. He cares nothing for the monks under his command and if they are killed in the service of Light, he has no problem recruiting others to take their place.

**Father Sprewell of Dolmvay:** AL L; MV 120' (40'); AC 4 (chain mail + shield); C3; hp 13; #AT 1; Dmg 1d6+1 (mace + Str); S 13, D 10, C 12, I 12, W 13, Ch 9; SA spellcasting, Turn undead; SV C3; ML 9; XP 110; holy symbol of Law and Order, vial of holy water, 1d4 sp, 1d6 cp.

Spells: 1st: *cure light wounds* x2; 2nd: *hold person*.

#### **Brothers of Truth and Light**

These six (6) monks have pledged their allegiance to Father Sprewell and the Church. They have given up their names and all their worldly possessions and identify themselves only as "Brother". They follow Father Sprewell's orders unquestioningly.

**Brothers of Truth and Light (6):** treat as 0-level human with AC 8 (leather armor), hp 4, Dmg 1d8 (long sword), 1d4 (dagger), monk's robes, and traveling gear.

#### **THE BLACK CHOKE**

The Black Choke is a vile band of organized slavers who kidnap humans from the Duchy and sell them to the denizens of Ghoull Keep in the north. Members of the Black Choke identify themselves with black braided leather collars that are usually worn about the neck or arm, or clipped to the belt or pack. A few longtime members of the Black Choke have even tattooed the collar onto their skin.

The Black Choke never travels farther north than Ghoull Keep. They are hated and reviled throughout the Duchy of Valnwall and there is a standing bounty of 250 gp for any members of the Black Choke that can be brought in alive to Dolmvay for questioning.

#### **WILDLAND RANGERS**

The Wildland Rangers is an adventuring company that specializes in tracking down and

hunting exotic creatures. The creatures are then dissected and the ingredients sold to healers, alchemists, and mage's guilds. The Wildland Rangers have garnered a reputation as thugs and mercenaries who would do anything for pay. It is rumored they are allied with the green dragon Haliot the Death Mist who lives in the Forest of Forgotten Sorrows deep in the Tanglewood of Lockeland.

### **Bragor Stannon**

Bragor Stannon is the leader of the Wildland Rangers. He is a skilled fighter who once served in the King's Army before deserting during the Battle of Tallman Moor. Stannon is charismatic when he wants to be, but is filled with greed and cares only for himself. Stannon is extremely wealthy, but most of his wealth is stored with the banking families of Guildeland.

**Bragor Stannon:** AL N; MV 120' (40'); AC 5 (chain mail); F2; hp 16; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str), 1d8 (heavy crossbow); S 13, D 12, C 14, I 12, W 10, Ch 12; SV F2; ML 9; XP 56; *potion of healing*, gold signet ring (150 gp), 23 gp, 14 sp, 7 cp.

### **Leana of Dolmvay**

Leana of Dolmvay is a young girl born and raised on the rough streets of Dolmvay where she chose a life of thievery over a life of harlotry. Leana was honing the skills of her trade when she met Bragor Stannon and immediately became infatuated by his charm and good looks. Leana joined his company to travel, but has since realized the Wildland Rangers is not the heroic adventuring company she once thought.

**Leana of Dolmvay:** AL N; MV 120' (40'); AC 6 (leather armor + Dex); T1; hp 3; #AT 1; Dmg 1d6 (hand axe), 1d4 (dagger); S 9, D 16, C 10, I 10, W 10, Ch 13; SV T1; SA backstab, thief skills; ML 8; XP 22; pick locks 17%, find/remove traps 14%, pick pockets 23%, move silently 23%, climb walls 87%, hide in shadows 13%, hear noise 1-2; onyx pendant set in silver chain (15 gp), thieves' tools, 12 sp, 5 cp.

### **Harrence the Holk**

Harrence is a grizzled Holk halfling who wears an eyepatch to cover an eye lost in a

fight with a flock of bloodbats (stirges). Harrence is balding with a scruffy gray beard. He was exiled from his clan for reasons he refuses to discuss and is quick to anger if the matter is brought up. Harrence has grown fond of the young thief Leana of Dolmvay and would prefer to see her in better company. If Leana is threatened or harmed, Harrence flies into a rage, attacking with +1 to-hit and +1 to damage.

**Harrence the Holk:** AL N; MV 90' (30'); AC 5 (studded leather + Dex); H3; hp 15; #AT 1; Dmg 1d6 (hand axe), 1d4 (dagger), 1d6 (short bow); S 10, D 16, C 13, I 9, W 12, Ch 9; SA hide in woodland terrain 90%, hide in shadows on 1-2 on 1d6, +1 to-hit with missile attacks, +1 to initiative when alone or in party comprised only of halflings, -2 AC when attacked by creatures larger than human size; SV H3; ML 8; XP 170; gold tooth set with diamond (250 gp), 4 gp, 13 sp, 4 cp.

### **Kert of Brighton**

Kert of Brighton is a cutthroat and murderer who fled the town of Brighton to avoid a strange plague\*. He prefers to attack by ambush or missile weapons if possible. Kert has become obsessed with the thief Leana of Dolmvay, but she wants nothing to do with him. Harrence the Holk has warned him to stay away from the girl, and Kert is planning to kill the halfling if the chance arises.

**Kert of Brighton:** AL C; MV 120' (40'); AC 8 (leather armor); F1; hp 6; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str), 1d8 (heavy crossbow); S 13, D 10, C 12, I 9, W 11, Ch 9; SV F1; ML 6; XP 16; 6 cp.

\*see the Dwd Studios adventure *Dark Times in Brighton* for details.

### **Dalmon Shelds**

Dalmon was a squire for a knightly order known as the White Banners of Valen until his knight was killed and he lost his left arm in a battle against a Targker gobruk war party. Since then, Dalmon has wandered from place to place, staying drunk and joining whatever mercenary or adventuring company needs his skills. Dalmon's left forearm has been replaced with a cocking hook for a light crossbow. He is a

skilled crossbowman who attacks as a 3rd-level fighter with a crossbow.

**Dalmon Shelds:** AL N; MV 120' (40'); AC 5 (rusty chain mail + Dex); F1; hp 7; #AT 1; Dmg 1d6+1 (short sword + Str), 1d4+1 (dagger + Str), 1d4+1 (cocking hook + Str), 1d6 (light crossbow); S 13, D 15, C 10, I 9, W 11, Ch 10; SA attacks as F3 with light crossbow; SV F1; ML 8; XP 19; wineskin, 6 cp.

### **Kelsa "The Woods Witch" Annbrell**

Kelsa is a priestess of an ancient nature religion that gives women dominion over the earth. Her patron deity is Lamorda Goddess of the Harvest. Kelsa seldom bathes and never brushes her hair, which gives her a wild, untamed look. She claims to have been raised by dryads who taught her the ways of the forest.

Kelsa is quite mad and has no empathy for anyone or anything except plants and trees. Bragor Stannon values her advice on woodland matters, but does not trust her at all.

**Kelsa "The Woods Witch" Annbrell:** AL N; MV 120' (40'); AC 7 (leather armor + Dex); C3; hp 14; #AT 1; Dmg 1d6 (quarterstaff); S 10, D 14, C 13, I 12, W 13, Ch 8; SA spellcasting, Turn undead; SV C3; ML 9; XP 155; wheat bundle holy symbol of Lamorda, eight rough agates (5 gp each), six carved strips of beef jerky with runes inscribed upon them (act as *potions of healing* when chewed).

Spells: 1st: *command*, *cure light wounds*; 2nd: *hold person*.

### **GIUSEPPE "DOOMDEATH" BERTOLI (A.K.A. "LUPO")**

The merchant Don Giuseppe "DoomDeath" Bertoli immigrated from Guildeland years ago and established himself in Dolmvay as the head of the Bertoli Family, which specializes in olive products imported from his homeland. He is a gloomy, pessimistic man who seldom has anything positive to say, earning him his nickname of DoomDeath. Don Giuseppe prefers the shadows and silence to a bow or a blade, although he does not refrain from a fight when threatened.

Don Giuseppe is actually the leader of a small cadre of family thieves known as "Ombra

Nostra". They are considered by their peers as slackers in most traits thieving, but they are extremely effective, mainly because most of the thieves secretly dabble in magic that has been passed down through the family for generations.

Ombra Nostra in Dolmvay currently consists of nine 1st-5th level thieves who identify themselves by secret names in order to avoid exposure. They go by Lupo (Wolf), Vulpe (Fox), Tomba (Grave), Lama (Blade), Orso (Bear), Topo (Mouse), Nero (Black), Veloce (Swift), and Muto (Silent).

**Giuseppe "DoomDeath" Bertoli:** AL N; MV 120' (40'); AC 5 (leather armor + Dex); T6/MU3; hp 24; #AT 1; Dmg 1d6+1 (*short sword*+1), 1d4 (dagger); S 10, D 16, C 9, I 17, W 11, Ch 12; SV T6/MU3; SA backstab, thief skills, spellcasting; ML 9; XP 1,550; pick locks 45%, find/remove traps 43%, pick pockets 43%, move silently 43%, climb walls 92%, hide in shadows 37%, hear noise 1-4; *ring of spell storing*, thieves' tools, gold Ombra Nostra signet ring (25 gp).

Spells: 1st: *charm person\**, *detect magic\**, *read languages*, *read magic*, *ventriloquism*; 2nd: *arcane lock*, *continual light\**, *detect invisible*, *ESP\**; 3rd: *clairvoyance*, *dispel magic\**.

\*denotes memorized spell

### **GILLY THE THIEF**

Gilly is an unassuming middle-aged thief with a high hairline and whiskers that he tries to shave regularly. He is a reluctant hero who tries to help those in need when he can, but he cannot give up his thieving ways and often steals just for the challenge. Gilly is a member of the Dolmvay Thieves' Guild and has the guild's kraken tattooed on his upper arm, with tentacles reaching his neck and forearm.

Gilly is also a member of the Dolmvay Adventurer's Guild. He recently signed up to help the revered archaeologist Jerol Atarin and made an unlikely partnership with a priest of the Church of Law and Order named Prestor the Lawbringer. Gilly spends a lot of energy hiding his thieving ways from his watchful adventuring partner, but appreciates the priest's concern for common folk. Together, the two have helped

expose evil cults, solved several unexplained disappearances, and battled supernatural forces. Gilly has returned to a more quiet life in Dolmvay, but knows that it is only a matter of time before adventure and riches call him out of retirement.

**Gilly the Thief:** AL N; MV 120' (40'); AC 5 (leather armor+1 + *ring of protection*+1 + Dex); T4; hp 12; #AT 1; Dmg 1d6+1 (short sword + Str), 1d4+1 (dagger + Str), 1d6 (short bow); S 14, D 15, C 12, I 9, W 11, Ch 12; SV T4; SA backstab, thief skills; ML 9; XP 410; pick locks 31%, find/remove traps 23%, pick pockets 37%, move silently 37%, climb walls 90%, hide in shadows 27%, hear noise 1-3; thieves' tools, rope, grappling hook, waterskin, 2 pints of oil, lantern, flint & steel, hammer, 8 iron spikes, bronze pendant with Green Woodsman's face (125 gp), 12 gp, 17 sp, 9 cp.

### PRESTOR THE LAWBRINGER

Prestor is a young, but worldly priest of the Order of St. Valen. He was born and raised in

the Great City of Dolmvay and has dedicated his life to serving the Church of Law and Order. Prestor is a shining example of Law and Order, standing 6'4" tall, with broad shoulders and a physique that strikes fear in the forces of Chaos.

Prestor has always viewed the world in terms of black and white, where Law is law and Order is order. As far as he is concerned, if your papers are in order, you adhere to the teachings of the Church, and you pay your tithes, all is well. Prestor is so devoted to the Church that he makes the perfect enforcer—if the High Lawlord suddenly declared the punishment for thievery was loss of a hand, Prestor would dismember a pickpocket without a second thought. Talk among his superiors suggests he is being considered as a candidate for the Order of Truth.

Lately however, Prestor's worldview has faced upheaval. He has recently found himself allied with a surprisingly unselfish thief named Gilly, an elf (silly as any elf can be) who uses



swords and wizardry to defeat Chaos, as well as other companions not solely dedicated to Law and Order, yet have exemplified a bravery and loyalty equal to that of any Lawbringer.

Prestor's fellow priests have openly scoffed at his choice of companions, even after their most recent adventure in which Prestor and his friends shattered a Chaos plot right in the heart of Dolmvay. Prestor was disheartened when agents of the Church declined to help a trio of harlots, ignored warning signs of ancient magic, and then confiscated recovered treasures "in the interests of Law and Order".

These and many other instances of apathy (some might even say corruption) in the Church have him praying and meditating on a broader understanding of the world and its peoples. As of late, he has begun to reevaluate what he once would have considered the unscrupulous behavior of his companions. He still retains quarters at the Valenon and performs his duties to the fullest, but slowly, frustratingly, his eyes are beginning to open.

**Prestor the Lawbringer:** AL N; MV 120' (40'); AC 1 (plate mail + *shield*+1); C4; hp 22; #AT 1; Dmg 1d6+1 (silver-headed mace + Str); S 15, D 10, C 13, I 13, W 15, Ch 11; SV C4; SA spellcasting; ML 10; XP 465; silver Holy Hilt, white cloak, silver necklace with gems carved into Holy Hilts (350 gp), 52 gp, 22 sp, 14 cp.

Spells: 1st: *command*, *cure light wounds*, *detect magic*; 2nd: *hold person*, *silence* 15' radius.

## EARLDOM OF CALWELL

The Earldom of Calwell is an enormous and dangerous expanse that begins west of the Ironflood River and stretches east across the Duchy of Valnwall. The nobles of Calwell trace their lineage back to the great houses of Mor and have little respect for commoners or upstart noble houses from other realms. The region is infamous for its lawlessness, with a wilderness that is overrun by ruk tribes, fey elves, and fierce monsters, making it ripe for adventure and exploration.

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## GOVERNMENT

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The Earldom of Calwell is ruled by the Duke's half-uncle, Lord Uther mor Calwell. Its capital is the port city of Bay City, which was recently renamed Uthersberg. The Earl of Calwell is responsible for patrolling the land up to the Mountains of Shadow as well as the waters of the eastern half of the Gulf of Valnwall. Calwell's standard is a stylized griffon flanked by a pair of eagles.

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## GEOGRAPHY

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The following geographical features are located in and around the Earldom of Calwell.

### CALLAHEIM MOUNTAINS (A.K.A. CLOUDBOTHER MOUNTAINS)

The Callaheim Mountain range stretches along the northeast border of the Duchy of Valnwall. It is a wild, untamed region dominated by *rukha*, evil dragons, and other fell beasts. The range boasts some of the tallest peaks on Amalor, including Mount Carver, named after the heroic Frederick the Carver who mounted hundreds of successful expeditions against the Callaheim ruk tribes before at last falling in battle. The tops of these snowcapped mountains are often obscured by clouds, and are said to be the home of at least one cloud giant.

### MOUNTAINS OF SHADOW

The Mountains of Shadow are a barren, rocky mountain range along the eastern borders of the Duchy of Valnwall. Its name comes from the long shadows cast by its jagged peaks at sunrise. The mountains are riddled with natural caves and dungeons built during an earlier age. They have garnered an evil reputation and are said to be home to shades, demons, and ancient warmachten.

### ROCK RIVER HILLS

The Rock River Hills lie along the Rock River in eastern Valnwall. Many dwarf and human ore mines are located throughout the Rock River Hills. These settlements are subject to frequent attacks by ruk raiders. In addition, miners often stumble onto more ancient dungeon ruins, unearthing hidden treasure, gruesome death, or both.

## **THE A'HALIFFEIN (ALFPINE) FOREST (A.K.A. DOMAIN OF THE WOOD ELF KING)**

The Alfpine Forest is a vast forest in eastern Valnwall ruled by the Wood Elf King. The wood elves are unfriendly to outsiders. Travelers are either forced to pay tolls or are turned away without explanation. It is said that this enchanted wood is far larger than it appears on the maps of men. Few humans have been allowed to venture deep into the forest and fewer still have ever seen the Court of the Wood Elf King.

## **THE ELDER WOOD**

This part of the Alfpine Forest lies west of the Ironflood River. Although the Elder Wood falls under the domain of the Wood Elf King, the elves have long retreated from this region and it is said that ancient evils have begun to reawaken in the depths of the forest.

## **THE RED SWAMP**

This large swamp surrounds the town of Lesserton. Like the Blood Marsh, the Red Swamp is home to a variety of swamp-dwelling monsters.

**Note:** The Red Swamp is further detailed in the Faster Monkey Games sourcebook *Lesserton and Mor*.

## **COBBLE BAY**

Cobble Bay is a wide-open bay known for its treacherous undercurrents, steep cliffs, and shoal waters. The Calwell stronghold of Uthersberg is located in a defensible inlet on Cobble Bay and Calwell ships patrol its dangerous waters. The weather here is damp and foggy and its rocky shores support little agriculture. The residents of Cobble Bay and the surrounding coves subsist mainly on fishing, catching slime eels, goatherding, and bitter-tasting seaweed.

## **THE IRONFLOOD RIVER**

The Ironflood River begins in the realm of the Gundamark dwarves and runs north-south before emptying into the Gulf of Valnwall at Cobble Bay. The Ironflood marks the unofficial line between western and eastern Valnwall. Its name comes from a time long ago, when weapons, armor, and ore mined by the dwarves flowed freely down its waters.

The Ironflood's tributaries include the Foe Water, which begins far to the north in the land of the ruks, the treacherous Rock River, which is known for its brutal rapids and waterfalls, the Kella'tan, a slow-moving river that travels through the mist-shrouded woods and murky swamps of the Alfpine Forest, and the short stretch of river known as Collin's Run, which cuts through the Elder Wood just north of the village of Nahm.

Major settlements along the Ironflood include the forbidding Uthersberg on the gulf, the small frontier village of Nahm, and Bracken Keep which lies where the Foe Water joins the Ironflood.

## **BAY OF ONE THOUSAND FALLS**

This isolated bay is most famous for the thousands of waterfalls spilling out of the barren cliff face. The noise here is deafening and prolonged exposure to the sound of the roaring falls is said to drive men mad. The waterfalls originate from a series of unexplored underground rivers. Over the years, a number of strange creatures have washed up on the rocky shores nearby, leaving many to speculate of vast dungeons that stretch beneath the Mountains of Shadow to the east.

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## **SETTLEMENTS**

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The following settlements are located in the Earldom of Calwell.

### **UTHERSBERG (A.K.A. BAY CITY, A.K.A. THE CITY ON THE BAY, A.K.A. THE CITY OF SHADOWS)**

(pop. c. 30,000)

Uthersberg, also known as Bay City or the City on the Bay until it was renamed, is a forbidding coastal city located where the Ironflood River spills into the Gulf of Valnwall. According to legends, Bay City was once a lawless pirate port ruled by the pirate king Red Murdock until the Great City of Mor sent ten thousand spears down the Ironflood to conquer it.

The city now boasts some of the most ancient and impressive architecture in the Duchy, much of which dates back to the Time of the Thirteen Cities. Uthersberg has a reputation as a sordid city where commoners are too often





# Uthersberg



at the mercy of the ancient noble houses of Mor. Tall walls and ancient towers cast much of the city in shadow, leading to its other nickname as the City of Shadows. The city is the seat of the Earldom of Calwell and serves as the hub of trade and politics in eastern Valnwall.

### **WOLFORD**

(pop. c. 2,000)

The town of Wolford occupies a fertile valley of the same name. It is a vibrant farming and shepherding community that lies in the hill country far to the north on the Ironflood River. Wolford has recently been plagued by a series of dark events including the resurgence of an ancient cult known as the Obsidian Heart.

**Note:** Wolford and the Obsidian Heart are further detailed in the Faster Monkey Games adventure *Skull Mountain*.

### **LESSERTON**

(pop. c. 1,500?)

This infamous and decadent town sits atop a rocky promontory with swamp all around. It exists only to service adventurers traveling to and from the Ruins of Mor, and thousands of adventuring companies, traders, camp followers, and other travelers make the population far greater than a town of this size could normally accommodate. The wealthiest residents live in fortified dwellings or neighborhoods while most others live in squalor in, around, and even beneath the town of Lesserton.

**Note:** Lesserton is further detailed in the Faster Monkey Games sourcebook *Lesserton and Mor*.

### **WRACK**

(pop. c. 300)

Wrack is a wretched fishing village that lies on the coast south of Uthersberg. The folk here are extremely superstitious and unfriendly.

**Note:** The village of Wrack is further detailed in the Faster Monkey Games adventure *Wrack and Rune*.

### **NAHM**

(pop. c. 300)

Nahm is a small farming and logging village located on the western bank of the Ironflood River.

### **RENNETON**

(pop. c. 200)

Located on the borders of the Elder Wood west of the Ironflood River, this small village is best known for its dairy products and fine cheeses.

**Note:** Renneton and its annual cheese festival are further detailed in the Faster Monkey Games adventure *Wheel of Evil*.

### **FEYPORT**

(pop. unknown)

Feyport is a small wooded town overlooking a narrow beach. Feyport falls under the Domain of the Wood Elf King. Most shop owners here have the taint of elven blood and many travelers prefer to take the long road around Feyport. The town is shunned by most humans, but offers a touch of the exotic for those seeking to experience a taste of elvish culture.

### **BRACKEN KEEP**

(pop. c. 500)

Bracken Keep is a military outpost that lies at the convergence of the Foe Water and the Ironflood River. It was built to protect the southern regions of eastern Valnwall from ruk attack and is garrisoned by soldiers of the King's Army. Bracken Keep is considered an unfavorable assignment by most soldiers. The keep tends to be understaffed and undersupplied—shipments and supplies from Dolmvay tend to arrive late, incomplete, or not at all, and rumors suggest that these mislaid provisions end up in the private armories and storehouses of Lord Uther val Calwell.



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## OTHER PLACES OF NOTE

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The following places of note are also located in the Earldom of Calwell.

### KERGANN GORGE

Kergann Gorge is a long, deep rift in the earth that lies at the base of the Mountains of Shadow. Legends say that it was created long ago when a titan named Kergann the Black Spear challenged the gods and was cast down from the heavens. The gorge extends to an unknown depth and is thought to house a number of foul creatures and evil beings, some of which have never walked the surface of the earth.

### THE SALTED SEA

The Salted Sea is a large, inland lake whose waters are so salty and thick that only a few creatures have adapted to living in it. The sea is subject to tidal ebbs and flows, leaving much of its banks as mudflats. A few remote islands dot the waters, some of which are covered in ruins and inhabited by flying monsters. The surrounding valley is home to several primitive tribes of titanethe (see **New Fauna**, pg. 102) who are extremely hostile towards outsiders.

### MOUNT ARATYN (A.K.A. MOUNT ROTTEN)

This tall, barren, pockmarked peak is named after an ancient enemy of the Vanhuur tribe whom the elves refuse to talk about. Nicknamed "Mount Rotten" by the people of eastern Valnwall, the mountain's slopes are brick red, like the color of dried blood.

The ruks who dwell in and around the mountain believe it to be sacred. According to their legends, a ruk war god named Groms shed his blood on its slopes in battle, forever staining the ground red. Thousands of crows roost in Aratyn's rocky crags, feeding off battle leavings of the warring tribes. No sane person would ever travel to Mount Rotten.

**Note:** Mount Rotten is further detailed in the Faster Monkey Games sourcebook *In the Shadow of Mt. Rotten*.

### RUINS OF MOR

The Great City of Mor was one of the last great kingdoms of the Old World and its rise and fall are the source of many myths and

legends. What is known is that Gelmin the Halfruk Lord attacked the Great City and many vile magics were unleashed by Morrhil sorcerers, forever tainting those who took part in the city's defense. The Great City of Mor was destroyed and its people scattered across what would one day become the Duchy of Valnwall. Adventurers still flock to the unquiet Ruins of Mor in search of wealth and glory, but many never return.

**Note:** The Ruins of Mor are further detailed in the Faster Monkey Games setting sourcebook *Lesserton and Mor*.

### WILLOW VALLEY

Willow Valley is an idyllic valley centered around Willow Lake. The valley is located in the foothills of the Mountains of Shadow in eastern Valnwall and is home to three major settlements—the human fishing village of Willowford, the dwarven fortress of Stoneaxe Citadel, and the halfling shire of Burrowmoor. A small enclave of reclusive elves is said to dwell in the Gallowswood Forest north of the lake and a large tribe of lizardmen prowl the Swamps of Sithiss to the west.

Although part of the Earldom of Calwell, the valley's modest resources and its remote location cause it to be all but ignored by those in power, and the people of Willow Valley are more than content to keep to themselves and live in peace. The valley has a long and storied history that is known only to a few.

**Note:** Willow Valley is further detailed in the Barrel Rider Games sourcebook *White Box Omnibus*.

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## CALWELL NPCs AND FACTIONS OF NOTE

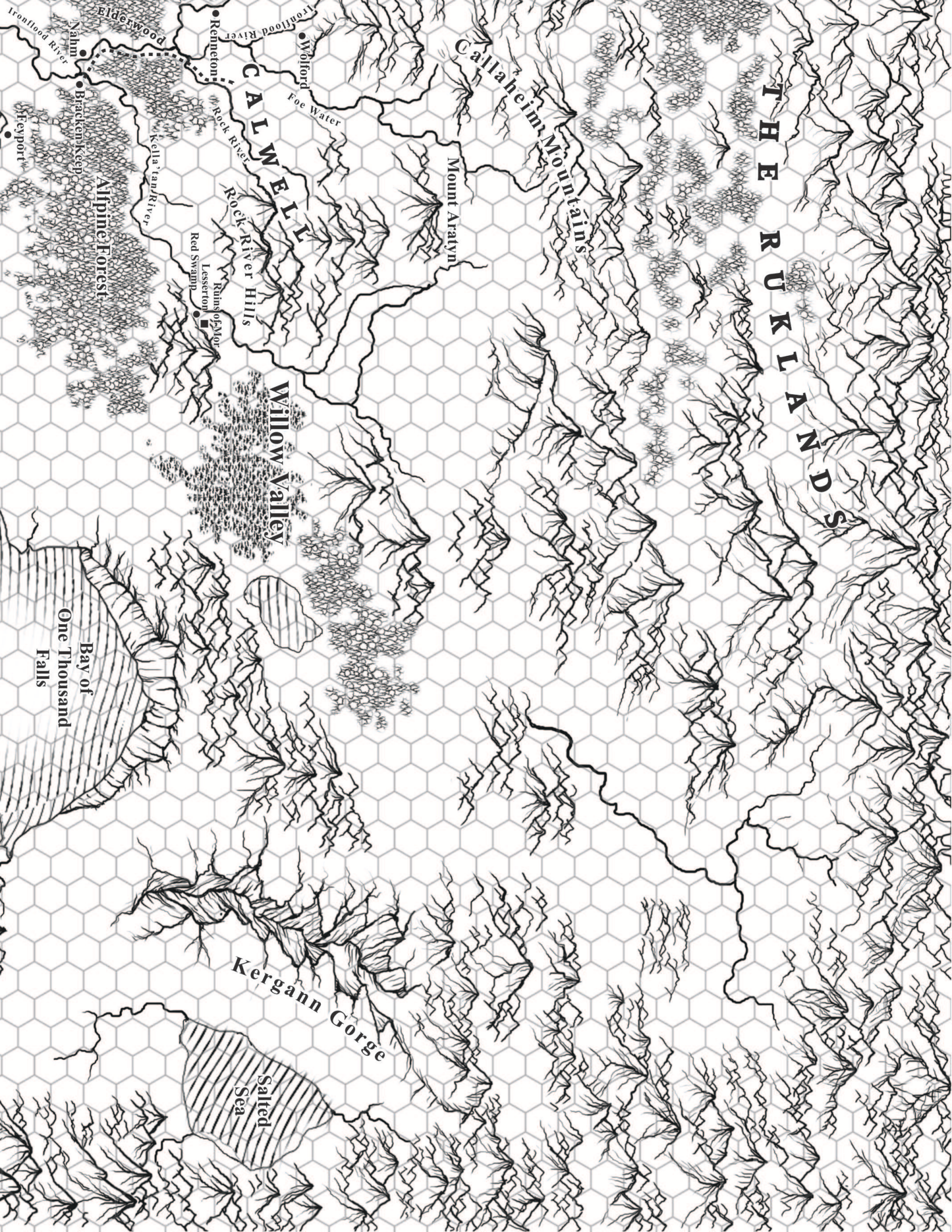
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The following NPCs and factions may be encountered in the Earldom of Calwell.

### EARL UTHER MOR CALWELL (A.K.A. THE BASTARD UNCLE DOLM)

The Earl of Calwell is Duke Robert's half-uncle on his father's side. He is a bitter man who rules over the lands of Calwell in the east. Earl Calwell has adopted the noble particle of "mor" in order to set himself apart from the line of Dolm. The nobles of Mor look down upon him





THE RUKLANDS

Callaheim Mountains

Mount Aralyn

Wolford  
Foe Water

Remeton

Rock River Hills

Willow Valley

Kergann Gorge

Salted Sea

Alpine Forest

Kellan River

Lesserton  
Ruins of Mor  
Red Swamp

Bay of  
One Thousand  
Falls

Elderwood  
Nahm  
Blacken Keep  
Frontlood River  
Feypart



as a bastard, but fall over themselves to curry his favor.

Calwell rules his lands with an iron fist, but is not content to govern a lawless earldom on the far side of the Duchy. Always secretly jealous of his half-brother's station, he believes the Duchy should have fallen to him upon the former duke's untimely death. Calwell has plotted insurrection ever since. It was Calwell who poisoned the ear of the simpleton Mark val Dolm and drove him to rebel against his brother, Duke Robert. When the plot failed, Calwell had the boy murdered to ensure the truth died with him.

Calwell does little to discourage piracy in the Gulf, allows *rukha* to roam his lands unchecked, and turns a blind eye to religious factions that seek to undermine the Church of Law and Order. As reports of his activities trickle in from the east, Duke Robert is slowly beginning to understand the threat that the Bastard Uncle Dolm presents.

**Lord Uther mor Calwell:** AL C; MV 120' (40'); AC 2 (chain mail + *shield*+3); F5; hp 36; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 15, D 10, C 15, I 15, W 13, Ch 8; SV F5; ML 9; XP 950; *helm of dimension door* (3 charges), *flame of the Burza of Mor*, fine clothing in the Morrhil style, gold Earl's medallion (1,750 gp).

### LADY SASHA MOR MARTHEON

The beautiful and decadent Lady Sasha is secretly a high priestess of Chaos and Destruction whose life's goal is to topple the Church of Law and Order. She is young and attractive, having adopted the old Morrhil style of dress including provocative clothing, bronze jewelry, and shaving her head except for a long scalp lock.

Born the daughter of a pirate whore, Sasha grew up in the slums of Jameston until a lecherous Chaos priest took her off the streets. Sasha learned how to use her charms to advance her status and eventually married into one of the ancient noble houses of Mor. Her aging husband "took ill" with a strange wasting disease, and Sasha soon found herself a widow of substantial wealth and status. Sasha has since maneuvered her way into the Calwell

court and the Earl is one of her many secret lovers.

**Lady Sasha mor Martheon:** AL C; MV 120' (40'); AC 5 (*ring of protection*+2 + Dex); C6; hp 29; #AT 1; Dmg 1d6 (*staff of the serpent*); S 9, D 16, C 10, I 13, W 16, Ch 17; SA spellcasting, Turn undead; SV C6; ML 9; XP 2,820; *scroll of spells (cure light wounds x3)*, *scroll of warding (undead)*, holy symbol burning spear of St. Jessical, scalp lock bands made of copper and gold and diamond shards (775 gp), bronze bracers (125 gp), bronze disc earrings (75 gp).

Spells: 1st: *cause light wounds, cure light wounds, sanctuary*; 2nd: *bless, hold person, reveal charm*; 3rd: *dispel magic, striking*.

### LAWLORD ADRIAN NEWCASTLE

Lawlord Adrian Newcastle is a charismatic and ambitious young Lawlord of Law and Order whose calum is based in Uthersberg. He is a prominent figure in the Church and believes that Law and Order must be maintained through any means necessary. His followers use threats, vandalism, and even torture to ensure the faithful remain just and the lawless convert. Lord Newcastle is being subtly influenced by the Chaos priestess, Lady Sasha mor Martheon, who knows that the actions of his followers only serve to promote the cause of Chaos.

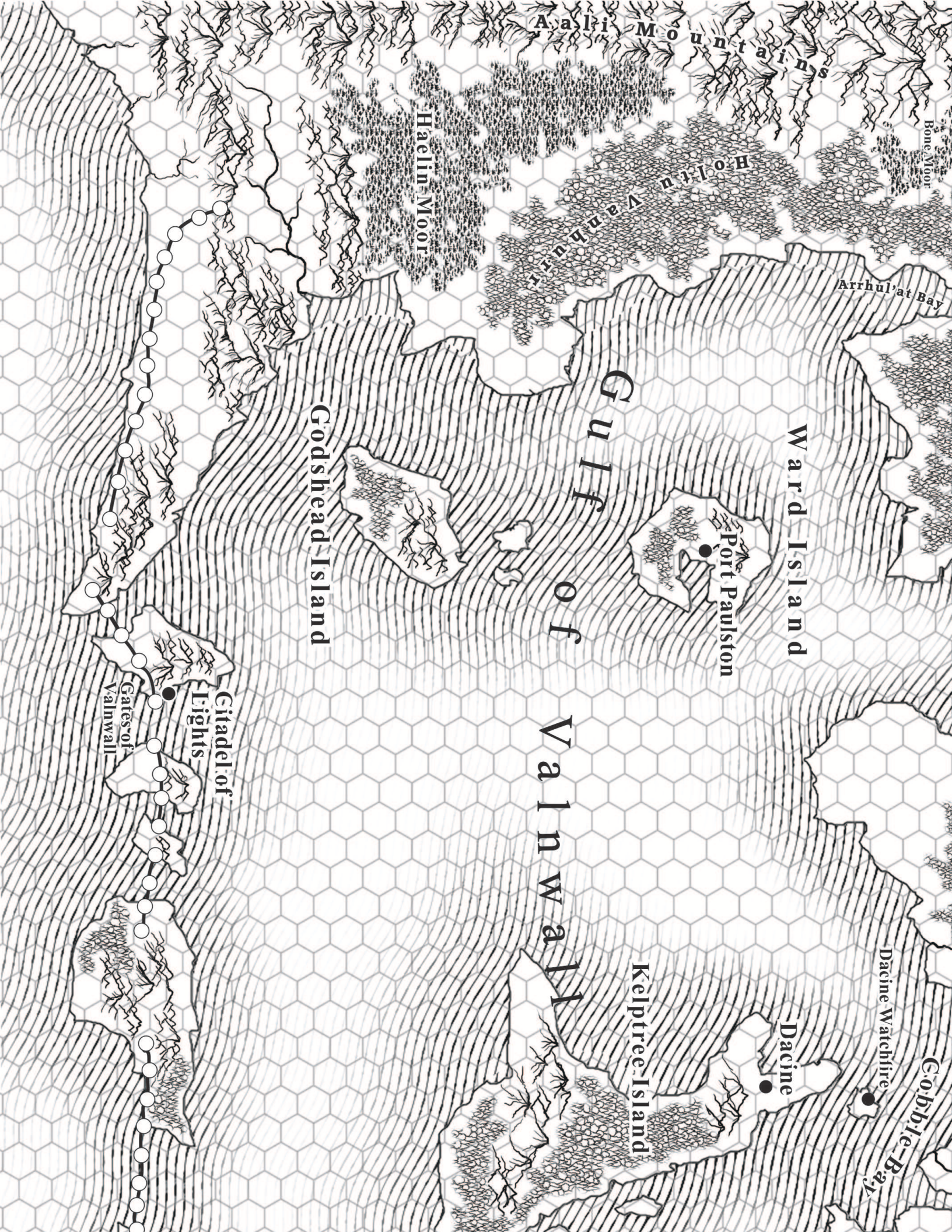
**Lawlord Adrian Newcastle:** AL L; MV 120' (40'); AC 5 (chain mail); C6; hp 18; #AT 1; Dmg 1d6+1 (*mace*+1); S 12, D 10, C 10, I 14, W 15, Ch 13; SA spellcasting, Turn undead; SV C6; ML 9; XP 2,070; *champion's mace, two potions of healing*, gold City Lawlord medallion and chain (500 gp), holy symbol of Law and Order, two vials of holy water.

Spells: 1st: *cure light wounds x2, detect evil*; 2nd: *hold person x2, reveal charm*; 3rd: *dispel magic x2*.

## GULF OF VALNWALL

The Gulf of Valnwall is a large body of saltwater that lies in-between the Great Valnwall and the southern coastline of the Duchy of Valnwall. Its coastal terrain varies from pleasant beaches in the west to rocky cliffs in the east, and its shores are lined with inlets,





Aali Mountains

Bone Moor

Haelin Moor

Holtu Vannbur

Arrhul'at Bay

Ward Island

Port Paulston

Godshead Island

Gulf of Valnwall

Citadel of Lights

Gates of Valnwall

Kelptree Island

Dacine

Dacine Watchfire

Cobble Bay



bays, and lagoons. A number of rivers empty into the gulf, the largest of which are the Lamirtaan, the Dolm, and the Ironflood. The gulf is subject to fierce gales, flash floods, and the occasional hurricane, but the Great Valnwall acts as a barrier against the waves produced by the more devastating storms.

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## **GEOGRAPHY**

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The following geographical features are located in the Gulf of Valnwall.

### **WARD ISLAND**

Ward Island lies in the Gulf of Valnwall, south of the city of Dolmvay. It is most notable for the Abbey of St. Johan and the naval Port Paulston.

### **GODSHEAD ISLAND**

The Godshead Island is a small island south of Ward Island. It contains a huge statue of the head of a bearded man on a hill overlooking a ring of standing stones. The island was once held sacred to the Druun, but has supposedly been "cleansed" by priests of Law and Order.

### **KELPTREE ISLAND**

This forested island acts as a breakwater that bears the brunt of the most severe storms that strike the Duchy of Valnwall. A small town named Dacine lies on the island's rocky northern coast and a few smaller settlements are scattered across the island, but Kelp-tree Island is largely wild and untamed, and many believe the ruins of some ancient kingdom lie hidden within the borders of the Kelp-tree Forest.

### **THE KELPTREE FOREST**

This dense forest covers most of Kelp-tree Island and draws its name from the seaweed flung into the branches of the coastal trees during storms. The forest is said to be home to a horrific, shambling seaweed monster known as Sagamon.

### **GIANTSWOOD**

The Giantswood is an imposing forest on the eastern shores of the Gulf of Valnwall in the foothills of the Mountains of Shadow. This isolated wood is said to be home to a reclusive clan of man-eating giants. Those who have entered the Giantswood tell of enormous

cottages, oversized gardens, and cruel giants who delight in the torture and execution of the smaller races. Some say the giants once tended the Great Machines of the Shattered Isles while others say they caused their destruction.

## **THE SHATTERED ISLES**

The Shattered Isles is a collection of small, rocky islands off the southern coast of eastern Valnwall. They are most notable for the pirate port of Jameston which is located in James Bay. The islands are littered with half-buried hulks of twisted metal and grinding gears that appear to be remnants of some of the Great Machines of the Old World. The islands are subject to occasional earthquakes and thunderstorms, during which some of this machinery may come to life.

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## **SETTLEMENTS**

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The following settlements are located in the Gulf of Valnwall.

### **JAMESTON**

(pop. c. 1,000+)

Jameston was named after a leprous pirate captain known as Rotting James. It is a small, but dangerous pirate port located in the heart of the Shattered Isles. Jameston pirates tend to concentrate most of their attacks on the merchant ships traveling through western Valnwall. Although the port falls under the jurisdiction of Lord Uther mor Calwell, it is said that the Bastard Uncle Dolm either has no interest in policing his waters or that the pirates are already secretly under his control.

### **DACINE**

(pop. c. 300)

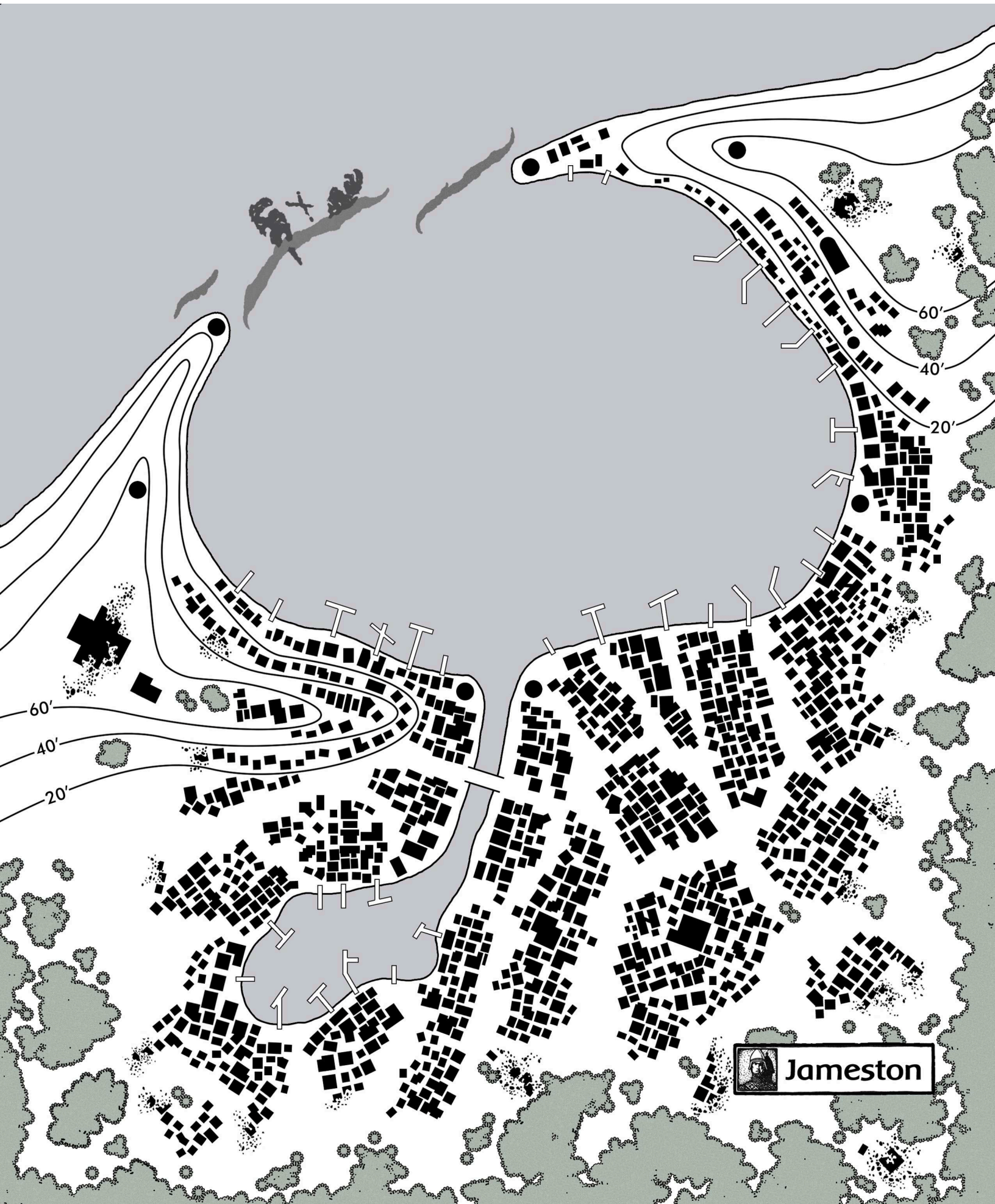
Dacine is a small fishing village that caters mainly to sailors, traders, and the occasional naval crew. It is notable mainly for its proximity to the Hull of St. James and the eternal flame of the Dacine Watchfire.

### **PORT PAULSTON**

(pop. c. 3,000)

Located in Paulston Bay on the eastern shore of Ward Island, Port Paulston is the headquarters of the Ducal Navy and the site of the Ducal Shipyards. The port is open to





 Jamestown

civilians and sees a steady stream of traffic, mostly crops and unfinished goods for use by the Navy. The Duke's summer retreat of Bannershire is located on a scenic cliff overlooking the bay.

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## OTHER PLACES OF NOTE

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The following places of note are also located in the Gulf of Valnwall.

### THE GREAT VALNWALL

The Great Valnwall is an imposing line of sheer cliffs, rocky shores, and buttressed stone walls rising up out of the sea to create a formidable sea barrier south of the Duchy of Valnwall. The Great Valnwall is further detailed on pg. 83.

### ABBAY OF ST. JOHAN WERPER

The Abbey of St. Johan Werper is located on the coast of Ward Island. Like most of St. Johan's shrines, the abbey's main worship area is open to the sky and centered around a sundial, with its main entrance facing south.

The Order's warrior-priests wield boat-hook quarterstaffs in honor of St. Johan's first battle, and are particularly skilled at fighting undead (+1 damage for every three (3) levels). In addition, once per level, a cleric of St. Johan may Turn undead as if he were four (4) levels higher.

St. Johan's symbol is a wooden sun disc with eight rays and a lodestone in the center that points north when placed in water. It is said the saint himself used this device to navigate his way out of the Ghouland Lands.

### DACINE WATCHFIRE

The Dacine Watchfire is a round stone tower located atop a tall, craggy island off the island of Dacine. The byre atop the tower burns eternally with a bright orange flame that can be seen for miles. It is said that the fires burn blood red and hurl balls of fire at invaders who threaten the lands of the Valnwall by sea.

### HULL OF ST. JAMES THE BLACK

The Hull of St. James the Black is a religious abbey dedicated to a former pirate nicknamed the Black Captain of Valnwall. The abbey is carved from stone and built to resemble a large

sailing ship, with the tattered Black Flag of St. James flying from its stone mast. It is located on a cliff on Dacine Point, not far from the Dacine Watchfire. Its monks are all former sailors and sea merchants. The youngest monks frequently patrol the waters around Kelptree Island, receiving a +1 bonus to to-hit and Armor Class when fighting pirates.

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## GULF OF VALNWALL NPCs AND FACTIONS OF NOTE

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The following NPCs and factions may be encountered in the Gulf of Valnwall.

### ORDER OF ST. JOHAN

The Order of St. Johan Werper is a religious order dedicated to combating undead. They are based in the Abbey of St. Johan on Ward Island.

The story of St. Johan is as follows:

According to legends, Johan Werper was a fisherman's son who lived long ago near the Great City of Vay. Johan was content with his peaceful life, but his older brother Sebastian idolized the heroic Valen of Vay and longed to join the vaunted military.

One day, Johan and Sebastian were fishing the lake when they saw a young girl being attacked by horrific undead ghouls. Armed only with boat poles, Johan and Sebastian saved the girl, although Sebastian was killed during the battle. Johan was overcome with grief and chose to honor his brother by joining the Holy Knights of the Final Rest, a religious order dedicated to combating undead.

For the next fifty years, Johan studied the strengths and weakness of various undead and was able to prevail over even the most powerful wights, spectres, and vampires. Johan's most legendary victories include the Battle of Bones where he beheaded the undead lord of Ghouland Keep, and the Triumph of the Light where he prevailed over the avatar of the dark Chaos saint Oricus.

He died in a tragic tale that is recounted in the *Hunt for the Dark Mistress*, where he tracked down and slew Darlessa the Vampire Queen who had abducted his granddaughter. Unfortunately, Johan was himself cursed by the taint of the vampire's blood. Rather than remain

an undead abomination, he bid goodbye to his granddaughter and used the last of his strength to douse his body with oil and set himself alight.

After his death, the Church of Law and Order recognized him as the Patron Saint of Those Who Fight Undead. Tales of his exploits as well as his personal notes and observations were later collected and released in a series of volumes entitled *Werper's Guide to the Night*. These tomes have proven invaluable to countless religious orders and adventuring companies.

### ORDER OF ST. JAMES THE BLACK

The Order of St. James the Black is a religious order dedicated to combating piracy in the Gulf. They are based in the Hull of St. James the Black which is located on Kelptree Island.

The legend of St. James the Black is as follows:

In ancient times, the waters of the Gulf of Valnwall were plagued by pirates. These pirates were led by an unofficial pirate council named the Lords of the Sea. One of the most infamous of these pirate lords was the ruthless Captain James the Black who had assembled a large fleet of ships under his tattered flag. The Black Captain was tall and broad, with wild black hair and piercing eyes. It is said the only thing sharper than his arrogant smile was his agile blade.

One summer, the Lords of the Sea blockaded the port city of Vay, allowing no one to enter or leave. The pirates demanded a huge ransom and threatened to sack the city if it wasn't paid. When the rulers of Vay refused, James the Black drove his great fleet of pirate ships through the city's meager defenses, with his newly christened flagship, *Blessed Traveler*, at the head.

The harbors of Vay were suddenly filled with







Uthersberg

Wrack

THE SHATTERED ISLES

Jameston

Giantswood

Gulf of Valnawall

Breach

Mountains of Shado

Scale 1 hex = 10 miles



pirate ships and the citizens of Vay felt their hearts sink. Then, unbelievably, hope sprang anew. James the Black lowered his black skull-and-crossbones and raised the banner of Vay to the top of his mast. "The White City!" he cried, as the pirate became protector, and his ships turned upon the other pirate vessels.

No one ever knew what caused Captain James to betray his pirate brethren. Some say he had grown so popular that the other Lords of the Sea planned to kill him after the city's fall. Others say he saw more fame and fortune to be garnered as the city's savior. Still others suggest that the recent birth of his first child, a daughter, had caused him to look deeply into his own heart.

Whatever the reason, Captain James's well trained fleet made short work of those who would sack the city of Vay. The next morning, by the first light of dawn, he came to the gates of Valenon and knelt in prayer. The High Lawlord pardoned James for all of his crimes and, after a night of meditation and prayer, washed away his sins and baptized him in the Light of Law and Order.

Captain James returned to the deck of the *Blessed Traveler* and turned to address the gathered crowd with this decree:

"I shall, from this day forward, sail the Gulf of Valnwall. Never shall my sword be sheathed, nor my sails without wind, as long as there are those who would threaten the good people of Valnwall. I swear it from now until the tides cease their shifting!"

The *Blessed Traveler* sailed over the horizon and was never seen again. It is said that she still roams the Gulf of Valnwall, appearing and disappearing without warning on the horizon to aid sailors who are beset by pirates or seafaring raiders.

James the Black was eventually recognized as a saint by the Church of Law and Order, naming him a Patron of the Sea. He is worshipped by sailors and goodly merchants, who make prayers and offerings before any voyage. He is particularly favored among sailors who called Vay and later Dolmvay their home port.

The official prayer to St. James was once: "Saint James, I beg of thee to watch over my vessel from the deck of the *Blessed Traveler* and see me safely home." Later, these prayers were shortened to the simple parting statement of "Blessed Travels".

### **LORD HIGH ADMIRAL JAMES C. COVINGTON**

Lord Covington is a cagey veteran sailor who commands the King's Navy. Covington was literally born at sea, on a merchant vessel during a storm-tossed trip from Bay City to Dolmvay. He has served in the navy all his life and is respected and loved by his men. Under Covington's leadership, piracy along the main shipping lines to Dolmvay has reached an all time low. Covington's personal flagship, the *Dolmene*, is one of the fastest ships in the gulf. The Lord High Admiral can usually be found in or around Port Paulston.

**Lord High Admiral James C. Covington:** AL L; MV 120' (40'); AC 5 (chain mail); F7; hp 40; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 12, C 13, I 13, W 15, Ch 15; SV F7; ML 10; XP 1,140; gold Lord High Admiral medallion and chain (1,500 gp).

### **HIGH CAPTAIN CARLIEN MASTERS**

High Captain Masters is a senior member of the King's Navy and one of Covington's most loyal and trusted advisors. She is known as a by-the-book sailor who is fair and just, but also uncompromising and unforgiving, and many sailors bear the mark of her lash. Masters is commander of the Southern Fleet, which patrols the waters south of the Great Valnwall. She is captain of the *Lady Willow*, one of the largest and most heavily armed vessels in the King's Navy.

**High Captain Carlien Masters:** AL L; MV 120' (40'); AC 5 (chain mail); F5; hp 32; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger); S 12, D 12, C 13, I 14, W 15, Ch 12; SV F5; ML 9; XP 350; gold High Captain medallion and chain (1,000 gp).

### **HIGH CAPTAIN STANEL VAL CHURCH**

High Captain Church is an ambitious and capable young man who has risen quickly through the ranks of the King's Navy. Church is

the son of the nobleman Lord Mansel val Church, and many believe he has received special favors because of his station. This is not true, as any who have served under him can attest. Church is commander of the Western Fleet, which patrols the waters of western Valnwall. He is captain of the *Griffonar*, and is the bane of pirates throughout the Gulf.

**High Captain Stanel val Church:** AL L; MV 120' (40'); AC 4 (chain mail + Dex); F3; hp 22; #AT 1; Dmg 1d8+3 (*long sword*+2 + Str), 1d4+1 (dagger + Str); S 13, D 15, C 12, I 15, W 13, Ch 13; SV F3; ML 9; XP 95; gold High Captain medallion and chain (1,000 gp).

### HIGH CAPTAIN LUCIUS MOR KIMBREL

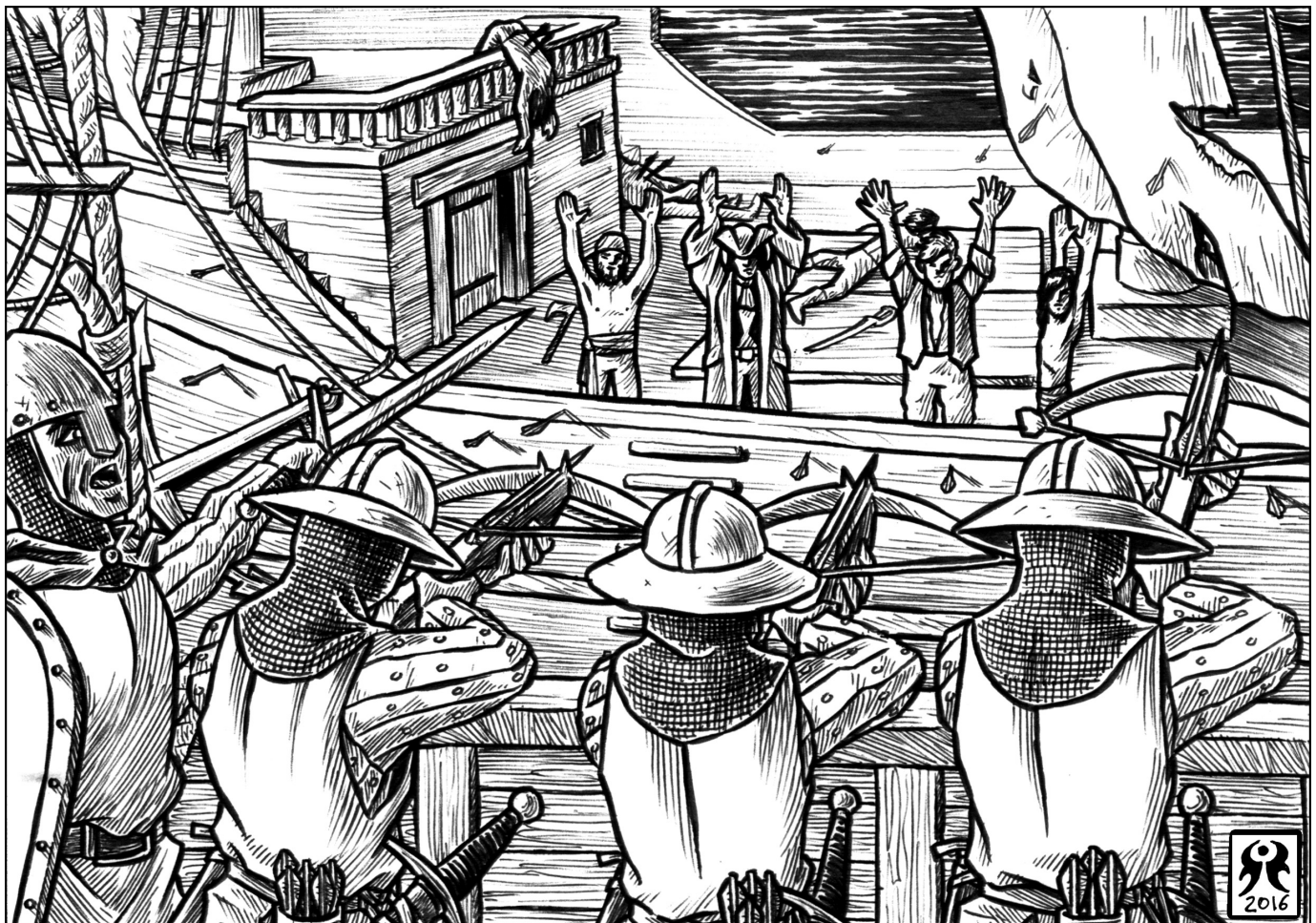
High Captain Kimbrel is a nobleman in command of the Eastern Fleet, which patrols the waters of eastern Valnwall. Kimbrel's loyalty lies with Earl Uther mor Calwell who was instrumental in approving his position. The Earl has secretly instructed him to leave the pirates of the Shattered Isles alone. Kimbrel has

followed the spirit of his orders, but not the letter, imposing a tax on pirates in exchange for safe passage in the east. He is captain of the slow moving, but heavily armed frigate, *Warhammer*.

**High Captain Lucius mor Kimbrel:** AL C; MV 120' (40'); AC 4 (chain mail + Dex); F3; hp 22; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger); S 10, D 13, C 10, I 14, W 12, Ch 10; SV F3; ML 8; XP 65; gold High Captain medallion and chain (1,000 gp), treasure map to extorted gold.

### PIRATES

The threat of piracy is a major concern for sea travelers in the Gulf of Valnwall. Pirate ships roam the open seas, preying upon merchant vessels and coastal villages. Most pirate crews are ill-equipped, relying on the speed of their vessel and greater numbers to catch, board, and overwhelm their enemies. However, some charismatic pirate leaders such as King Edward Pike are better organized and informed, having



vast networks of spies in the major ports.

The Shattered Isles port city of Jameston is a known haven for pirates, however, pirate crews can be found in many other hidden coves, ancient ruins, and disreputable villages throughout the Gulf.

Piracy tends to be more frequent during the summer months. When it becomes too bad, the Duke licenses privateers to aid the Valinian Navy. Captured pirates are hanged in the nearest port city (assuming they survive the wrath of their captors).

### King Edward Pike

King Pike is a vain pirate captain who fancies himself lord of all pirates in the Gulf. Pike wears gaudy clothes and jewelry and oils his black hair and mustache. King Pike is an occasional lover of Lady Sasha mor Martheon, and it strokes his ego to believe she is under his command. In truth, King Pike is merely one of many she uses to further her own ends. Pike is captain of the swift sailing vessel, *Tears of the King*.

**King Edward Pike:** AL C; MV 120' (40'); AC 6 (leather armor + Dex); F3; hp 22; #AT 1; Dmg 1d8+2 or 1d8+4 (*long sword*+1, +3 vs. *Lawful beings* + Str), 1d4 (dagger); S 15, D 13, C 13, I 12, W 9, Ch 14; SV F3; ML 9; XP 110; false treasure map, gold rings and jewelry (500 gp worth).

## OTHER PLACES OF NOTE

The following places of note are also located in and around the Duchy of Valnwall.

### THE GHOUL LANDS

The fertile swathe of land that lies north of the Peaks of Valen is known as the GhouL Lands. Valinians are taught that the GhouL Lands are filled with ravenous undead led by a hideous GhouL King who rules from his fortress of GhouL Keep.

It is said the GhouL King and his undead horde once marched on the Great City of Vay and that only the Great Sacrifice of the heroic Valen of Vay was able to win the day. The Pass of the Dead provides the only known entry into

the GhouL Lands. Patrols from Keep Ethelstan patrol this pass and have the authority to arrest and interrogate anyone trying to enter or leave the GhouL Lands.

**Note:** The GhouL Lands are further detailed in the Small Niche Games sourcebook *GhouL Keep and the GhouL Lands*.

### THE RUKLANDS

Just north of the Callaheim mountain range lies a trackless wilderness known as the Ruklands. The Ruklands are filled with ancient ruins, smoking mountains, and countless tribes of warring ruks. It is from here that the infamous Halfruk Lord united the strongest of these tribes into the vast horde that sacked the Great City of Mor. Ruk legends say that one day, the Halfruk Lord will rise again and lead the *rukha* to victory over the dwarves of Gundamark and the soft peoples of the south.

### REALM OF THE SEA KING

It is said that somewhere beneath the waters of the Gulf of Valnwall lies an ancient kingdom of merfolk and other sea dwellers led by a being known only as the Sea King. According to legends, these seafolk occasionally help travelers in need, carrying shipwrecked sailors to shore and warning captains of whirlpools, monsters, approaching storms, and other aquatic dangers.

The seafolk are seldom seen and are considered to be nothing more than intelligent animals by most seafaring Valinians who believe the existence of a true kingdom is only a myth.

## OTHER NPCs AND FACTIONS OF NOTE

The following NPCs and factions may be encountered throughout the Duchy of Valnwall.

### NOBLE HOUSES

The nobles in the Duchy of Valnwall are descended from the noble houses of Vay and Mor and from the most loyal subjects of the first Duke Willhelm Dolm. The majority of these nobles reside in opulent manor homes in the



larger cities, but many also maintain large estates outside the city walls.

The noble houses of Dolm are identified by the nobiliary particle "val" (male) or "vala" (female) as in Rupert val Morgan or Lana vala Gilmore. These nobles can trace their lineage back to the noble houses of Vay and/or the nobles who came to Vay with the first Duke Willhelm of Dolm.

The ancient noble houses of Mor are identified by the nobiliary particle "mor" (male) or "mora" (female) as in Stefan mor Apperson or Evelyn mora Wennon. These nobles traditionally tend to be less supportive of the Duke's rule.

Nobles are referred to as Lord (male) or Lady (female). Each noble house has its own identifying colors and symbols.

## **MERCHANT FAMILIES**

A number of powerful merchant families operate throughout the Duchy of Valnwall. These merchant families work in conjunction with the guilds and often have their hands in many different enterprises, including politics. Although the merchant families are common born, many retrace their lineage to the time of Vay and Mor and some wield as much power as the nobility. Some merchant families have even elevated their status by marrying their children into struggling noble houses.

The merchant families are identified by the honorific particle "don" (male) or "dona" (female) as in Barster don Gales or Evelyn dona Blackmon. Male merchants are commonly referred to as Don (i.e. Don Gales) while female merchants are commonly referred to as Dona (i.e. Dona Blackmon). Like the nobility, each merchant family has its own identifying colors and symbols.

## **GUILDS**

The Duchy of Valnwall maintains close ties with the city-states of Guildeland, and the local guilds have a strong presence in most of its major cities. The guilds decide price ranges, guard trade secrets, provide quality control, and monitor those who practice certain trades or professions. Many guilds also take an active role in politics.

The typical guild hierarchy consists of apprentices, journeymen, master craftsmen, and headmasters. They are commonly referred to by their title, such as Journeyman Styles or Master Pendergast.

Apprentices learn the basics of the trade or craft and perform menial tasks for their masters for a period of five to seven years. The master craftsman either pays the apprentice a (typically small) daily wage or provides food, clothing, and lodging. The more fortunate apprentices are invited into the homes of a master craftsman and treated like a member of the family, but most end up working in guildworks factories.

Journeymen have completed an apprenticeship in their chosen trade or craft and are allowed to open their own businesses, however, they may not employ apprentices. Many journeymen are hired as guildworks foremen while they continue to hone their craft. In order to become a master, a journeyman must submit an exceptional piece of work for review by a board of master craftsmen.

A master craftsman is a full-fledged member of the guild. He is allowed to employ apprentices and journeymen and receive all the benefits and protections the guild has to offer. Master craftsmen may also hold positions of authority within the guild (treasurer, liaison, etc.).

The Headmaster is the head of the local guild. Each guild in each major city has its own Headmaster.

## **KNIGHTLY ORDERS**

Knightly orders may only be formed by the clergy or the nobility. Knights typically swear allegiance to a noble lord or church faction (particularly the Sainted Orders). Knights are trained in all manner of martial arts and social graces. They are expected to be active in the Church and follow the Code of Chivalry.

Any person of noble or common birth may be accepted into a knightly order. A knight begins his career as a squire in the service of a knight. Only through loyalty and skill in battle may he be "knighted" and himself become a knight. Particularly loyal and skilled knights may even be awarded lands and noble titles.

A number of knightly orders are found throughout the Duchy of Valnwall including the Order of St. Johanna, the Knights of Blumont, and the Duke's own Iron Wolves. Each order possesses its own identifying colors and symbols.

## MERCENARY COMPANIES

Mercenary companies are bands of professional soldiers who hire out to the highest bidder. Unlike knightly orders and adventuring companies, mercenary sellswords are not held to any special code, ideal, or standard. Mercenary companies are only interested in results, and most do whatever it takes to get the job done. Many of their members are former thugs, pirates, and brigands, further adding to their unsavory reputation.

A number of different mercenary companies wander the Duchy in search of work, including the Homeless Men, the Twelve Braziers of Teros, and the Silver Longbraids. Common employers include guilds, noble houses, and merchant families. Each mercenary company possesses its own identifying colors and symbols.

## RELIGIOUS FACTIONS

The Church of Law and Order plays a dominant role in the lives of every Valinian. Worshippers of the Druun, the Church of Chaos and Destruction, and other religious factions may also be found throughout the Duchy.

### THE CHURCH OF LAW AND ORDER

The Church of Law and Order is the dominant religion in the Duchy of Valnwall. It is based in the Valenon, a sovereign city-state whose territory consists of a walled enclave within the White City of Dolmvay.

**Note:** The Valenon and the Church of Law and Order are further described in the Small Niche Games sourcebook *Guidebook to the City of Dolmvay*. If the *Chronicles of Amherth™* campaign setting is being used, not all of the clergy are spellcasting clerics.

### DRUUN (pr. DREW-un)

The Druun was a nature-worshiping religion once widely practiced throughout the lands that are now known as the Duchy of Valnwall,

especially in the Great City of Mor. The Druunic Order has left a lasting mark on the history of the land and many people still pay homage to their folk rituals and beliefs.

Druun priests were philosophers, prophets, and spiritual leaders who rose to power and guided the people in the dark times following the fall of the Thirteen Cities. Druun priests wore brown robes and tended sacred groves (usually oak), hidden pools, ancient stone henges, and other holy sites. The symbols of the Druunic Order included sickles, mistletoe, and oak trees.

The Druun were known to practice animal sacrifice to appease the forces of nature. On certain holy days, it is said they also practiced human sacrifice by drowning, hanging, and then ritual mutilation in a ritual known as the "Threefold Death". Another sacred human sacrificial ritual known as the "Wooden Man" involved the burning of a live captive to appease the spirits of nature. These barbaric practices are denounced by the Church of Law and Order.

During the Age of Might, the powerful Druunic Order of Pagonnus encouraged the ancient noble houses of Amalor to oppose the forces of Duke Willhelm Dolm, and many bloody battles were fought at their behest. Duke Willhelm eventually prevailed (with the help of the Church of Law and Order), and the Druun priesthood was outlawed and forced into hiding. Druun priests occasionally turn up as the head of some beast or nature cult that opposes the Church's rule, and the term "pagon" has become synonymous with any religion not of the Church.

### CHURCH OF CHAOS AND DESTRUCTION

The Church of Chaos and Destruction is the chief opposition to the Church of Law and Order and has adopted many of its trappings, including a similar hierarchy, rituals, and the veneration of (dark) saints. Their most iconic figure is St. Jessical the Burner, a mythical sorceress who is said to have lived during the Time of the Thirteen Cities. Chaos legends say that Jessical and the heroic Valen of Vay were once lovers until she spurned him. The Church of Law and Order denies these heresies of course.

Chaos priests believe that weakness must be eliminated and that true strength can only be achieved through Chaos—lies, intrigue, betrayal, dissent, and war all help to expose and eliminate the weak, leaving the rest of society stronger by default. Concepts such as mercy and compassion as well as laws designed to protect others only serve to weaken society as a whole. Chaos priests believe magic is a form of strength and work closely with magic-users to further their own ends.

## OTHER RELIGIONS

A scattering of other religions and cults are worshipped throughout the Duchy, such as the Gods of Amherth, Il'Re the One True God, a cat god named Trobilla, a snake god named Sath, a bear spirit named Three Toe, a sea god named Gurosalla, and a dragon god named Rostaarl the Devourer.

The demihumans of Amalor worship their own pantheons, and travelers from abroad often pay homage to their own deities and demigods. Most of these worshipers keep their religious practices private, however, in order to avoid persecution by the Church of Law and Order.

# DEMIHUMAN NPCs AND FACTIONS OF NOTE

The demihuman population of Amalor is relatively small and generally unfriendly towards humans.

**Note:** Unless otherwise noted, NPC elves, dwarves, and halflings use the (non-spellcasting) listings given in the **Monsters** section of the *Labyrinth Lord*™ core rulebook.

## ELVES OF AMALOR

According to legends, the wilderness of Amalor was once ruled by tall, stately elves who seldom interacted with the other races. As humans began to thrive and multiply, these elves retreated to the isolation of their forest kingdoms. In time, many sailed away on silver ships to far away lands until now only the



realms of the Wood Elf King and the Vanhurr elves remain.

## WOOD ELVES

The reclusive Wood Elves of Valnwall dwell mainly in the forests of A'haliffein (Alpine) under the rule of the Wood Elf King. Wood Elves wear leather or studded leather armor and carry curved swords and longbows. They are unfriendly towards outsiders.

### Wood Elf King

The Wood Elf King is one of the last great elven kings of the Old World, and one of the few survivors from the Time of the Thirteen Cities. After the Great City of Aal fell into ruin, horrors from the Aali wastelands began crossing the mountains and ravaging the lands. The human rulers of Vay and Mor reached out to the Wood Elf King and the five Dwarf Kings of Amalor, forging a pact that served to unify the three races and usher in a new age of peace and prosperity.

The Pact lasted for centuries until Gelmin the Halfruk Lord raised an army to assail the Great City of Mor. In what is considered one of history's greatest betrayals, the Wood Elf King refused to aid the people of Mor, forever marking him as a coward and oathbreaker.

The Wood Elf King has been vilified by humans, elves, and dwarves alike, but some legends say he foresaw that the dark magics unleashed by human sorcerers during the Fall of Mor would forever taint his people and therefore chose to abstain from the battle for the good of the elvish race. The Wood Elf King seldom appears in public and rarely associates with

anyone outside of a private council of advisors known as the Silver Oak, who have the authority to speak for him in all things.

**Wood Elf King:** AL N; MV 120' (40'); AC 7 (Dex); hp 23; #AT 1; Dmg 1d8+3 (*long sword*+3), 1d4+3 (*dagger*+3); E10; S 10, D 17, C 12, I 17, W 16, Ch 13; SV E10; SA spellcasting, infravision 60', detect hidden and secret doors 1-2 on 1d6, immune to ghoulish paralysis; ML 9; XP 10,100; *elven cloak, elven boots, spellbook*.

Spells: 1st: *allure, burning hands, charm person\*, detect magic\*, erase, floating disc, identify, light, magic missile, message, protection from evil, read languages, read magic, scribe, shield, sleep\*, unseen servant, ventriloquism*.

2nd: *amnesia\*, arcane lock, continual light, detect evil, detect invisible, ESP\*, invisibility, knock, magic mouth, pyrotechnics, shatter, web\**.

3rd: *clairvoyance, dispel magic\*, explosive runes, feign death, fireball, haste, hold person, invisibility 10' radius, protection from normal missiles\*, tongues, suggestion\*, water breathing*.

4th: *arcane eye, charm monster\*, dimension door, enchant arms, hallucinatory terrain\*, massmorph, mnemonic enhancer, plant growth, polymorph others\*, polymorph self, remove curse*.

5th: *atmosphere bubble, cloudkill\*, conjure elemental, feeblemind, hold monster\*, magic jar, wall of force*.

6th: *anti-magic shell, control weather, part water*.

\*denotes memorized spell

## VANHURR ELVES

The Vanhurr (Valiant) elves are a militant tribe of nomadic elves who dwell in a sacred forest to the west known as the Holtu Vanhurr. The Vanhurr have dedicated their lives to combating the evil creatures and ancient magics trying to escape the Wastelands of Aal. They have forged an alliance with the Duchy of Valnwall and consider Duke Robert and his family to be honored friends. Their relationship with the Church of Law and Order is a great

deal more strained, and the people of Valnwall have learned to their dismay that an angry elf is a dangerous elf.

## La'hartheon ila Vanhurr

La'hartheon is Queen of the Vanhurr elf tribe. It is said that when the Halfruk Lord marched on the Great City of Mor, her father, Lord Ultherri, went against the Wood Elf King's decree and rode with his personal Vanhurr Guard to honor the Pact. Lord Ultherri was too late to stop the destruction of Mor and died trying to retake the city. As punishment, the Wood Elf King exiled La'hartheon (who was only a child) and the rest of her father's followers, banishing them to almost certain death in the western forests and swamps bordering the Aali Mountains. Instead, the Vanhurr adapted and thrived.

**La'hartheon ila Vanhurr:** AL N; MV 120' (40'); AC 3 (chain mail + Dex); hp 23; #AT 1; Dmg 1d8+3 (*long sword*+3), 1d4+3 (*dagger*+3); E8; S 13, D 16, C 12, I 13, W 14, Ch 15; SV E8; SA spellcasting, infravision 60', detect hidden and secret doors 1-2 on 1d6, immune to ghoulish paralysis; ML 9; XP 9,020; *elven cloak, elven boots, cube of force, spellbook, silver locket with father's image etched inside (250 gp)*.

Spells: 1st: *burning hands\*, charm person, detect magic\*, erase, floating disc, identify, light, magic missile\*, message, protection from evil, read languages, read magic, shield, sleep*.

2nd: *arcane lock, continual light, detect evil, detect invisible\*, ESP, invisibility\*, knock, pyrotechnics, shatter, web\**.

3rd: *clairvoyance, dispel magic, explosive runes, feign death, fireball, haste, hold person, invisibility 10' radius, lightning bolt\*, protection from normal missiles\*, water breathing*.

4th: *arcane eye, charm monster\*, dimension door, hallucinatory terrain, massmorph, plant growth\*, polymorph self, remove curse*.

5th: *cloudkill*.

\*denotes memorized spell

## DWARVES AND GNOMES OF AMALOR

The mountains and hills of Amalor are riddled with the remnants of the five ancient Dwarf Realms of Amalor. Most of these once-glorious halls lie empty or have been taken over by ruks and other fell beasts. The Kingdom of Gundamark and the dwarves of the Malluholdt Halls are the largest dwarven enclaves left on Amalor, although other smaller settlements are scattered across the Duchy of Valnwall. Dwarves and gnomes are often mistakenly viewed as the same race by the humans of Amalor.

### GUNDAMARK

The dwarves of Gundamark dwell in great halls beneath the Callaheim Mountains of northeastern Valnwall. Gundamark maintains an ancient alliance with the Duchy of Valnwall. The people of Valnwall respect the dwarves' craftsmanship and share their hatred of ruks, making dwarves the most accepted of all the demihuman races.

#### King Wode, the Last of the Gunda

King Wode of the Line of Gunda is the last true Dwarf King of Amalor. He is a melancholy old dwarf who has lived through many ruk wars and has watched his people suffer as his own kingdom waned. His greatest fear is that a strong ruk leader such as the infamous Gelmin the Halfruk Lord will arise to lead the denizens of the Ruklands. It was his decision to strengthen ties with the Duchy of Valnwall, despite many calls for the old ways of isolationism. King Wode believes that only an alliance with the other races of Amherth can save his people, who have suffered the most in their age-old war against the *rukha*.

**King Wode:** AL L; MV 120' (40'); AC 4 (*chain mail*+1); D10; hp 70; #AT 1; Dmg 1d8+5 (*battle axe*+3); S 16, D 12, C 16, I 12, W 15, Ch 13; SV D10; SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6; ML 11; XP 3,800; silver and gold bejeweled crown of Gundamark (7,500 gp).

### WINTERHAVEN

The gnomes of Amalor are broken up into small family clans, most of which dwell on the

borders of larger dwarven enclaves. The largest gnomish settlement is named Winterhaven and lies in the Rainbow Hills north of Gundamark. It is a surprisingly vibrant community located in a valley that never sees snow. Winterhaven is built both above and below ground using stones that are naturally colored the hues of a rainbow. The Winterhaven gnomes are close allies with the dwarves of Gundamark.

#### Chief Burrel Winterhaven

Chief Burrel is a venerable gnome with a long beard and a twinkle in his eyes. He is a shrewd judge of character and an excellent negotiator. Chief Burrel was instrumental in convincing King Wode to renew the age-old alliance with the race of men. He openly welcomes visitors into his halls and tries to recruit adventurers to venture into the Ruklands to slay and/or spy upon the various ruk tribes.

**Chief Burrel Winterhaven:** AL N; MV 120' (40'); AC 6 (ceremonial studded leather armor + Dex); F6; hp 12; #AT 1; Dmg 1d6 (short sword), 1d4 (dagger); S 9, D 16, C 14, I 14, W 15, Ch 13; SV F6; SA infravision 60', detect unsafe construction and sloping passages on 1-2 on 1d6, saving throw bonuses (+2 vs. breath attacks, +4 vs. poison, +4 vs. petrify/paralyze, +1 vs. wands, +2 vs. spells); ML 10; XP 1,320; *cloak of teleportation* (19 charges), gold and silver bejeweled Winterhaven crown (3,500 gp).

## HALFLINGS OF AMALOR

The majority of the halflings found throughout the Duchy belong to gypsy family clans known as Holk, who wander the realm in brightly colored wagons, putting on small carnivals and fairs for local villages and towns. Holk festivals involve music, storytelling, games of chance, acrobatic displays, freak shows, and trained animal acts.

The Holk have a reputation as tricksters and petty thieves. They sometimes come to Dolmvay to resupply, trade goods, recruit new members, and discuss rumors and gossip. Like many other halflings, the Holk tend to suffer abuses at the hands of "Tall Folk". Unlike other halflings, however, the Holk find ways to subtly retaliate against those who have done them wrong.



# NONHUMAN NPCs AND FACTIONS OF NOTE

The following nonhuman NPCs and factions may be encountered in the Duchy of Valnwall.

## THE SWAMP WITCH

The mysterious woman known only as the Swamp Witch lives deep within the borders of the Cursed Marsh. According to legends, she has lived in the marsh since the time of St. Valen. Some say she is an aging crone while others say she appears as a beautiful woman.

The Swamp Witch is actually a member of an ancient reptilian race known as the Hessara (see **New Fauna**, pg. 102) that is nearly extinct. It is said she offers her diabolical services (potions, curses, etc.) to any who would pay her price.

**The Swamp Witch:** AL C; MV 120' (40'); AC 5 (*ring of protection*+2 + Dex); MU7; hp 21; #AT 1; Dmg 1d6 (staff), 1d4+1 (*dagger*+1); S 9, D 17, C 13, I 16, W 12, Ch 13; SA spellcasting, speak with reptiles; SV MU7; ML 8; XP 4,640; *potions* (2d6 of any kind), *staff of warding vs. undead* (27 charges), *spellbook*.

Spells: 1st: *allure\**, *burning hands*, *charm person*, *detect magic\**, *enlarge*, *erase*, *floating disc*, *identify*, *light*, *magic missile*, *message*, *protection from evil\**, *read languages*, *read magic*, *scribe*, *shield*, *sleep*, *unseen servant*.

2nd: *arcane lock*, *continual light*, *detect evil*, *detect invisible*, *ESP*, *invisibility\**, *knock*, *magic mouth*, *pyrotechnics*, *shatter*, *web\**.

3rd: *dispel magic\**, *explosive runes*, *feign death*, *haste*, *hold person\**, *lightning bolt*, *tongues*, *suggestion*, *water breathing*.

4th: *dimension door\**, *massmorph*, *plant growth*, *polymorph others*, *remove curse*.

5th: *conjure elemental*, *hold monster*, *magic jar*.

\*denotes memorized spell.



## CERTO THE HORNED ONE

Certo is a large minotaur who dwells in the labyrinthine canyons of the Mountains of Time in Lockeland. The minotaur enjoys stalking adventurers who have lost their way, herding the party with landslides and rockfalls before finally attacking them outright.

**Certo the Horned One (minotaur):** AL C; MV 120' (40'); AC 6 (natural); HD 6; hp 42; #AT 2 or 1; Dmg 1d6 (gore)/1d6 (bite) or 1d10+2 (two-handed sword + Str); SA +2 damage with weapon; SV F6; ML 12; XP 820.

## D'HARREST (a.k.a. DEATHFIRE).

D'Harrest is an elder red dragon who dwells in a smoldering volcano in the Mountains of Shadow. D'Harrest lives among the Great Machines of the Old World and some say that their invisible energy has driven him mad. His scales have fallen off in patches, many of his teeth are missing, and he is known to sleep for decades at a time. When he awakens, he sets out on a murderous rampage, leaving only death and destruction in his wake. Once his fury cools, he returns to his lair to slumber again.

**D'Harrest (red dragon):** AL C; MV 90' (30')/Fly 240' (80'); AC -1 (natural); HD 11; hp 78; #AT 3 or 1; Dmg 1d8 (claw)/1d8 (claw)/4d8 (bite); SA spellcasting, fire breath weapon 3x per day; SV F11; ML 10, XP 3,600.

Spells: 1st: *detect magic*, *magic missile*, *read magic*, *shield*, *sleep*; 2nd: *continual light*, *detect evil*, *ESP*, *invisibility*, *web*; 3rd: *dispel magic*, *fireball*, *hold person*.

## **COUNCIL OF OCCOLAX**

The Council of Occolax is a cabal of eight of the oldest and most powerful eye of terrors in Amalor. These vile creatures work together to uncover the lost of magic of the Ancients. The council members are extremely distrustful of one another and take great precautions when meeting.

The existence of the Council of Occolax is known only to a few. The eyelords are secretive by nature and prefer to use unwitting agents whenever possible, so adventurers often run afoul of their machinations without ever fully realizing the council is involved.

## **RUK TRIBES**

Tribes of ruks live in the wilds of Amalor, both above and below ground. The largest dwell in the inhospitable deserts and mountains of the Ruklands, but many other smaller tribes are scattered in the wildlands throughout the Duchy of Valnwall. Each tribe has its own identifying colors, symbols, and traditions, and rivalry between the tribes is fierce.

Ruk tribes are a constant threat to the civilized people of Amalor and are universally despised by humans and demihumans alike. They frequently band together to raid caravans, villages, and towns, looting and pillaging without pity or remorse. Adventurers are often hired to assault ruk lairs, rescue kidnapped villagers, or guard against ruk attacks.

The following are some examples of ruk tribes that can be found in the Duchy of Valnwall.

### **Bakorm**

The Bakorm (Blood Moon) tribe of ruks once served as minions for an evil cleric named Drayn Rone. Blood Moon ruks worship the moon from their lair deep in the darkest reaches of Brother's Wood in northern Lockeland. A crescent-shaped moon is carved into both of their cheeks at birth and most carry moon-shaped trinkets or paint red crescent moons upon their shields.

### **Falsiggur**

The Falsiggur (Fishbelly) are a nomadic tribe of pale ruks who spend most of their time on the move, exploring the darkest depths of the

world below. They are excellent swimmers who travel along underground rivers on sturdy one- and two-man skiffs. Falsiggur ruks have large round eyes that are extremely sensitive to sunlight (-2 to-hit), but have twice normal range of infravision. Their standard is a gutted catfish impaled on a spear.

### **Farrux**

The Farrux (Fire-Eater) ruks dwell in the Three Kings of Old Mountain range in the hills surrounding the Burning Vale. The Farrux practice ritual burning on themselves and their bodies are horribly scarred by fire. They worship a female godling named the Burned One who appears as a massive, charred ruk astride a demon brulk (see **New Fauna**, pg. 102) wielding a burning club. The Burned One demands offerings in the form of tortured and burned captives. The Farrux standard is a burning skull.

### **Dasheek**

The Dasseek (Deathwhispers) are a small gobruk tribe that lives in a span of rocky hills known as the Choking Hills. The Deathwhispers wear the ears of their enemies as decorations and status symbols—the more ears, the greater the warrior. The Deathwhispers also cut the ears off their younglings to prevent them from being taken as trophies later in life. Their standard is a bloody elf ear.

### **Targker**

The Targker (Tripguts) are a large and particularly nasty tribe of gobruks that live in the area of the Jagged Cross Hills of Thurmany. Targker gobruks have sloped foreheads, thick bodies, and bandy arms and legs. They are fierce fighters who breed and train wolves as guards and mounts.

Targker gobruks enjoy capturing and torturing their prisoners in a variety of sickening ways, including a horrifying blood sport known as the Red Rope Run. The Targker mutilate the bodies of slain victims, often disemboweling their most powerful enemies and wearing their bloody intestines as decoration. Their standard is a gutted human.

## VOLTHERAK

The Voltherak are an elite company of ruks that was formed to combat marauding bands of adventurers. The Voltherak are disciplined mercenaries who specialize in espionage, guerilla warfare, and organizing punitive strikes. They are most often hired by chieftains and shamans whose lairs have suffered a devastating attack by player characters.

The Voltherak are loosely organized into many different bands that only come together to train in a hidden underground stronghold called Xumavolth (Vengeance Home) which lies deep beneath the Crumbling Mountains of Thurmany. Voltherak bands frequently venture forth from this stronghold to hunt down and slay adventurers. These bands are welcomed by various ruk tribes and can expect to be treated as honored guests.

The Voltherak standard is a stylized V superimposed over a black buzzard with wings outstretched. When a Voltherak war party successfully hunts down a party of adventurers, they decapitate their victims, carve a V into their foreheads, and then place the heads on spikes. Each individual band also has its own standards and symbols, and these are left with the heads as a warning to other adventurers.

## KESTON GREENSHELL

Keston Greenshell is an enormous dragon turtle that prowls the waters of the Gulf of Valnwall. He is the victor of many battles against aquatic warmachten and other sea monsters, and his green shell is pitted and scarred.

Keston is extremely intelligent and old and some believe he is one of the last of his kind. Keston rarely communicates with others, but is often curious about the comings and goings of the younger races. If attacked, Keston usually replies with a burst of scalding hot steam before retreating deep beneath the waves.

**Keston Greenshell:** AL N; MV 30' (10')/Swim 90' (30'); AC -2 (natural); HD 30; hp 210; #AT 3; Dmg 1d8 (claw)/1d8 (claw)/1d6x10 (bite); SA steam cloud breath weapon 3x per day; SV F15; ML 10; XP 9,500.

## DOLDON PEPPERCORN (A.K.A. THE BLOOD FAERIE OF THE ELDER WOOD)

Doldon Peppercorn is a tiny brownie who dwells deep in the Elder Wood. A few years ago, Doldon's brownie village was raided by an adventuring company known as the Wildland Rangers. His family and friends were killed or taken as slaves, and Doldon barely escaped with his life. He has since dedicated himself to slaying any adventurers who enter the Elder Wood.

Doldon works in conjunction with several other forest creatures such as will o'wisps, keepers of the grove, anvals, and mad hermits to lure adventurers into quicksand bogs, pit traps, or monster lairs. Captured adventurers are tortured to death before being killed.

Doldon currently resides in an ancient oak grove that was once sacred to the Druun. He is attempting to bring back the Old Ways and eventually topple the Church of Law and Order which seems to condone the destruction of forests and the death of faeries.

**Doldon Peppercorn:** AL C; MV 120' (40'); AC 3 (natural); HD 1d4 hp; hp 3; #AT 1; Dmg 1d3 (tiny club); SA cast the following spells 1x per day (*confusion, continual light, dancing lights, dimension door, mirror image, protection from good, ventriloquism*); SV F6; ML 1; XP 12.



# THE GREAT VALNWALL

The Great Valnwall is an imposing line of sheer cliffs, rocky shores, and buttressed stone walls rising up out of the sea to create a formidable sea barrier south of the Duchy of Valnwall. The history of the Great Valnwall is shrouded in myth, but it is believed to have been built during the time of the Ancients and was later used to defend the Great Cities of Amalor from invasion by sea.

The Great Valnwall's only gap is at the Gates of Valnwall which lies south of the city of Dolmvay. A guard tower and naval outpost known as the Citadel of Lights manned by the Duke's soldiers occupies the northwestern side of the gap, and a watchfire positioned there can be lit at a moment's notice to warn the city of impending invasion.

The Wall is said to be riddled with ancient passageways, dungeons, tombs, and undersea caves, with abandoned guard towers along the length of the wall providing access to some of these hidden chambers. Humming sounds and strange vibrations that seem to emanate from the stone itself have led some arcane scholars to believe that the Great Valnwall is actually an ancient place of power known as a lailon (see the *Chronicles of Amherth* campaign setting).

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## THE GREAT VALNWALL AND THE CHURCH

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The Church of Law and Order has inducted the Great Valnwall into its teachings, despite its magical nature. According to doctrine, the wall was built during more lawless times to establish a visible presence of Law and Order. After the fall of the Thirteen Cities, the Great Valnwall was invaded by monsters and corrupted by evil forces. It is said that only those who are worthy may enter the Great Valnwall and reclaim its

vast halls in the name of Law and Order. Most common folk view the Wall as they would any other natural wonder, however, few have any desire to visit, much less enter it.

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## SETTLEMENTS AND PLACES OF NOTE

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The following settlements are located in and around the Great Valnwall.

### THE CITADEL OF LIGHTS

(pop. 5,000)

The Citadel of Lights lies on the northwest side of the Gates of Valnwall. Originally a ducal naval base, a small city slowly sprang up around the citadel. Dozens of large lanterns arrayed across the Citadel tower serve as a beacon to guide travelers on the open seas through the Gates of Valnwall. An enormous statue of St. Arlanna the Swordmaid stands on the eastern shore. The statue is crumbling and in disrepair, but still evokes a sense of majesty and power. Legends say that St. Arlanna watches through the statue's eyes and that if the lands of Valnwall are threatened by sea, the statue will come to life and seal off the Gates of Valnwall.

### BREACH

(pop. c. 2,000?)

According to legends, many years ago a group of adventurers entered the Great Valnwall and tampered with one of the Great Machines of the Old World, causing an explosion that blew out the gulf-side of the wall. The lawless town of Breach sprang up in and around this ruined portion of the Great Valnwall.

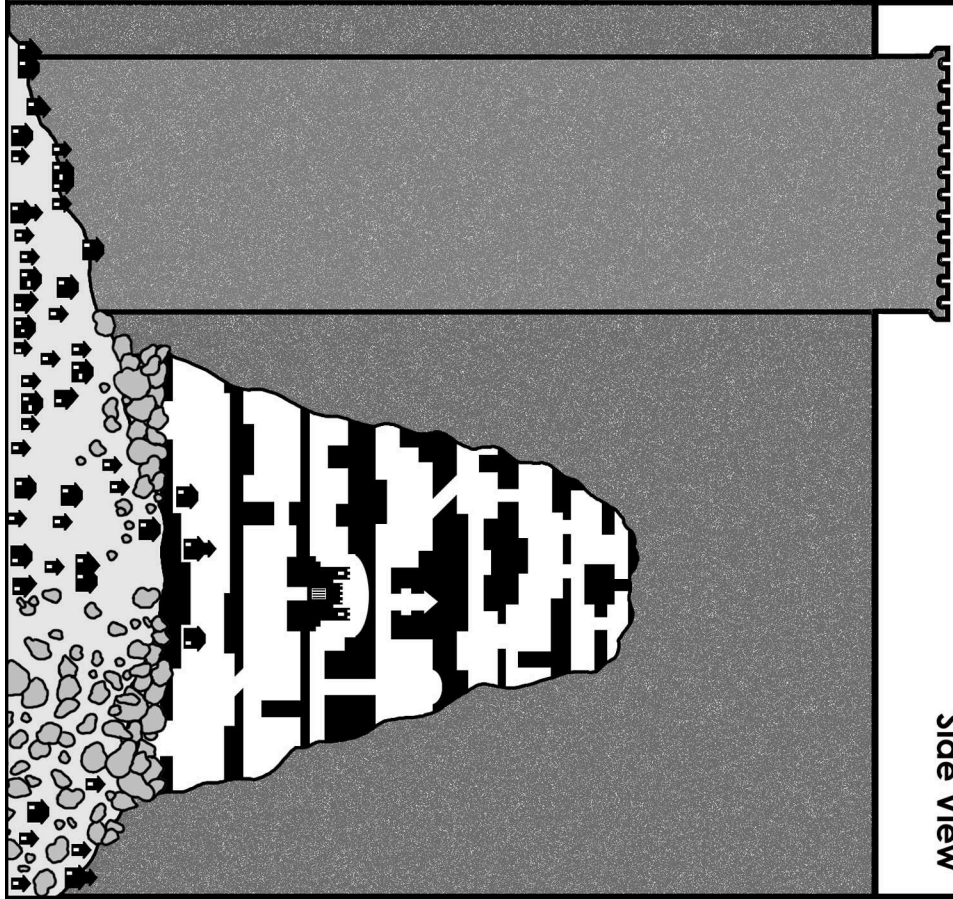


Overhead View



Breach

Side View





A number of unlicensed adventurers frequently enter the Great Valnwall through the ruins. The Dukes of Dolm have failed at several attempts to shut the entire city down and relocate its residents, and have settled for building a military post named Cordon Keep near the top of the Wall to keep people out.

### **DARKENWALL**

(pop. ?)

Darkenwall is a vile settlement rumored to be hidden deep within the Great Valnwall. Here, humanoid tribes, wicked humans, evil demihumans, and other fell creatures gather to trade weapons, goods, and slaves from the world beyond the Wall. Darkenwall is ruled by a powerful morlock lord named Sinon the Aal.

### **GATES OF VALNWALL**

(pop. N/A)

The Gates of Valnwall is the name of the miles-long gap in the Great Valnwall. This is the only known break in the Wall, making it the primary route of travel to and from the Duchy. The Gates of Valnwall are heavily patrolled by the King's Navy.

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## **INSIDE THE GREAT VALNWALL**

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The Great Valnwall is a mixture of tall bastions, natural caves, twisting tunnels, and connecting chambers. Its outer walls are made of poured stone (a lost art or magic); its inner chambers are a combination of poured stone, fired bricks, cut stone, and other more bizarre materials. The wall extends over and through island formations above and below sea level, and additional tunnels, chambers, and complexes have been carved out of the natural stone.

### **FORTRESS TOWERS**

Clusters of massive round towers made of poured stone are spaced out along the Great Valnwall. Some of these towers are built upon islands while some extend down to the sea floor. Many of these towers have been expanded by more modern construction. The tower roofs provide access to the Great Valnwall, with observatories at the uppermost

level. They are otherwise windowless and featureless.

The towers are occupied by forces of the Duke and serve as outposts for Wallwarder patrols. The towers are hollow, with each containing a central shaft that extends straight down to the Lower Level. Most of these shafts have been covered with heavy stone slabs that are inscribed with religious runes and alarms to prevent denizens of the lower levels from escaping.

### **THE WALLS**

The Wall itself is made of poured stone and extends hundreds of feet above sea level. Its interior is windowless and lightless, with no hint of sound from the outside, and some adventurers say that time ceases to exist while exploring its ancient halls. Flameless lights, freshwater bathhouses, and strange machines that instantly shine weapons and armor are just a few of the wonders of the Old World that are rumored to exist within the Great Valnwall.

#### **The Upper Level**

The Upper Level comprises the first two floors of the Great Valnwall. These floors contain a symmetrical network of large, empty chambers and tunnels that are static and do not realign. They extend the length of the entire wall and were used in times past to house troops and conduct daily operations. They are now routinely patrolled by forces of the Duke, but remain largely uninhabited.

#### **The Middle Level**

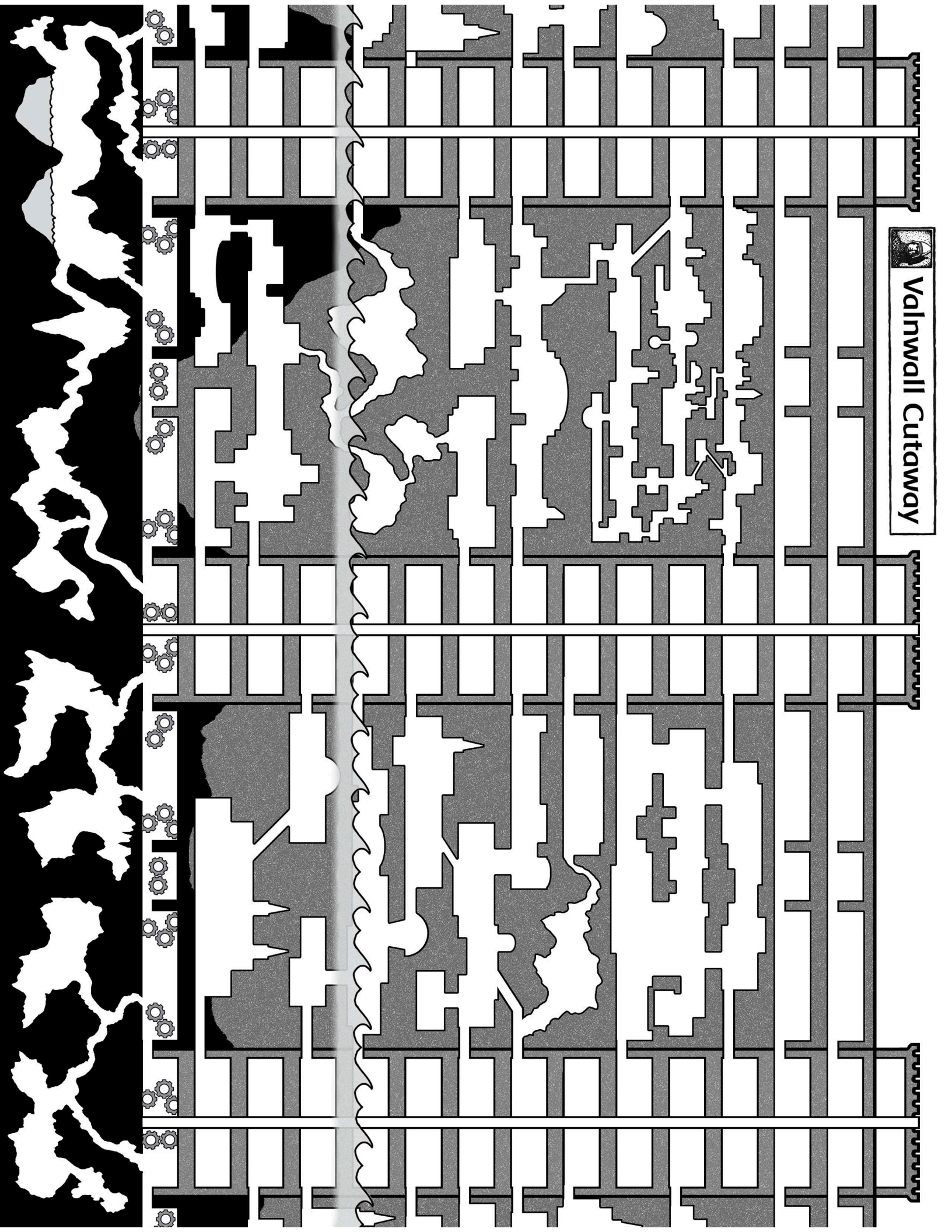
The Middle Level is the largest level of the Great Valnwall. It contains a vast network of floors, chambers, tunnels, and other features that rotate in response to unknown stimuli or some ancient calendar. Its halls are powered by the same shifting magics as the sewers of Dolmvay—at certain unpredictable times, the chambers, tunnels, and passageways magically realign. This means no trip into the Wall need ever be the same, making it easy for Labyrinth Lords to insert their latest dungeon adventures.

#### **The Lower Level**

The Lower Level, also known as the Machine Levels, contains a symmetrical network of strange tunnels, rails, and machine rooms in



# Valnwall Cutaway



addition to warrens of natural caves and manmade chambers that extend beyond the actual Wall. Many of these passageways lie underwater. Like the Upper Level, the gloomy Lower Level is static and does not realign. It is home to some of the most dangerous monsters of the Old World, many of which have never seen the light of day.

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## **ADVENTURING IN THE GREAT VALNWALL**

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The Duke and his advisors are fearful of an accident similar to the one that led to the town of Breach. Therefore, only specially licensed adventurers are allowed to adventure in the Great Valnwall.

The requirements for this license are steep—the adventuring company must be mostly Lawful (or good) in alignment and include at least one cleric of Law and Order. They must swear not to tamper with any of the Great Machines. They must pay an initial fee of 10,000 gp per person and must agree to tithe 10% of all treasure recovered to the Order of St. Timmelt.

Those who meet these requirements can earn riches beyond their wildest imaginings—or a quick death, depending upon the will of Law.

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## **DENIZENS OF THE GREAT VALNWALL**

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The Great Valnwall is essentially one massive, shifting megadungeon. Over the years, its halls have been outfitted for use by knights, wizardly orders, morlock lords, savage tribes, dragons, and even extraplanar beings. These have left their mark on the Great Valnwall in the form of arcane traps, labyrinthine complexes, occult laboratories, musty tombs, ancient shrines, and hidden treasure chambers.

A number of humans, humanoids, monsters, and other stranger creatures still dwell in its dark vastness. Some interact peaceably with one another while others are constantly at war. The Labyrinth Lord is free to develop the layout and denizens of the Great Valnwall to better suit the needs of his campaign.

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## **GETTING IN**

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The musty halls of the Upper level are patrolled by forces of the Duke and are largely uninhabited and uninteresting. The Middle and Lower Levels are where all true adventuring takes place, but finding an entrance is the first hurdle. The numerous tower shafts are the quickest way to access these levels, however, these are guarded by Church runes and Wallwarder patrols. The Order of St. Timmelt is responsible for controlling access to these shafts, and only allows licensed adventuring companies to enter or exit.

A less reputable (and more common) way for adventurers to enter the Great Valnwall is to journey to the town of Breach and sneak into the Great Valnwall. Other secret ways (both above and below the sea) are also known to exist, and the Labyrinth Lord is free to create them as needed. Any unlicensed adventurers found exploring the Great Valnwall are subject to arrest, fines, and sentencing of up to one year of indentured servitude.

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## **GREAT VALNWALL NPCs AND FACTIONS OF NOTE**

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The following NPCs and factions may be encountered within and around the Great Valnwall.

### **ORDER OF ST. TIMMELT THE GUARDIAN**

According to legends, St. Timmelt was a soldier who lived long ago during the Time of the Thirteen Cities. He was a humble man, with strong family values and morals, and was much loved by the men who served under him. Timmelt possessed an uncanny ability to see in the dark which served him well underground.

It is said that while the heroic Valen of Vay battled undead in the north, St. Timmelt waged a similar, lesser known war against the morlock kings in the lightless depths of the Great Valnwall.

Although greatly outnumbered, St. Timmelt rallied his men and drove the morlock armies back into the darkness. He spent the rest of his life guarding the Wall and was later recognized by the Church of Law and Order.

St. Timmelt the Guardian is the patron saint of the Wallward and the Wallguard. Priests of St. Timmelt are skilled at fighting in the dark and suffer only a -2 to-hit penalty when fighting in total darkness or against invisible creatures. Their standard is two unblinking eyes set on a line of black.

## THE WALLWARD

Wallwarders are specially trained soldiers who patrol the Upper Levels of the Great Valnwall to keep unauthorized adventurers away and ensure that no monsters escape the Middle and Lower Levels of the Wall. They may also be called upon to hunt monsters, assist the King's Army and Navy, conduct espionage in the town of Breach, and occasionally explore the depths of the Great Valnwall.

Wallwarders are handpicked, usually from the Valnwall military and the Adventurer's Guild. Before being accepted, these recruits must undergo grueling training which consists of oaths of loyalty to the Duke and the Church of Law and Order, a number of physical and mental challenges, and lastly, a month-long reconnaissance patrol into the Middle Levels. Wallwarders are highly motivated and racially diverse—the Wallward allows any demihuman race to serve, but welcomes dwarves and gnomes in particular.

The Wallward uniform consists of a red surcoat and a white helm, to help distinguish themselves while in the darkness of the Wall. Their standard is the stylized silhouette of a crown over a portcullis, flanked by a sword, a scroll, a Holy Hilt, and a cloak.

**Wallwarder:** AL L; MV 120' (40'); AC 7 (leather armor + shield); F1; hp 7; #AT 1; Dmg 1d6+1 (spear + Str), 1d8+1 (long sword + Str), 1d4+1 (dagger + Str) or 1d6 (light crossbow) or 1d8+1 (Valinian long bow); S 13, D 10, C 10, I 9, W 10, Ch 10; SV F1; ML 8; XP 13; 1d4 cp.

Most Wallwarders are 1st-level fighters, however, they can be of any race and class as noted above.

**Wallwarder Sergeant:** AL L; MV 120' (40'); AC 4 (chain mail + shield); F2; hp 15; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger

+ Str); S 13, D 10, C 13, I 11, W 10, Ch 10; SV F2; ML 8; XP 38; 1d4 sp, 1d4 cp.

Most Wallwarder Sergeants are 2nd-level fighters, however, they can be of any race and class as noted above.

**Wallwarder Lieutenant:** AL L; MV 120' (40'); AC 3 (chain mail + shield); F3; hp 19; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 13, C 13, I 11, W 11, Ch 12; SV F3; ML 8; XP 38; 1d6 sp, 1d6 cp.

Most Wallwarder Lieutenants are 3rd-level fighters, however, they can be of any race and class as noted above.

## THE WALLGUARD

The Wallguard is the military arm of the Order of St. Timmelt. They work in conjunction with the Wallward to safeguard the Great Valnwall. Wallguardians are always spellcasting clerics.

**Wallguardian:** AL L; MV 120' (40'); AC 5 (chain mail); C3; hp 14; #AT 1; Dmg 1d6+1 (mace + Str) or 1d6+1 (quarterstaff + Str); S 13, D 10, C 12, I 12, W 13, Ch 12; SA spellcasting, Turn undead; SV C3; ML 9; XP 110; holy symbol of Law and Order, vial of holy water, 1d4 sp, 1d6 cp.

Spells: 1st: *cure light wounds*, *detect magic*; 2nd: *hold person*.

## THIRD WARD PATROL

Third Ward Patrol is one of the most famous Wallward patrols. It consists of the holy warrior Stevon Oakthorn, the sorceress Lisette the Conjuror, and the dwarf Brock of the Boerik Mines. The Third Ward Patrol is stationed near the Citadel of Lights, but may be encountered anywhere in the Great Valnwall.

### Stevin Oakthorn

Stevin is a devout follower and priest of St. Timmelt and the leader of Third Ward Patrol. He is a large, grizzled warrior whose faith in Law and Order is unwavering. Stevin inherited his family's *Oakthorn Pike* which acts as a *spear+2* that grants its wielder the ability to cast *warp wood* three times per day. Stevin tends to be more openminded than most clergymen, and values the role of wizards and demihumans in the fight against Chaos and Destruction. Stevin

keeps a close eye on the imp Tixliss and does not trust it.

**Stevin Oakthorn:** AL L; MV 120' (40'); AC 1 (plate mail + shield); F3; hp 22; #AT 1; Dmg 1d8+1 (long sword + Str), 1d6+3 (*spear*+2 + Str), 1d4+1 (dagger + Str); S 15, D 13, C 13, I 12, W 11, Ch 13; SV F3; ML 9; XP 110, bronze Wallward horn, area map of the Citadel of Lights, 15 gp, 77 sp.

### **Lisette the Conjurer**

Lisette was the daughter of adventurers who were killed by morlocks in the Holtu Vanhurr. The orphaned Lisette grew up in the care of the Guildmaster of the Uthersberg Adventurer's Guild who recognized her affinity for magic and oversaw her training and studies. Lisette was later joined by an imp familiar who had been bound to her mother and is now bound to her. When Lisette came of age, she booked passage on a ship bound for the Great Valnwall and joined the Wallward, hoping to fight the morlocks who are said to be stirring deep inside the Wall.

**Lisette the Conjurer:** AL L; MV 120' (40'); AC 6 (*quarterstaff of protection*+2 + Dex); MU5; hp 21; #AT 1; Dmg 1d6 (*quarterstaff*), 1d4 (*dagger*); S 10, D 13, C 10, I 15, W 13, Ch 15; SV MU5; SA spellcasting; ML 9; XP 950; spellbook, gold and silver locket with image of parents (250 gp), 35 gp, 11 sp.

Spells: 1st: *burning hands*, *detect magic*\*, *light*, *magic missile*\*, *read magic*, *summon familiar*; 2nd: *arcane lock*\*, *knock*\*, *mirror image*; 3rd: *blink*, *hold person*\*, *water breathing*.

\*denotes memorized spell

### **Brock of the Boerik Mines**

Brock is a hardy dwarf from the Boerik Mines of the Rock River Hills in Calwell. Brock was filled with wanderlust at a young age and always dreamed of joining the Wallward and exploring the Great Valnwall. He values friendship and would die to protect Stevin and Lisette.

**Brock of the Boerik Mines:** AL L; MV 90' (30'); AC 2 (plate mail + Dex); D3; hp 27; #AT 1; Dmg 1d8+2 (*warhammer* + Str), 1d4+2 (*dagger* + Str); S 16, D 13, C 17, I 11, W 9, Ch

12; SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6; SV D3; ML 11; XP 110; *potion of healing*, backpack with adventuring gear.

### **Tixliss (Imp)**

Tixliss is Lisette's imp familiar. Tixliss developed true affection for Lisette's mother and his alignment eventually shifted to Lawful (neutral). He is self-serving, but does not wish to see Lisette harmed. Tixliss often faces persecution from agents of the Church and usually remains *invisible* in the presence of others. He is jealous of Stevin Oakthorn and would not mind seeing him gone.

**Tixliss (Imp):** AL L; MV 60' (20')/fly 180' (60'); AC 2 (natural); HD 2+2; hp 11; #AT 1; Dmg 1d4+poison (tail); SA tail attack forces save vs. poison or die, *polymorph self* (boar, giant rat, large spider, raven), only harmed by silver or magical weapons, regenerate 1 hp/round, save vs. magic as 7 HD, *suggestion* once per day, at will magic effects (*detect good*, *detect magic*, *invisibility*); SV F2; ML 8; XP 83.

### **KERRIN OF MURR**

Kerrin is a young priest of St. Pater of Willhelmsberg. He is fit of build and stout of heart, with dark brown hair and neatly trimmed beard. Kerrin was part of an adventuring company known as the Byrekeepers. He takes on the role of a protective father and does everything he can to keep his companions alive, a job often made difficult by the party's accident-prone thief.

The Byrekeepers are brave and loyal, but tend to act quickly, without always thinking of the consequences of their actions. While Kerrin is tolerant of his companions' flaws, he often tries to educate them about the benefits of teamwork, using common sense, and simply looking before leaping.

Kerrin prefers protective and healing spells as opposed to those more offensive in nature. Despite his support role, he is not afraid to wade into battle should the need arise. His most recent adventures have seen the Byrekeepers combating undead in a large barrow complex located in Lockeland.



Kerrin has recently teamed up with Caelyn Cateyes and Katja Valters, with plans to explore the Great Valnwall.

**Kerrin of Murr:** AL N; MV 120' (40'); AC 3 (*chain mail*+1 + Dex); C4; hp 19; #AT 1; Dmg 1d6+2 (*silver-headed warhammer*+1 + Str); S 13, D 13, C 16, I 14, W 18, Ch 13; SV C4; SA spellcasting; ML 9; XP 520; holy symbol (shield of St. Pater), small copy of *The Guiding Light*, silver and gold ring (25 gp), 10 gp, 12 sp, 17 cp.

Spells: 1st: *cure light wounds*, *protection from evil*, *cause fear*; 2nd: *bless*, *find traps*.

### CAELYN MORA BRYCE (A.K.A. CAELYN CATEYES)

Caelyn was born to the ancient noble family of House Bryce whose family lands lie in the Granite Hills of northern Calwell. Her father, the Baron of the Granite Hills, was no friend to Earl Calwell and had many enemies at court. It had long been rumored that House Bryce secretly dabbled in magic which also made them a

target of the Church of Law and Order.

Baron Bryce was eventually arrested for various (unproven) traitorous activities against the royal family, fined, and summarily executed after a brief, one-sided trial. Caelyn's grieving mother soon followed him, leaving Caelyn in charge of the family's lands and titles at the age of twelve.

As an only child, Caelyn was accustomed to the finer things in life and enjoyed a good education. She now found herself at the mercy of the Earl and his cronies. Always alert, and having overheard a pair of noblemen at court speak of either marrying her off or taking her lands and locking her in the poorhouse for her family's debt, she took to the streets.

Things might have gone poorly for her had she not been taken in by a kindly thief and master burglar named Arcais "Nimblefingers" Marlonn. Arcais had been searching for a new apprentice since the untimely death of his prior partner at the hands of the Earl's guards.



Knowing Caelyn's history and recognizing her potential, he took her on as his apprentice and she quickly became an accomplished pickpocket, con artist, burglar, and thief. The fact that Arcais typically targeted wealthy families for his schemes suited Caelyn well, as she desired nothing more than to claim revenge on her father's enemies and, eventually, the Earl who had allowed him to be executed.

Arcais and Caelyn made a good team and always remained one step ahead of the Earl's guards. Their most daring robbery involved breaking into the fortified keep of Lord Nightglove, one of the Earl's most intimate advisors, and stealing coins and jewels as well as the magical *Nightwatch Dagger* set with a cat's eye chrysoberyl, which acts as a *dagger+2* and bestows infravision 90' when held.

Arcais retired shortly after, changed his name, and traveled to Dolmvay to become a respectable businessman. Caelyn decided to stay behind to continue her career and keep working to confound the local nobility. While carousing at the Black Horse Inn, she narrowly escaped capture by a party of adventurers hired by Lord Nightglove. Caelyn booked passage on the first ship out of Uthersberg and plans to return when things cool down.

**Caelyn "Cateyes" mora Bryce:** AL N; MV 120' (40'); AC 5 (leather armor + Dex); T4; hp 15; #AT 1; Dmg 1d4+2 (*Nightwatch Dagger*), 1d4 (throwing daggers x3), 1d4 (sling); S 11, D 18, C 15, I 16, W 9, Ch 14; SV T4; SA backstab, thief skills; ML 9; XP 410; pick locks 31%, find/remove traps 23%, pick pockets 37%, move silently 37%, climb walls 90%, hide in shadows 27%, hear noise 1-3; thieves' tools, backpack with three (3) secret compartments, 70' of fine rope, knotted every 5 feet, one (1) week of hard rations, parchment and quill, inkpot, 10 gp (in secret compartment in belt), 30 sp, 30 cp.

#### **KATJA VALTERS (A.K.A. KATJA THE CURSED)**

Katja is a pretty young woman with auburn-colored hair that even when braided extends to the backs of her thighs. Katja was a tomboy in her youth and spent most of her time scaling trees, spelunking in filthy caves, and battling imaginary monsters with her older brother

Leonine "The Mountain Lion" Valters (see the Small Niche Games sourcebook, *Guidebook to the City of Dolmvay*).

Her mother, a scholar by trade and a sorceress in secret, tried unsuccessfully to get her to act like a proper young lady. One day, Katja discovered her mother's spellbook and attempted to light the end of her wooden sword with a spell. Instead, she ended up burning off most of her hair. As punishment, her mother "cursed" her daughter with long hair that grows back minutes after being cut, never gets dirty, and always smells faintly of flowers. She also began training Katja in the ways of magic.

Katja once hated her resilient hair and her brother teasingly called her "Katja the Cursed", but she has since grown fond of its magical properties. Katja loves Leonine dearly and has even adventured with him as a member of the Golden Helm Society. She is more outgoing than her brother, but he has suffered much and seen greater evils, especially after being maimed by a wyvern while saving her life. Katja blames herself for his limp and sometimes cries if she sees a man with a lame leg.

Katja supports the Church of Law and Order in both deed and coin, despite the Church's mistrust of magic. She dislikes fire-based spells and avoids using them. Katja has recently decided to explore the Great Valnwall and is looking to team up with a band of reputable adventurers.

Katja never goes anywhere without two large attack dogs named River and Fjord, and a large gray short-tailed tabby cat named Gus. In the field, the dogs wear quality armor and the cat wears a simple leather coat that protects its neck, back, and flanks. The animals are trained hunters and guards, but are very gentle around children.

**Katja Valters (a.k.a. Katja the Cursed):** AL N; MV 120' (40'); AC 8 (Dex); MU5; hp 21; #AT 1; Dmg 1d4 (dagger); S 11, D 13, C 13, I 16, W 12, Ch 16; SV MU5; SA spellcasting; ML 8; XP 950; spellbook, bronze comb and brush set (125 gp), small gold locket with brother's image (100 gp), silver dog whistle (20 gp), 20 gp, 22 sp, 3 cp.

Spells: 1st: *detect magic\**, *hold portal*, *light*, *read magic*, *sleep\**; 2nd: *invisibility\**, *knock\**,

*levitate*; 3rd: *haste*, *protection from normal missiles*\*, *water breathing*.

\*denotes memorized spell

**River and Fjord (guard dogs):** AL N; MV 120' (40'); AC 5 (leather barding); HD 2+2; hp 15, 13; #AT 1; Dmg 2d4 (bite); SA none; SV F2; ML 11; XP 35.

**Gus (cat):** AL N; MV 120' (40'); AC 5; HD 1d4 hp; hp 4; #AT 1; Dmg 1 (bite); SA night vision, surprise on 1-4 on 1d6; SV F1; ML 8; XP 5.

### SULGHEERI

The Sulgheeri (Slavelords) are a band of ruk slavers who dwell inside the Great Valnwall. The Sulgheeri buy slaves from humanoid tribes and at least one band of pirates, and then sell them in the slave markets of Darkenwall. They also have a network of contacts in human

settlements throughout the Gulf, including places such as Breach and Jameston. These contacts help them keep track of which adventuring companies are entering and leaving the Wall.

The Sulgheeri delight in torture and are known for punishing their slaves in creative ways. They are despised by many of the other humanoid tribes inside the Great Valnwall, and always travel in packs of twelve or more.

The Order of St. Timmelt has offered a 25 gp bounty for the capture of any Sulgheeri slaver. The Sulgheeri standard is a pair of crossed whips held together by a set of manacles.

**Sulgheeri Slaver (ruk):** AL C; MV 60' (20'); AC 4 (chain mail + shield); HD 1; #AT 1; Dmg 1d6 (spear) or 1d6 (hand axe); SA 90' infravision, -1 to-hit in full daylight; SV F1; ML 7; XP 10; manacles, 1d4 gp, 1d6 sp.



# RANDOM ENCOUNTERS

The *Labyrinth Lord*™ core rulebook contains a number of random wilderness encounter tables that would be suitable for any campaign.

The following encounters are specifically geared towards adventuring in the Duchy of Valnwall. They are designed for low-level characters and should be just enough to help kickoff a new campaign. The Labyrinth Lord is free to alter or replace these encounters with more formidable ones as the PCs advance in levels.

## EARLDOM OF SOLENE

The following random encounters may occur in the wilderness of Solene.

### BURNING RUKS!

The characters see smoke on their backtrail (or flaming torches at night) as a raiding party of Fire-Eater ruks follows their tracks. The ruks attempt to herd the characters into the Burning Vale before attacking. If the characters make a stand, the ruks surround the party and set the forest alight.

The PCs must make a saving throw vs. poison every other round to avoid the effects of the smoke. The smoke reduces visibility to 15' and causes the characters to suffer a -2 penalty to-hit and -2 to Armor Class. The ruks take full advantage of the chaos, charging out of the smoke, attacking quickly, and then retreating back into the haze. All NPCs involved in the battle must make a morale check to avoid fleeing.

**Fire-Eater Ruk (12):** AL C; MV 60' (20'); AC 6 (scraps of armor + shield); HD 1; hp 6, 5 (x3), 4 (x3), 3 (x5); #AT 1; Dmg 1d6 (spear) or 1d6 (hand axe); SA 90' infravision, -1 to-hit

in full daylight; SV F1; ML 7; XP 10; 1d4 cp, 1d4 charred bones.

### HORROR OF AAL

The characters hear grinding and clanking sounds coming from a rocky hill. If they investigate, they find a damaged warmachten slowly making its way towards a small cave.

The horse-sized warmachten is part machine/part organic, and resembles a giant maggot with blinking lights, steel antennae, and spiderlike mechanical legs. The monster was damaged in a battle with Vanhurr elves and can only pull itself along with three of its ten legs. Despite its injuries, the warmachten attacks on sight.

The cave may simply be a place where it can rest and recover or it may be the entrance to a labyrinthine dungeon, at the Labyrinth Lord's discretion.

**Warmachten:** AL C; MV 120' (40') (currently 12' (4')/Climb 120' (40') (currently 12' (4')); AC 4 (natural); HD 6; hp 32 (currently 12); #AT 4 (currently 1); Dmg 1d6 (leg spike); SA 90' infravision, climb walls and upside down, 3x per day can attack with cone of white that causes blindness for 1d3 days unless saving throw vs. breath attacks is made; SV F6; ML 11; XP 820 (currently 205).

### LIAR OF THE MARSH

An intelligent black dragon named Narratch circles the sky above the characters and eventually lands to talk. If the characters attack, Narratch releases one blast of his acid breath weapon (32 hp damage) before flying off. If the characters do not attack, Narratch tells them that a lightly guarded red dragon's hoard lies nearby. He promises to reveal the



lair's location if they agree to retrieve a magical red gem for him.

If asked, Narratch tells the PCs that the hoard belonged to a red dragon youngling who was killed by Malluholdt dwarves. In reality, its owner is a large, powerful red dragon named Xash the Bloody, who is currently absent, but very much alive. Narratch lured Xash away from his lair with the lie that an army of dwarves had come to slay him.

The lair is located in a deep crevice and is guarded by two (2) giant gecko lizards. The red gem Narratch seeks is not present in this lair, but the Labyrinth Lord may roll normally for the hoard's other contents (Hoard Class VII).

**Giant Gecko Lizard (2):** AL N; MV 120' (40'); AC 5 (natural); HD 3+1; hp 20, 17; #AT 1; Dmg 1d8 (bite); SA walk on cliffs and upside down; SV F2; ML 7; XP 100.

**Note:** This random encounter could be used to foreshadow or provide a hook for the Small Niche Games adventure *Pyramid of the Dragon*.

### PALE MAN OF THE HILLS

The Pale Man of the Hills is said to be the dead King Vanon who haunts the foothills of the Three Kings of Old mountain range. The Pale Man is actually a wight wearing a battered silver crown (worth 125 gp) and dirty white burial robes. The characters hear his inhuman howls at night and occasionally see his glowing eyes glaring at them from the darkness. If confronted, the wight initially retreats, but returns later to attack.

The hair of any character touched by the wight becomes white and unkempt, causing a -2 penalty to all Reaction Rolls and Charisma checks. A *remove curse* spell can return the hair to its normal color.

**Wight:** AL C; MV 90' (30'); AC 5 (natural); HD 3; hp 20; #AT 1; Dmg 1d8 (bite); SA drain life energy, only harmed by spells or silver or magical weapons, immune to *sleep* and *charm*; SV F3; ML 12; XP 110.

### TREANT GROVE

This sacred oak grove is made entirely of treants. It surrounds a stone altar that was once used by the ancient Druun. Any character who makes an offering at the altar receives a

+1 bonus to all Reaction Rolls with elves and other faerie creatures for the next month.

### VANHURR HUNTING PARTY

The characters encounter a Vanhurr hunting party led by an elven noble named Srraul Retanni (roll normally for surprise). The elves demand to know who the characters are and what they are doing. If the PCs respond peaceably, Srraul tells them the elves are following the trail of an unknown warmachten (see Horror of Aal, above) and may even ask for their help, at the Labyrinth Lord's discretion. If the characters are hostile or act in a disrespectful manner, the Vanhurr order the PCs to leave the forest, attacking if they refuse. They do not pursue characters who flee.

**Vanhurr Elf Warrior (6):** AL N; MV 120' (40'); AC 6 (studded leather + Dex); HD 1; hp 8, 7, 6 (x4); #AT 1; Dmg 1d8 (long sword), 1d8 (longbow), 1d4 (dagger); SA infravision 60', detect hidden and secret doors 1-2 on 1d6, immune to ghoulish paralysis; SV E1; ML 10; XP 15; satchels, wineskin, 1d4 gp, 1d6 sp.

**Vanhurr Elf (Srraul Retanni):** AL N; MV 120' (40'); AC 5 (studded leather + Dex); HD 2; hp 14; #AT 1; Dmg 1d8 (long sword), 1d8 (longbow), 1d4 (dagger); SA infravision 60', detect hidden and secret doors 1-2 on 1d6, immune to ghoulish paralysis; SV E2; ML 10; XP 25; silver dragon pendant necklace (125 gp), ornate long sword engraved with wolves (50 gp), 1d4 gp.

## EARLDOM OF LOCKELAND

The following random encounters may occur in the wilderness of Lockeland.

### DWARF TOLL

The dwarves of the Malluholdt Halls have set up a barricade of logs and stones along a mountain trail or forest path. The dwarves claim the road was built long ago by dwarves and are charging a toll of 100 gp to all who wish to pass. The dwarves stoically refuse to listen to reason and attack if threatened. They receive a +2 bonus to Armor Class while firing crossbows from behind the barricade.

**Dwarf (8):** AL N; MV 120' (40'); AC 5 (chain mail); HD 1; hp 8, 7, 6 (x2), 5 (x4); #AT 1;

Dmg 1d8 (battle axe), 1d8 (heavy crossbow), 1d4 (dagger); SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6; SV D1; ML 10; XP 15; ornate helm with Fenrisian Brotherhood wolf crest (45 gp), 1d3 gems (25 gp), 1d4 gp, 1d6 sp.

### HOLY VISION

The PCs catch a glimpse of the gleaming White Tower of Law (see pg. 45). The sight fills Lawful characters with feelings of hope and tranquility, granting a +1 bonus to all saving throws for the next week.

### OLD WITCH

The characters encounter an old, wild-haired woman sitting on the side of the path or road, stirring a pot of boiling stew. "A few coins for an old fortuneteller?" she asks. If the characters pay, she stops stirring and slips into a trance.

Her prediction depends on the type of coin offered—copper coins receive the first verse, silver the first and second, while gold or jewels nets all three:

*Copper:* "The farmer's axe is sharp. The guardian knight awakens from the sleep of the dead."

*Silver:* "Children I see. Lost in the dark. The elder faerie waits to devour. Time is short."

*Gold or Jewels:* "Into tangled wood or broken manse you must go. To find the child within you and break the brogemann's curse."

The old woman cannot explain her predictions. She later disappears without a trace.

**Fortuneteller:** treat as 0-level human with 2 hp. If slain, the character begins having horrible nightmares of murder, dismemberment, and death, imposing a -4 to all saving throws, AC, and to-hit rolls until a *remove curse* spell is cast.

**Note:** This random encounter could be used to foreshadow or provide a hook for the Small Niche Games adventure *Stealer of Children*.

### UNDEAD BROTHER

The characters hear moans and see a freshly killed zombie dressed in monk's robes and armor shambling through the forest. This

former member of the Brotherhood of St. Aleena was killed by Deathwhisper rucs and its ears have been hacked off. The zombie monk fights only if attacked. If left unmolested, it eventually returns to the Shrine of St. Aleena.

**Zombie Monk:** AL C; MV 120' (40'); AC 5 (chain mail); HD 2; hp 9; #AT 1; Dmg 1d8 (long sword); SA immune to *charm* and *sleep* spells; SV F1; ML 12; XP 29; St. Aleena holy symbol.

**Note:** This random encounter could be used to foreshadow or provide a hook for the Small Niche Games adventure *Shrine of St. Aleena*.

### WARRIOR PILGRIMS

The characters encounter a group of gray-robed pilgrims armed with an assortment of swords, axes, flails, and shields. If asked, the pilgrims say they are on their way to the town of Garanton to receive the blessings of St. Garan the Mighty. They ask any fighter character to join their quest and receive the blessings of the warrior saint.

**Pilgrims (23):** treat as 0-level human with AC 8 (leather armor), hp 3, long sword (Dmg 1d8) or battle axe (Dmg 1d8), dagger (Dmg 1d4), trail rations, and 1d4 cp.

**Note:** This random encounter could be used to foreshadow or provide a hook for the Small Niche Games adventure *Blood Moon Rising*.

### WHITENED WINGS

The PCs see a herd of horses in the distance. The herd is led by a white stallion that responds well to Lawful (or good) characters, allowing itself to be petted, fed, and ridden.

If taken as a mount by a Lawful character, the character eventually learns that the horse is part pegasus. Once per day, for approximately one hour, it can sprout feathered white wings and fly. The pegahorse refuses to be ridden by anyone of Neutral or Chaotic alignment.

**Pegahorse:** AL N; MV 240' (80')/Fly 450' (150'); AC 6 (natural); HD 2; 14; #AT 1; Dmg 1d3 (bite); SA only obeys Lawful characters; SV F1; ML 9; XP 35.

## EARLDOM OF THURMANY

The following random encounters may occur in the wilderness of Thurmany.

### ABANDON SHIP!

The characters see a merchant riverboat sinking in a large creek or river. The captain and most of his waterlogged crew have escaped to shore, but the characters see several passengers aboard the ship in need of rescue.

If the characters swim out to help, they are attacked by the lizardfolk who had caused the boat to sink. The characters suffer a -2 penalty to-hit and -2 penalty to Armor Class when fighting the lizardfolk in water.

The lizardfolk are after a crate full of 100 lizardfolk eggs that were stolen by an adventuring company named the Wildland Rangers (see pg. 55) and given to the merchant to sell in the City of Dolmvay.

**Lizardfolk (6):** AL N; MV 60' (20')/Swim 120' (40'); AC 5 (natural); HD 2+1; hp 14, 12 (x3), 11, 10; #AT 1; Dmg 1d6+1 (spear + Str); SV F2; ML 12; XP 47.

### BLUE DEMON

The characters encounter an adventuring company named the Light of Truth that is transporting an ubrak (see **New Fauna**, pg. 102) prisoner in chains to the Valenon in the City of Dolmvay. The ubrak has been outfitted with a collar of sharp spikes that point inward. He is being led behind a horse and his neck is covered with open wounds and thick blue blood.

The Light of Truth is happy to stop and show off their prize. If the PCs stop to talk, the downtrodden ubrak states: "I have done nothing", to which his captor yanks on his collar and says: "Quiet, evil one! Your lies and trickery will avail you naught". If given the chance, the ubrak begs the characters to help him escape.

**Light of Truth:** see pg. 55 for statistics.

**Derwen Tussock (ubrak):** AL N; MV 120' (40'); AC 9 (natural); HD 1+1; hp 8 (currently 5); #AT 1; Dmg by weapon; SA 1/2 damage from blunt weapon attacks; SV F1; ML 9; XP 21.

## DOOM OF THE MAD HERMIT

The characters encounter a woodsman named Poul Getty. If they stop to talk, he tells them he was making a camp in the nearby woods a few days ago when he was suddenly surrounded by armed men, yelling and shouting at him in a garbled tongue. They attacked when he tried to flee, and he barely managed to escape. He can give the PCs directions to the forest where these "bandits" are hiding if they want to investigate.

**Poul Getty:** treat as 0-level human with AC 8 (leather armor), 3 hp, Str 13, hand axe (Dmg 1d6), short bow (Dmg 1d6), and 5 sp, and 3 cp.

**Note:** This random encounter could be used to foreshadow or provide a hook for the Small Niche Games adventure *Return of the Mad Hermit*.

### FAIR LADY OF TROUBLE

The characters overtake a noblewoman's colorful entourage. The noblewoman is a young, pretty courtier named Lady Sarah vala Breslin, a flirtatious troublemaker who enjoys manipulating men. She and her giggling ladies-in-waiting ask the PCs to accompany them to the next town. If the characters accept, she eventually asks the largest fighter PC to carry her token, a yellow scarf with her family's dove-and-sun crest embroidered upon it.

Lady Sarah's betrothed, a knight named Sir Starnon val Peltin and his own entourage arrive a short time later. Sir Starnon becomes enraged when he sees the PC wearing his Lady's token and challenges him to a Duel of Twos. This is a sword fight, with the winner being the one who scores the first two hits out of three. If the other PCs intervene in the fight, Starnon's knights attack, fighting to the death for their lord's honor. Starnon sues for peace if reduced to 3 hp or less.

**Starnon's Knights (6):** AL N; MV 120' (40'); AC 2 (plate mail + shield); F1; hp 6; #AT 1; Dmg 1d6+1 (lance + Str), 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); SA S 13; SV F1; ML 8; XP 13; Peltin griffon surcoat, 1d4 gp, 1d6 sp.

**Sir Starnon val Peltin:** AL L; MV 120' (40'); AC 1 (plate mail + shield + Dex); F3; hp 21; #AT 1; Dmg 1d6+1 (lance + Str), 1d8+1 (long

sword + Str), 1d4+1 (dagger + Str); S 15, D 13, C 13, I 11, W 11, Ch 12; SV F3; ML 9; XP 45; plate mail armor engraved with Peltin griffon crest (1,200 gp), griffon-hilt sword with emerald jewels in pommel (550 gp), 1d8 gp, 1d10 sp.

### LADY LORD

The characters encounter the entourage of a pompous and effeminate nobleman named Lord Harreld mor Miles. Lord Miles is traveling from Edgerton to his brother's estate in Onzetta Vale. He is concerned about bandits and attempts to hire the PCs to assist his handsome, but less than competent guards, for 50 gp each.

If the PCs agree, each night they hear Lord Miles and his head guardsman chanting and coupling inside his ornate litter. The chants sound almost religious in nature, but the other guards refuse to speak of it and if asked, Lord Miles tells the PCs they must be mistaken.

**Handsome Guards (8):** treat as 0-level human with AC 4 (chain mail + shield), 3 hp, Cha 13+, long sword (Dmg 1d8), dagger (Dmg 1d4), love letters from Lord Miles, 1d6 sp.

**Lord Harreld mor Miles:** treat as 0-level human with hp 2, Cha 16, dagger (Dmg 1d4), gold earrings (25 gp), ten (10) gold rings (50 gp each), silver compact (25 gp), gold and silver comb and brush set (145 gp), silver snuff box (20 gp), quill and parchment, 12 gp, 18 sp.

**Note:** This random encounter could be used to foreshadow or provide a hook for the Small Niche Games adventure *Atarin's Delve*.

### RED DEAD MAN

The characters see a scattered flock of goats and are flagged down by a terrified goatherd named Travus of Larm. He tells the PCs that a man is dying nearby. If the PCs investigate, they find signs of a battle and a gutted dead man, killed by ruk arrows. The goatherd says the man tried to give him something that he wanted delivered to his sister, a harlot named Red Kirsten who lives in the City of Dolmvay.

The man was an adventuring fighter named Tommil Morgun and the item, which is located in the dead man's balled fist, is actually a silver *bracelet of protection+1*. The PCs may follow the ruks' trail if they wish and eventually locate

a raiding party of Targker gobruks. It is up to them whether or not they want to deliver the bracelet to Red Kirsten or keep it for themselves.

**Targker Gobruk (6):** AL C; MV 60' (20'); AC 6 (scraps of armor + shield); HD 1-1; hp 3 (x2), 2 (x4); #AT 1; Dmg 1d6-1 (small spear), 1d6 (hand axe); SA 90' infravision, -1 to-hit in full daylight; SV 0-level human; ML 7; XP 5; 1d4 cp, 1d4 trophy intestines.

**Note:** This random encounter could be used to foreshadow or provide a hook for the Small Niche Games adventure *Oak Grove Whispers*.

## EARLDOM OF CALWELL

The following random encounters may occur in the wilderness of Calwell.

### BANE OF THE DEVOURER

The characters encounter a venerable, unkempt priest of St. Valen named Gerald Hargrove. Hargrove has spent the last few decades of his life destroying the remnants of an ancient Chaos religion known as the Cult of the Devourer. He has recently discovered an ancient scroll that shows the location of a lost temple dedicated to the Great Devourer in the hills of Willow Valley. The aging Hargrove is too weary to make the journey and asks the PCs to destroy the temple "in the name of all that is Law".

**Gerald Hargrove (5th-level cleric):** AL L; MV 60' (20'); AC 8 (leather armor); C5; hp 15; #AT 1; Dmg 1d6-1 (staff - Str); S 8, D 9, C 13, I 12, W 15, Ch 12; SA spellcasting, Turn undead; SV C5; ML 8; XP 700; holy symbol of St. Valen, vial of holy water, map to the Temple of the Great Devourer, 15 gp.

Spells: 1st: *cure light wounds*, *cause fear*, *detect evil*; 2nd: *hold person*, *holy chant*; 3rd: *prayer*.

**Note:** This random encounter could be used to foreshadow or provide a hook for the Small Niche Games adventure *Swamp Dungeon of the Bandit Lord*.

### CALL TO COMPANIONS

The characters receive word that a friend or relative has been captured by ruk raiders in the



foothills of the Callaheim Mountains. The family members attempt to convince or hire the PCs to rescue the prisoner.

**Note:** This random encounter could be used to foreshadow or provide a hook for the Small Niche Games adventure *Tower of Boon Companions*.

### CALWELL'S FINEST

The characters are challenged by a mounted King's Army patrol. The soldiers are arrogant and rude. Their appearance is slovenly, with unkempt hair, rusted weapons, and an overall lack of discipline. The patrol sergeant is named Gordin Weems. He states there is a Calwell adventuring tax of 75 gp for each adventuring company (which really equates to 10 gp for each soldier and 15 for the sergeant).

If the PCs refuse to pay, the soldiers attack, but sue for peace if one of their members are killed. The sergeant (or senior soldier) claims there has been a misunderstanding and agrees to let the characters pass without paying the tax. The PCs are later charged for the murder of any soldier they killed.

**Soldier (6):** see pg. 14 for statistics.

**Sergeant:** see pg. 14 for statistics.

### FALLS MONSTER

The characters encounter a fisherman named Stefin Sterling transporting the rotting carcass of an unknown beast he found floating near the Bay of One Thousand Falls. He proudly shows off the dead monster and tries to sell it to the PCs for 1,000 gp. He is on his way to a nearby city where he believes he can get at least that much from a sage, museum, or adventurer's guild. The unknown monster's carcass can be used to foreshadow an upcoming adventure or encounter.

**Stefin Sterling:** treat as 0-level human with hp 2, quarterstaff (Dmg 1d6), wagon, mule, 1 sp, and 4 cp.

### HOLK AND MOOR

The characters encounter a lively Holk caravan and are invited to try games of chance and view (mostly fake) exotic monster exhibits.

Three halflings from Burrowmoor are accompanying the caravan. They are looking for

adventurers to journey back to Willow Valley and deal with a vicious stone monster (robekk) that has been plaguing the nearby hills. (see **New Fauna**, pg. 102).

While the characters are at the carnival, a flock of blood bats (stirges) from the Blood Marsh of Solene escapes its cage and begins attacking halflings and patrons, including the PCs.

**Stirge (6):** AL C; MV 30' (10')/Fly 180' (60'); AC 7 (natural); HD 1; hp 5 (x2), 3 (x3), 2; #AT 1; Dmg 1d3 (proboscis); SA +2 to-hit with first attack, automatic 1d3 damage after a hit; SV F2; ML 9; XP 16.

### SAVAGE REFUGEES

The PCs see a ragged band of primitive titanethe wandering the nearby countryside. These titanethe were driven from their territory by a pair of owl bears and are now searching for a new home. The refugees consist of six small children, one female warrior, and two male warriors.

If the characters approach, the titanethe shout unintelligibly and brandish their weapons. The two males attack if the PCs continue to approach, while the female attempts to flee with the children. If prevented from leaving, the female also attacks. They do not pursue characters who retreat.

**Titanethe (2 or 3):** AL N; MV 120' (40'); AC 8 (hides); HD 4+1; hp 26, 24, 19; #AT 1; Dmg 1d8+3 (club + Str), 1d10 (boulder); SA turn into ogre-like creatures when enraged; SV F4; ML 12; XP 215; one (1) ivory drinking horn (250 gp), primitive bone jewelry and personal effects.

## GULF OF VALNWALL

The following random encounters may occur while the characters are traveling on the open seas of the Gulf of Valnwall.

### BLOODY WATERS

The characters see three (3) dead mermen floating on the surface of the water. These mermen were killed during a large battle with their enemies, the sharkuul (sahuagin). The Labyrinth Lord can use this encounter to

foreshadow or introduce adventures in the realm of the Sea King.

### **CURIOUS DRAGON TURTLE**

The characters see a dragon turtle named Keston sunning itself on the shores of a small island. The dragon turtle slips into the water and follows the characters' vessel for one (1) hour. The monster has recently fed and is only passing the time.

If attacked, Keston submerges, smashes a hole in the bottom of the ship, and then swims off, letting the vessel sink. If the dragon turtle is not attacked, the PCs experience no other random encounters for the remainder of their journey.

**Keston (Dragon Turtle):** AL N; MV 30' (10')/Swim 90' (30'); AC -2 (natural); HD 30; hp 210; #AT 3; Dmg 1d8 (claw)/1d8 (claw)/1d6x10 (bite); SA steam cloud breath weapon 3x per day; SV F15; ML 10; XP 9,500.

### **GULF PIRATES**

The characters' vessel is attacked by pirates led by an infamous pirate named Unwashed Will. The pirates secure grappling lines and begin boarding. The PCs must kill and/or incapacitate at least six (6) pirates or Unwashed Will in order to repel the assault. Any captured pirates are sentenced and hanged upon returning to port.

**Pirate (6):** treat as 0-level humans with AC 8 (Dex), hp 3, long swords (Dmg 1d8), daggers (Dmg 1d4), and 1d4 cp each.

**Unwashed Will (2nd-level fighter):** AL C; MV 120' (40'); AC 7 (leather armor + shield); F2; hp 15; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); SA Str 13, enemies in melee combat suffer -1 to-hit because of the smell; SV F2; ML 9; XP 25, gold holy symbol of the dark St. Jessical (25 gp), filthy clothes, 1d4 sp, 1d6 cp.

### **KING'S NAVY**

A naval warship signals the PCs to lower sails and prepare to be boarded. If the PCs refuse, the warship attacks. If they do as ordered, the ship's captain and a contingent of marines board. They are patrolling the waters for smugglers and pirates and want to search the characters' vessel. The vessel may or may not

be carrying contraband, depending on the characters' current adventures and/or the motives of the civilian ship's captain and crew.

**Captain:** see pg. 14 for statistics.

**Marines (15):** see pg. 14 for statistics.

### **SIREN'S SONG**

The characters see a trio of known pirate ships in the distance, forcing their captain to change course. Their new route brings them close to an uncharted island whose rocky hills are covered with ruins that date back to the Time of the Thirteen Cities. The island is magical in nature and rises and sinks every few years.

As the characters pass by, they hear the song of several harpies, forcing all aboard to make a saving throw vs. spells. Any crewmen enspelled attempt to steer the boat towards the rocky shore. If this is not possible, they jump into the water and swim toward the island. The harpies fly out to attack if they cannot lure the ship or any of its passengers onto the rocks.

**Harpy (3):** AL C; MV 60' (20')/Fly 150' (50'); AC 7 (natural); HD 3; hp 19, 16, 12; #AT 3; Dmg 1d4 (claw)/1d4 (claw)/1d6 (spear); SA can *charm* by singing, +2 bonus to all saving throws; SV F3; ML 7; XP 80; ornate bronze harp (300 gp), emerald and bronze disc necklace (450 gp), ornate bronze bracers (75 gp).

### **STORM OF THE CENTURY**

The skies darken, the waters become rough, and the crew scrambles to batten down the hatches. Unless they tie themselves to something, the characters must make a saving throw vs. winds to avoid being thrown against the bulkhead for 1d4 hit points damage. Any character unused to traveling by sea must make an additional saving throw vs. poison to avoid becoming nauseous and bedridden for the next 1d4 days, suffering a -6 penalty to all to-hit rolls, Armor Class, and saving throws.

# NEW FLORA AND FAUNA

## NEW FLORA

The following new flora are just a few of the strange and unique plants that may be found throughout the Duchy of Valnwall.

### BURSTER

A burster is a small gray mushroom that grows in thick clumps on the shaded forest floor. Anyone passing through the area has a 1 in 6 chance of stepping on the burster clump. When this happens, the bursters explode in a cloud of spores that instantly solidifies. The character must make a saving throw vs. wands or be cocooned inside the hardened spores. Cocooned characters topple over onto the ground. They may be carefully cut out with edged weapons or break free on their own with a Strength check once per turn. Monsters (stirges, wyverns, carcass scavengers, etc.) and natural predators (bears, cougars, wolves, etc.) often make their lairs nearby in order to prey upon cocooned victims.

### FIRE PINE

A fire pine is a tall pine tree with bright orange cones covered in highly flammable resin. Mature cones can be ignited and tossed at enemies (treat as a flask of oil). Fire pines grow in clusters of 2d8 trees and approximately 2d6 mature cones can be harvested from each fire pine. However, these cones grow high up near the tops of the tree, so climbing may be required.

### GOLDENLOVE

A goldenlove is a type of yellow tulip whose scent acts as a natural aphrodisiac. An herbalist can brew a nonmagical potion of goldenlove that causes heightened arousal in men and women for approximately one hour. During this

time, imbibers suffer a -1 penalty to saving throws vs. *charm person* spells and similar spell-like effects. In the wild, goldenloves grow in remote fields tended by dryads, harpies, and other faerie folk. The Church of Law and Order has banned the use of goldenlove potions, but it is easily obtained in upscale pleasure houses throughout the Duchy.

### GREAT TREE

The great trees are just that—giant hardwoods with thick trunks, broad leaves, and twisting boughs. The elves call them *sha'lareion* and consider them to be sacred. The trees take years to grow to their full height and can live for centuries. Their boles tend to hollow out in places creating natural living spaces. One or two great trees can be found in large, remote forests such as Serhuu Wood where they are used as dwellings. A few great tree groves lie deep in the Holtu Vanhurr and the Realm of the Wood Elf King, and are tended by treants, owl maidens, faeries, and other protectors of the forest.

### HORSEKILLER GRASS

Horsekiller grass is a fragrant purple weed that is poisonous to horses, mules, and donkeys. Horses find the weed's scent particularly enticing, forcing handlers to make a Wisdom check in order to keep their mount from eating it. A horse who ingests horsekiller grass must make a saving throw vs. poison or die within 1d6 turns. Horsekiller grass spores then grow inside the horse's body as it decomposes, creating a new patch of the fast growing weed. It is said that horsekiller grass was a gift from the ruk gods to their shamans after several tribes were slaughtered by mounted knights and adventurers. It grows wild in the Ruklands north of the Duchy.

## ICE ROSE

The blue-flowering ice rose grows only in arid regions such as the harsh deserts and rocky badlands of the Ruklands. An ice rosebush emits a chill air that helps ward off the blazing heat of the noonday sun. Anyone carrying a fresh ice rose bloom (less than a day old) receives a +1 bonus to saving throws vs. fire-based spells and spell-like effects (such as a red dragon's breath).

## LADY WILLOW

A lady willow is a type of weeping willow that is said to possess healing properties. The leaves of a lady willow may be brewed into a tea that heals minor aches and pains (restores one (1) hit point of damage, once per day). The bark of a lady willow may be ground into a rough paste that provides a +1 bonus to saving throws vs. nonmagical illnesses or diseases (such as the poisonous bite of a rat).

## SOAKMOSS

Soakmoss is a brown, water-absorbent moss that grows on rocks. A character who places a "dip" of soakmoss between the lower lip and gums does not need to drink water for an entire day. Any character who engages in strenuous activity (such as fighting) while dipping soakmoss must make a saving throw vs. wands. Failure means the character swallows the soakmoss and grows ill, suffering a -1 penalty to all to-hit rolls and ability checks for the remainder of the day. Soakmoss tastes and smells like stagnant swamp water, inducing a -1 penalty to Reaction Rolls and Charisma checks while being used.

## TICKLER VINES

Tickler vines are a type of creeper vine that lies dormant until living creatures bed down nearby. In the dark of the night, the vines quietly wriggle over the sleepers and steal 1d3 items before retreating. The vines pick pockets as a 7th level thief (53%). The Labyrinth Lord may randomly choose what items are stolen or use the pick pockets system located in **Appendix V: Treasures** of the *Guidebook to the City of Dolmvey*. It is said that tickler vines were magically created by the Adventurer's Guild in order to train adventurers to be wary

even while sleeping, but the guild denies any record of this.

## TRAP LILY

A trap lily is a large plant that grows beneath the waters of still ponds. The trap lily's upper foliage resembles clusters of floating lily pads that are connected to the thick main body by a series of tubular stalks. These stalks instinctively tighten around anyone who wades through the lily pads, forcing a saving throw vs. wands to avoid becoming entangled.

A character ensnared by the trap lily is dragged beneath the water and drowns in (2d4 + Con modifier) rounds. The vines may be cut by anyone who is not entangled, or the entangled character may make a Strength check each round in order to break free.

The trap lily is a mindless plant with no use for treasure, however, its pond has Hoard Class VI. Unconfirmed rumors abound of intelligent and malign trap lilies that dwell deep in magical forests such as the Tanglewood.

## VALENSWORT

Valenswort is a small red weed with two hairy leaves that grows only near ponds and streams that are traditionally used for baptisms. The plant's overall shape resembles that of the Holy Hilt of Law and Order. The leaves produce a thick, pungent oil and the plant is sometimes burned as incense during religious ceremonies. Any weapon coated with Valenswort oil does +1 hit-point of damage to undead on the first hit only.

## WHITEOAK

A whiteoak is an oak tree with bone white bark and white leaves that grows only in shadowy glens or dark grottos underground. The trees were sacred to followers of the Druunic religion, whose priests used whiteoak groves for gatherings and sacrificial rituals. The sacred groves were once tended by faerie spirits, but many of these spirits have died off or now lie dormant, and some of the ancient groves are haunted by ghosts of slaughtered victims or murdered priests.



## NEW FAUNA

The following new fauna may be encountered in the wildlands of the Duchy of Valnwall.

### ANVAL

No. Enc: 1 (1)  
Alignment: Neutral  
Movement: 60' (20')  
Armor Class: 0 (natural)  
Hit Dice: 12  
Attacks: 2 (fists) or spell  
Damage: 2d8/2d8 or by spell  
Save: C12  
Morale: 10  
Hoard Class: XX  
XP: 2,000

An anval is an ancient forest spirit that resembles a large, mossy tree. They stand approximately 30' to 50' tall and behave similar to treants. In fact, an anval is often accompanied by 2d4 treants who treat it with reverence.

Anvals are solitary creatures who dwell deep in the forests of Valnwall. Often known as the "Old Man of the Wood", an anval acts as keeper and protector of its forest home. In combat, it attacks with its gnarled fists. An anval is also capable of casting any druid spell up to 3rd level, once per day.

Anvals were once allies of the Druun and can often be found guarding sacred oak groves, magical springs, and other natural holy sites.

### BAMBOL

No. Enc: see below  
Alignment: Neutral  
Movement: 150' (30')  
Armor Class: 6 (natural)  
Hit Dice: 4  
Attacks: 2 (fists) or 1 (howl)  
Damage: 1d6/1d6 or special  
Save: F4  
Morale: 6  
Hoard Class: VI  
XP: 190

A bambol is an elusive forest creature that resembles an 8' tall, hairy ape. Bambols possess average human intelligence. They are a nomadic species that travel in small family

troupes, usually consisting of a dominant male, 1d3 adolescent males, 1d4 females, and 1d2 noncombatant young (which cling to the females). Bambols are pescetarians, subsisting only on plants, nuts, berries, fish, and shellfish.

Despite their size, bambols can move quietly through the forest and can hide with 90% ability, gaining surprise on a roll of 1-5 on 1d6. They avoid contact with others whenever possible. If they feel threatened, bambols often resort to scare tactics such as menacing stalking, wrecking campsites, loud roars, and flinging missiles from concealment. They may even attempt to lure enemies into natural traps such as quicksand, hidden pits, or monster-haunted ruins.

If forced into direct combat, bambols attack with their fists. Once per day, adult bambols can emit a chilling howl that forces anyone hearing it to make a saving throw vs. petrify or flee in terror for 1d8 rounds. Bambols hate grombels (see below) and when one is sighted, the whole pack joins in the hunt.

It is said that many bambol tribes once roamed the land that would one day become the Duchy of Valnwall, but only a handful are thought to still exist. Bambol sightings are so rare that many believe they are simply a myth told to frighten children.

### BLOOD REAPER

No. Enc: 2d6 (2d6)  
Alignment: Chaotic  
Movement: 120' (30')  
Armor Class: 6 (natural)  
Hit Dice: 3  
Attacks: 3 (claw/claw/bite)  
Damage: 1d4/1d4/1d3  
Save: F3  
Morale: 12  
Hoard Class: None  
XP: 80

A blood reaper is a malign undead spirit that feasts on the flesh of the mortally wounded. In ethereal form, a blood reaper resembles a shifting red light. In physical form, a blood reaper resembles a large ruk with black fur, hunched shoulders, large clawed hands, and a tattered red cloak that drips with fresh blood.

Packs of ethereal blood reapers stalk armies, raiding parties, and adventuring companies, waiting for a battle to take place. At night, once the battle is over and the wounded are left to rest, the blood reapers assume physical form and attack.

In physical form, a blood reaper emits a sound dampening effect similar to a *silence 10' radius* spell. A blood reaper attacks with its vicious claws and bite and its victims are literally torn limb from limb before being consumed.

Once its hunger is sated, the blood reaper can return to its ethereal state. If the blood reaper is prevented from feeding, it flies into a frenzy and attacks the nearest living creature. If the blood reaper does not feed before daybreak, it is destroyed by the sun.

### **BRULK (A.K.A. DEMON BULL)**

No. Enc: see below  
Alignment: Neutral  
Movement: 150' (50')  
Armor Class: 6 (natural)  
Hit Dice: 4  
Attacks: 1 (gore)  
Damage: 2d4 + special  
Save: F4  
Morale: 9  
Hoard Class: XX  
XP: 150

A male brulk resembles a large bull with black hair and a charred snout. Female brulks are 2 HD creatures that resemble large cows with black hair, white spots, and foul, sulfurous tasting milk.

A brulk bull burns with an inner fire. When threatened, its eyes glow red and smoke rises from its nostrils as it snorts and stamps the ground. If these warnings are not heeded, the brulk charges the largest group of people. If it gets a running start, the brulk's first gore attack deals double damage. In addition, the impact produces a fireball-like effect that deals 4d6 hit points damage to everyone within a 20' radius. All brulks are immune to fire-based attacks and are therefore unaffected.

A brulk herd typically consists of one adult male brulk, 2d6 noncombatant brulk cows, and 1d4 noncombatant brulk calves. They roam

remote hills and meadows, often leaving the grass blackened and scorched. Brulks are believed to be sacred to worshippers of a dark Chaos saint named Jessical the Burner and have been nicknamed "Demon Bulls".

### **DROONING**

No. Enc: 1d2 (3d8)  
Alignment: Neutral  
Movement: 90' (30')  
Armor Class: 8 (natural)  
Hit Dice: 1  
Attacks: 0  
Damage: 0  
Save: F1  
Morale: 5  
Hoard Class: None  
XP: 13

A drooning is a fluffy, aardvark-like creature with floppy ears, a long, thick tongue, and a puppy-like demeanor. A drooning feeds on dead wood. Its saliva breaks down wooden items such as fallen limbs, driftwood, spear shafts, clubs, furniture, wagons, etc. into a pulpy mass that it can digest. Magical wooden items are allowed a saving throw vs. poison (as 0-level human) each round to resist the effect.

Droonings are social animals, with 3d8 droonings typically living in one burrow. Elves often keep them as beloved pets. Droonings help prevent fires by ridding the forest floor of fallen limbs and other debris. If attacked, droonings prefer to flee, mewling pitifully if wounded or cornered.

### **GROMBEL**

No. Enc.: 1  
Alignment: Chaotic  
Movement: 90' (30')  
Armor Class: 5  
Hit Dice: 3-5  
Attacks: 2 (fist) or 1 (roar)  
Damage: 1d4/1d4 or 2d4  
Save: MU3-MU5  
Morale: 9  
Hoard Class: VII  
XP: 140/410/1,100

A grombel is an extremely rare and cruel faerie creature that feeds on the life force of children of all races. In its natural form, a grombel appears as a squat, gnome-like

creature with knobby horns, long arms, a bulbous nose, and large luminous eyes. Its skin color is gray but it has the ability to camouflage in any surrounding, surprising on a 1-4 on 1d6.

Grombels are solitary creatures that possess a crafty, animal-like intelligence, similar to that of a man-eating ape (average Int 8). Grombels are either unable or unwilling to communicate with other creatures, even other faeries.

A grombel prefers to flee if attacked, but fights if cornered, attacking with blows from its powerful fists. Once per day, a grombel can emit an ear-splitting roar that causes 2d4 hit points of damage to any creature within earshot (saving throw vs. breath weapon for 1/2 damage). Grombels are immune to *sleep*, *charm*, and *hold* spells.

A grombel has the innate ability to take gaseous form at will and can extend this ability to one other creature, usually a sleeping child. Grombels are immune to normal weapons, except weapons wielded by the hand of a child. They are extremely vulnerable to sunlight and bright lights. Direct exposure to sunlight inflicts 1d10 hit points of damage per round. Exposure to a *continual light* spell causes the grombel's skin to start smoldering and forces it to take gaseous form in 2d4 rounds. Grombels may be harmed by normal fire.

A grombel carefully selects its victims, entering the child's bedroom at night and waking it up with a gravelly muttering sound that vaguely resembles its name ("*grombelgrombelgrombel*"). Any child UNDER 12 years of age who sees a grombel is frozen by fear (no saving throw allowed). The grombel then feeds on the child's fear, completely draining the child's life force over the course of the next five to seven days. Any child who is lucky enough to be rescued before this happens is weakened and emotionally scarred, but eventually recovers.

A grombel normally uses its gaseous form to kidnap its victims and take them to a secluded lair, but sometimes the grombel chooses to visit the child in its own home over the course of several nights. In this way, the grombel can feed on several children over time without risking undue exposure by adults.

The most powerful grombels have 5 Hit Dice and are immune to normal and +1 magical weapons, unless those weapons are wielded by the hand of a child. These grombels are considered to be kings of their kind and are responsible for the deaths of thousands of children.

Grombels are hated and feared by humans, demihumans, and humanoids alike, and are hunted and killed whenever they appear.

**Note:** Grombels and grombel grubs were originally featured in the Small Niche Games adventure *Stealer of Children*.

### GROMBEL GRUB

No. Enc.: 2d4  
Alignment: Chaotic  
Movement: 90' (30')  
Armor Class: 7  
Hit Dice: 1d4 hit points  
Attacks: 1 (bite)  
Damage: 1d3  
Save: F1  
Morale: 10  
Hoard Class: None  
XP: 7

When a grombel becomes filled with the life energy of dozens of children, a tumor-like, pus-filled growth begins to form on some part of its body. This tumor eventually ruptures, giving birth to 2d4 grombel grubs. Grombel grubs appear as tiny, bloated and misshapen grombels. They are vicious creatures of pure instinct who feed on carrion, usually the remains of the grombel's child victims. Grombel grubs eventually mature into full-sized grombels.

Grombel grubs have the ability to camouflage in any surrounding, surprising on a roll of 1-4 on 1d6. They share the grombel's vulnerability to sunlight and bright lights. Direct exposure to sunlight inflicts 1d10 hit points of damage per round. Exposure to a *continual light* spell causes the grub's skin to start smoldering and inflicts 1 hit point of damage per round after 1d4 rounds. Grombel grubs are also susceptible to normal fire.

Grombel grubs are extremely aggressive and attack en masse, trying to overwhelm their opponents. The grubs concentrate their attacks

on a single foe, swarming up the character's arms and legs and delivering a vicious bite. Every grub attacking the character imposes a cumulative -1 to-hit, -1 AC, and -1 to all ability checks because of their swarming tactics. A character may shake the grubs off by making a successful Strength check, but the character can take no other action during the round.

### **HESSARA**

No. Enc.: 1d3  
Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 6  
Hit Dice: 1+  
Attacks: 1 (claw)  
Damage: 1d3  
Save: MU2  
Morale: 9  
Hoard Class: XX  
XP: 15+

The hessara are an ancient race of reptilian humanoids who live in secret among the race of men. They are capable of progressing to maximum level in any class, but have an affinity for magic. Hessara are treated with honor by intelligent reptilian creatures, including dragons, and can communicate with and control lesser reptiles using an ancient tongue that is impossible for non-reptiles to master.

Hessara are capable of shapeshifting at will into human form. They are cold-blooded creatures whose body temperature changes to match their surroundings. Because of their jaw structure, while in human form, the hessara are unable to utter certain arcane phrases developed long ago to expose them. Their human form is otherwise undetectable through normal means.

Hessara tend to live alone, but maintain contact with other hessara in the area. They hate humans and demihumans, and constantly seek to unravel their civilizations.

### **KEEPERS OF THE GROVE**

Keepers of the Grove are magical beings created to protect Druunic holy sites, such as oak groves, sacred pools, and stone henges. Keepers come in many different shapes and sizes. The two types of keepers described here are faerlings and bloodlings.

**Note:** Keepers of the Grove were originally featured in the Small Niche Games adventure *Oak Grove Whispers*.

### **Faerling**

No. Enc.: 1d6 (6d8)  
Alignment: Neutral  
Movement: Fly 120' (40')  
Armor Class: 9  
Hit Dice: 1 hp  
Attacks: nil  
Damage: nil  
Save: MU1  
Morale: 12  
Hoard Class: None  
XP: 5

A faerling is a creature of light and magic that appears as a glowing ball of light, similar to a will o' wisp. Faerlings cannot venture far from the sacred site in which they were birthed. In ancient times, a faerling seen near the home was believed to be a blessing that brought health, happiness, and fertility.

### **Faerling Queen**

No. Enc.: 1  
Alignment: Neutral  
Movement: Fly 120' (40')  
Armor Class: 6  
Hit Dice: 1  
Attacks: 1  
Damage: special  
Save: MU5  
Morale: 12  
Hoard Class: None  
XP: 16

A faerling queen resembles a large floating ball of blinding white light. A faerling queen is created by ancient rituals conducted at Druunic holy sites. Their purpose is to spread joy and happiness among the faithful by giving birth to faerlings. When neglected, a faerling queen becomes dormant until awakened by signs of life and happiness.

In combat, the queen emits a blinding flash of light. All characters in her presence must make a saving throw vs. spells or be knocked unconscious for 1d4 turns and blinded for 1d4 days.

The queen cannot leave its sacred site. If the site is desecrated or defiled, the faerling queen



turns into a bloodling queen (see below) and exacts revenge.

### **Bloodling**

No. Enc.: 1d4 (5d6)  
Alignment: Chaotic  
Movement: 90' (30')  
Armor Class: 7  
Hit Dice: 1d4 hit points  
Attacks: 3 (claw/claw/bite) or 1 (tongue)  
Damage: 1d3/1d3/1d3 or special  
Save: MU1  
Morale: 10  
Hoard Class: None  
XP: 9

A bloodling is a foul creature made of blood, plant, and bone that appears as an emaciated halfling-sized humanoid with an elongated skull, sharp fangs, long arms, and clawed hands and feet. A bloodling's skin glistens with fresh blood. It is a cruel creature with animal intelligence and cunning that lives only to cause mayhem and pain.

In combat, a bloodling attacks with its sharp teeth and claws. A bloodling may also attack with its barbed, whiplike tongue. The tongue has a range of 20'. Any character struck by the tongue must make a saving throw vs. poison or be paralyzed for 1d4 rounds (this paralysis is negated by a *cure light wounds* spell or similar magic).

Bloodlings are tied to the sites where they were birthed and can only leave when accompanying a bloodling avatar (see below). If slain, the bloodling dissolves into a mass of blood, roots, and offal. Bloodlings are considered "created" creatures and are affected by spells such as *protection from evil*.

### **Bloodling Queen**

No. Enc.: 1  
Alignment: Chaotic  
Movement: 30' (10')  
Armor Class: 5  
Hit Dice: 3  
Attacks: 1  
Damage: special  
Save: MU5  
Morale: 12  
Hoard Class: XX  
XP: 95

A bloodling queen is a squat, bloated, dwarf-sized humanoid with a flat skull, wide mouth, and stubby arms and legs that end in root-like tendrils. The bloodling queen is created when an ancient Druunic site is desecrated or defiled (see Faerling Queen, above). Bloodling queens give birth to translucent bloodling seed pods that await her command to hatch.

In combat, the bloodling queen attacks by projectile vomiting blood at its opponents. If struck, the target must make a saving throw vs. poison or be paralyzed as the target's bloodstream becomes infected. This paralysis lasts for 1d6 turns. It may be negated by a *cure light wounds* spell or similar magic.

The bloodling queen lives only to protect the holy site until it can be re-consecrated. It is tied to the site and can never leave, however, it can create a monstrous bloodling avatar (see below) from a fresh corpse. Bloodling queens may also have access to other spell-like abilities that vary from site to site.

### **Bloodling Avatar**

No. Enc.: 1  
Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 6  
Hit Dice: 2  
Attacks: 2 (whips)  
Damage: 1d4 + special  
Save: MU2  
Morale: 12  
Hoard Class: None  
XP: 47

The bloodling avatar is a creature of blood, plant, and flesh created from a freshly killed corpse. The avatar is completely under the control of the bloodling queen and can travel up to 300 feet away from its holy site. In combat, a bloodling avatar attacks with a mass of a dozen or so bloody, whiplike appendages that extend from its flesh. Any character struck by an appendage must make a saving throw vs. poison or be paralyzed for one (1) turn (this paralysis is negated by a *cure light wounds* spell or similar magic).

A bloodling avatar is capable of transporting up to six bloodlings that cling to its skin and leap to its defense. If slain, the bloodling avatar

dissolves into a mass of blood, roots, and offal that slithers back to the queen to regenerate.

Bloodling avatars are considered "created" creatures and are affected by spells such as *protection from evil*.

### **KEHRAWK**

No. Enc: 1 (1d3)  
Alignment: Neutral  
Movement: 90' (30')  
Swim: 120' (40')  
Fly: 240' (80')  
Armor Class: 2 (natural)  
Hit Dice: 6  
Attacks: 3 (claw/claw/bite) or 1 (breath weapon)  
Damage: 1d4/1d4/2d8 or special  
Save: F6  
Morale: 8  
Hoard Class: XX  
XP: 820

A kehrawk is a small (about the size of a riding horse) dragon-like creature with iridescent scales and feathered wings. Kehrawks possess average or better intelligence. They are solitary creatures that prefer to live near waterfalls or still ponds and can hold their breath underwater for hours.

Kehrawks have a fondness for horseflesh and often prey on small farms or mounts belonging to wandering bands of adventurers. In combat, kehrawks attack with their claws and bite or a breath weapon that mimics the effects of a *prismatic spray* spell.

A kehrawk values intelligent life and only kills in self defense. They are not compelled to collect treasure, but do have a fondness for bright, solid colors and often wear scraps of cloth of varied hues. Kehrawks occasionally forge alliances with elves or humans and may even allow themselves to be ridden for short periods of time.

### **MERGANT**

No. Enc: 1d2 (1d2)  
Alignment: Chaotic  
Movement: 120' (40')  
Swim: 150' (50')  
Armor Class: 5 (natural)  
Hit Dice: 2  
Attacks: 1 (claw)

Damage: 1d10  
Save: F4  
Morale: 9  
Hoard Class: XVIII  
XP: 47

This aquatic relative of the doppleganger is found in slow-flowing streams, fountains, and pools of still water. In its natural form, the mergant resembles an undersized doppleganger with a vestigial tail and webbed claws and feet. When hunting, the mergant manifests as a reflection on the surface of the water. As a character approaches its hiding place, the mergant perfectly mimics his appearance and gestures. It uses its touch attack if the character bends down to inspect the water or take a drink.

Any character touched by a mergant must make a saving throw vs. spells. Failure means the character is unable to breathe air and must submerge at least his head under water or suffocate in (2d4 + Constitution modifier) rounds. Once the character is under water, the mergant attacks with its claws. The water breathing effect lasts for 1d6 turns, after which time the character must exit the water or risk drowning normally.

### **MORLOCKS OF AAL**

Morlocks are a degenerate race of subterranean humans that barely survived the destruction of the Great City of Aal. Morlocks are all albinos, and have developed a carnivorous diet that favors the meat of most other humanoids, particularly humans. They only venture to the surface at night, and if caught in daylight suffer -2 to-hit. Their subterranean existence has given them 90' infravision.

Most morlocks now make their home deep beneath the Wastelands of Aal. They seek to enslave all life, particularly dwarves and gnomes. Morlocks despise the taste of elf flesh, but love to torture elves to death. They occasionally join forces with large ruk tribes or powerful undead, but these alliances never last long.

Morlock society is divided into a caste system that includes morlock laborers, morlock hunters, and morlock lords.

### **Morlock Laborers**

No. Enc: 1d12 (5d10)  
Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 8 (natural)  
Hit Dice: 1+1  
Attacks: 1 (weapon)  
Damage: as weapon +2  
Save: F1  
Morale: 9  
Hoard Class: None  
XP: 21

Morlock laborers are dull-witted, muscular brutes who perform menial tasks such as clearing rubble, stoking ancient braziers, or wrangling slaves. In combat, a morlock laborer attacks with its fists or whatever tool (pick, shovel, etc.) or weapon that happens to be at hand, receiving +1 damage because of their strength.

### **Morlock Hunters**

No. Enc: 1d6 (3d10)  
Alignment: Chaotic  
Movement: 150' (50')  
Armor Class: 7 (natural + Dex)  
Hit Dice: 1  
Attacks: 1 (weapon)  
Damage: as weapon + poison  
Save: F1  
Morale: 9  
Hoard Class: None  
XP: 13

Morlock hunters are wiry, agile morlocks who possess a cunning, animal-like intelligence. They move quickly on all fours (like an ape) and have a keen sense of smell that enables them to track prey through the wilderness. In combat, morlock hunters attack with small barbed javelins or jagged knives coated with sleeping poison, receiving a +1 to-hit with hurled weapons because of their high Dexterity. Anyone struck by one of these weapons must make a saving throw vs. poison or fall asleep for 1d6 turns. Sleeping victims are trussed up and taken back to the morlock lair to be held as slaves or devoured at the next communal meal.

### **Morlock Lords**

No. Enc: 1d2 (1d6)  
Alignment: Chaotic

Movement: 120' (40')  
Armor Class: 10 or as armor  
Hit Dice: 2 or as class  
Attacks: 1 (weapon)  
Damage: as weapon  
Save: F2 or as class  
Morale: 10  
Hoard Class: XVII  
XP: 29+

Morlock lords are highly intelligent morlocks who use selective breeding to keep the other two castes in check. Morlock lords are capable of rising to 8th level in any class and many possess other unique powers or abilities. Morlock lords are territorial and some have even named themselves kings of their great underground realms. Morlock lords often engage in fighting and intrigue against one another, occasionally hiring unscrupulous adventurers to eliminate their rivals.

### **ROBEKK**

No. Enc: 1 (1d6)  
Alignment: Neutral  
Movement: 60' (20')  
Armor Class: -1 (natural)  
Hit Dice: 5  
Attacks: 1 (fist)  
Damage: 2d8 + special  
Save: F8  
Morale: 8  
Hoard Class: None  
XP: 500

A robekk is a hulking, 12' tall humanoid made entirely of living stone. Robekks are slow, ponderous creatures that wander the slopes of rocky hills and tall mountains. They possess average intelligence, but take a long time to make decisions and speak in a gravelly voice that is hard to understand.

Robekks subsist on a diet of normal rocks, but prefer the taste of petrified flesh. A robekk "hunts" by remaining entirely still, gaining surprise on a 1-5 on 1d6. Anyone touched by a robekk must make a saving throw vs. petrify or be turned to stone. The robekk then breaks its unlucky victim apart and consumes it.

If forced into combat, a robekk attacks with its stony fists, delivering damage as well as its touch attack. Robekks are immune to *sleep* spells and take half damage from fire- and cold-

based attacks. They take only half damage from edged weapons (swords, axes, etc.) and 1 hit point of damage from piercing weapons (spears, arrows, etc.).

Although robekks act entirely without malice, they are hated and reviled by humans, demihumans, and humanoids alike.

## **RUK**

No. Enc.: 2d4 (1d6x10)  
Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 6  
Hit Dice: 1  
Attacks: 1 (weapon)  
Damage: by weapon type  
Save: F1  
Morale: 8  
Hoard Class: VI  
XP: 10

Ruks are foul-smelling humanoids with black hair, bestial faces, and reddish eyes. An adult male ruk stands about 6 feet tall and females are slightly smaller. Ruks dwell anywhere in the wilderness, above or below ground. They are nocturnal creatures who suffer a -1 penalty to hit when in sunlight.

Ruks are exceedingly cruel and delight in the torment of others. They are exceptionally greedy and love to kill, which makes them particularly attractive to chaotic rulers who hire them as mercenary soldiers and bodyguards.

Ruks carry shields and wear whatever pieces of armor they can scrounge. Common weapons include axes, heavy spears, and crudely forged long swords. Throwing spears and short bows are preferred for ranged combat. Ruks prefer vivid colors that most humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is usually rusted and dirty.

Ruk raiders prefer to prey upon small farms, settlements, and caravans, attacking with surprise or from ambush whenever possible. Raiding parties number anywhere from three to two dozen, although bigger bands have been known to attack larger settlements. When traveling through the wild they tend to spread out in groups of two or three, with the rest close by, so adventurers should be wary.

When speed is needed to hunt down prey or outrun pursuit, a strong ruk leader can harangue his band into two or three ragged columns. This leader has 8 hit points, receives a +1 bonus to damage because of his exceptional strength, and possesses an XP value of 16. Should the leader of a party of ruks be slain, the remaining ruks have a morale of 6.

Ruks are socially organized around warring tribes, which have violent names like the "Death's Head" tribe or the "Warmonger" tribe. Tribes seldom work together unless united under a strong (and fear-inducing) leadership. Any tribe has roughly an equal number of males and females, with as many children as there are adults. The ruk tribal chief fights as a monster with 4 HD, has 15 hit points, and an XP value of 25. He will be very strong, having a bonus of +2 to damage. There is a 60% chance that any tribe consisting of 20 or more ruks will also have an *gruk* present.

Ruks worship a pantheon of foul gods led by a war god named *Groms*.

**Note:** Goblins, orcs, and hobgoblins do not exist on Amherth. The Labyrinth Lord should feel free to substitute ruks for orcs. A smaller, weaker breed of ruks (HD 1-1) known as *gobruks* may be used in place of goblins. A larger, stronger breed of ruks (HD 1+1) known as *ubruks* may be substituted for hobgoblins. These variant species otherwise conform to the ruk entry, above. The goblinoid races as a whole are known as *rukha*.

## **TITANETHE**

No. Enc: see below  
Alignment: Neutral  
Movement: 120' (40')  
Armor Class: 10 or 8 (hides)  
Hit Dice: 4+1  
Attacks: 1 (weapon)  
Damage: as weapon +3  
Save: F4  
Morale: 12  
Hoard Class: VI  
XP: 215

The titanethe are a primitive humanoid race that resemble cavemen, but are said to be descended from giants. Titanethe live in small tribes of 5d8 members, a quarter of which are noncombatant young and elderly. If more than



20 titanethe are encountered, one will be a shaman capable of casting 1d4 1st-level magic-user spells or 1d4 1st-level cleric spells.

Titanethe speak their own language and avoid contact with outsiders. They wear crude furs and bone jewelry (particularly skulls). In combat, they wield thick clubs, stone axes, and bone-tipped spears.

Titanethe are fiercely xenophobic and territorial. They refuse to interact or even communicate with other races. When first encountered, the adults attempt to warn off intruders by shouting, brandishing their weapons, and growling. If attacked, they fly into a rage, transforming into hulking ogre-like creatures (+3 damage). In this form, they can also hurl small boulders up to a range of 100' for 1d10 hit points of damage. Titanethe fight to the death to defend their territory.

Titanethe are occasionally captured young, *charmed*, or otherwise forced to serve evil masters, and have therefore garnered a wicked reputation among the civilized folk of the Valnwall.

### UBRAK

No. Enc: 1d3 (2d6)  
Alignment: any  
Movement: 120' (40')  
Armor Class: 10 or as armor  
Hit Dice: 1+1 or as class +1/HD  
Attacks: 1 (weapon)  
Damage: as weapon  
Save: F1 or as class  
Morale: 8  
Hoard Class: VI  
XP: 21+

The ubrak are a humanoid race that closely resembles humans. They are extremely thick-skinned, with strong bones and tough internal organs that reduce damage from blunt weapons, fists, and most falls by half. An ubrak can live for several hundred years, however, ubrak women only give birth to one child in their lifetime. Ubrak legends say they were created from stone by a giant god named Battubrak the Mountain King. Their blood runs thick, and is blue instead of red.

Ubrak family clans once dwelt in small homesteads among the hills and mountains of

northern Valnwall. These clans were almost eradicated ages ago during a purge conducted by the Church of Law and Order, after the High Lawlord declared them to be agents of evil sent to infiltrate human society. The ubrak were believed to have been hunted to extinction and the reason for the purge is now known only to a few. Ironically, ubrak clans now often live in secret among humans, occupying small towns, villages, or neighborhoods.

Ubraks are hardy fighters, and many have become renowned adventurers. Ubrak men and women can advance up to 10th level as fighters. Ubrak women have more affinity for magic and can advance up to 6th level as magic-users or clerics. Ubrak soldiers and adventurers often decorate their faces and bodies with blue paint designs in order to hide the unnatural color of their blood.

### WESP

No. Enc: 1 (1d8)  
Alignment: Chaotic  
Movement: 60' (20')  
Armor Class: 6 (natural)  
Hit Dice: 3  
Attacks: 1 (forelegs) or 1 (spell)  
Damage: 2d6 + poison or by spell  
Save: MU4  
Morale: 8  
Hoard Class: VII  
XP: 60

A wesp is a large, intelligent spider-like creature with an extra set of forelegs similar to that of a praying mantis. Wesps live deep in the darkest forests where they spin elaborate webs in the boughs of tall trees. These webs have the same properties as a *web* spell.

In combat, a wesp attacks with its forelegs. Anyone struck by the forelegs is automatically bitten for 1 hit point of damage and must make a saving throw vs. poison or be paralyzed for 2d6 turns. Paralyzed victims are cocooned, to be drained later. Wesps are also capable of casting spells as a 1st-4th level magic-user.

Wesps often keep slaves that are trained to tend their every need (which includes serving as a quick snack). They hate all life, particularly elves, but sometimes forge alliances with evil forest creatures such as ruks and dark faeries.

# NEW MAGIC ITEMS

The following new magic items may be found throughout the Duchy of Valnwall. A great many of these items are created by agents of the Church of Law and Order and are tied to alignments, particularly Lawful (good). These items are considered "blessed relics" rather than "magical items" and may only be used by characters of the appropriate alignment.

## **BONDBARDING**

Bondbarding is a type of magical horse armor that links the life force of a mount to its rider. Whenever the mount suffers damage, the rider may absorb some or all of the damage from his own hit points. In this way, bondbarding greatly extends the lifespan of a character's favorite steed. Bondbarding was created long ago for use by the Knights of the Thundering Will when they rode against the united ruk tribes during the War of the Many Knives.

## **CANTHER'S DICE**

These magical dice are said to be carved from the bones of a notorious thief and swindler named Daved Canther. In the hands of a Lawful (good) character, the dice always roll the worst possible outcome, depending on the game or wager. In the hands of a Neutral or Chaotic (evil) character, the dice always roll the best possible outcome.

## **CHAMPION'S MACE**

These holy maces are usable only by Lawful (good) characters. Dedicated to St. Valen, these weapons normally function as a *mace+1* and are given to high-ranking clergymen and champions of Law and Order. Any undead struck by a champion's mace must make a saving throw vs. death or burst into flames. The flames cause 1d6 hit points of additional

damage each round and may set combustible items on fire. Legends say the maces were created by clergymen of Law and Order in order to combat the rise of an undead cult known as the Order of the Frozen Skull.

## **DUELIST'S BLADE**

This magical rapier enables its wielder to attack one foe as a 12th-level fighter and provides a +5 bonus to AC (from parrying). However, once the battle is over, all other attacks (with any weapon) for the next 24 hours are conducted as a 1st-level fighter with no AC bonus. Duelist's blades were first crafted in the merchant kingdom of Guildeland where swashbuckling duels are extremely popular. So far, only a handful have found their way into the Duchy of Valnwall.

## **FLAGON OF ST. RONNAD (A.K.A. DRUNKARD'S MUG)**

A Flagon of St. Ronnad is an ornately carved flagon that magically creates enough high-quality ale each day to fill a barrel, however, the ale spoils if poured into a separate container. The flagon is used in holy ceremonies of St. Ronnad of the Flagon. Because of its potential for abuse, clergymen of Law and Order go to great lengths to ensure the flagon does not fall into the wrong hands and become what is known as a Drunkard's Mug.

## **FLAME OF THE BURZA OF MOR**

This magic item appears as a wooden torch topped by a brass brazier. A simple command word causes the torch to light and stay lit until doused (by water, sand, strong wind, etc.). A second command word creates an effect similar to the *pyrotechnics* spell. This effect may be activated up to three times per day. According to legends, the Burza was the High Watchmen

of the Great City of Mor and these magical torches were issued to nighttime City Watch patrols.

### **MIMIC PARCHMENT**

Mimic parchments are magical pieces of paper whose creation dates back to the Time of the Thirteen Cities. When placed atop a spell scroll or open spellbook, the mimic parchment magically copies a single spell, transforming itself into a magical scroll. 2d4 pieces of mimic parchment are typically found rolled up in ancient bronze scroll tubes.

### **MOUTH OF THE WOODSMAN**

A Mouth of the Woodsman is a flat bronze disc cast in the shape of a bearded Woodsman's face. The discs fit in the palm of the hand and typically come in pairs. They allow the owners to communicate verbally with each other up to a range of one (1) mile. Mouths of the Woodsman were created by the ancient Druuns and were used to wage war against the holy forces of Law and Order. As such, these items should immediately be turned over to the Church.

### **POTION OF HEALING PARALYSIS**

This potion appears and acts as a *potion of extra healing*, however, the imbiber must make a saving throw vs. paralyze or be paralyzed for 1d6 days. The potion was first brewed by healers who wanted their patients, particularly adventurers, to rest mentally as well as physically after suffering great wounds.

### **SATCHEL OF FLIGHT**

A satchel of flight is a magical backpack that sprouts wings, allowing its wearer to fly three times per day as per the *fly* spell. The satchels are tied to alignments and come in three different types—pegonal (Lawful or good), griffonal (Neutral), and draconal (Chaotic or evil). A pegonal is made of white horsehide and adorned with swan feathers. A griffonal is made of lion skin and adorned with eagle feathers. A draconal is made of reptile hide and adorned with batwings.

If a character of the wrong alignment attempts to use a satchel of flight, the satchel flies to a height of 100 feet and then deactivates. Characters who fall from this

height suffer 10d6 hit points damage and must make a saving throw vs. death or die from the impact.

### **SWORD OF DEFIANCE**

This blessed holy sword functions as a *long sword*+1. When thrust into the ground, the sword creates an invisible shockwave. All living creatures within a 20' radius suffer 1d4 hit points of damage and must make a saving throw vs. wands or be knocked off their feet. All undead creatures suffer 2d4 hit points damage and must make a saving throw vs. death magic or be automatically Turned for 2d6 rounds. The sword's wielder must spend an entire round removing the sword from the ground once its magic has been activated.

### **TILLER OF CHARN**

This bronze or copper rudder can be mounted on any riverboat. At the helmsman's command, it causes the boat to move under its own volition upstream or downstream for up to 3d6 hours each day at a speed of 3 mph. The tiller is a magical item from ages past and may be considered a tool of evil by decent folk. Because of this, a boatman may opt to equip his vessel with nominal sails and/or a few oarsmen in order to hide its use.

### **URBAN CLOAK**

This cloak is made by the magical and nimble hands of master thieves, and grants the wearer a measure of invisibility. In an urban environment (city street, alley, building, etc.), an observer will only notice the wearer of this cloak on a roll of 1 on 1d6. However, any benefit of invisibility is lost if the wearer attempts an attack.

### **WHITE BANNER**

A white banner typically appears as a flag or standard bearing the Holy Hilt and other symbols of Law and Order. When held aloft by a standard bearer, the banner glows with a white light that fills the hearts of Lawful allies with courage, providing a +1 morale bonus, +1 to-hit, and +1 damage. The effect lasts for an entire day. The white banner may be used up to 2d4 times before it is consumed in a burst of white light.

# HIDDEN CACHE OF JONATHAN CRITCHENS

*Author:* James M. Spahn  
Peter C. Spahn  
*Cartographer:* Daniel F. Walthall

*Hidden Cache of Jonathan Critchens* is a *Labyrinth Lord*™ adventure designed for 3-6 characters of 1st-3rd level. The adventure is set beneath the City of Dolmvay, but could easily be dropped into any other large city or town in the Duchy of Valnwall.

*The history of Jonathan Critchens is as follows:*

Jonathan "Sneaky Jon" Critchens was a legendary burglar who once dwelt in the City of Dolmvay. Sneaky Jon became a folk hero, stealing from wealthy nobles and merchants, and then spending his earnings in the downtrodden slums of the South Ward. Legends paint him as a dashing, handsome young man who charmed the ladies and left men filled with envy. It is said that no treasury was safe from his plundering—including the sacred Valenon Vault.

Sneaky Jon disappeared from view many years ago. Some say he now runs the Thieves' Guild of Dolmvay. Others claim he bought his way into the nobility under an assumed name. Others believe he took his skills across the Great Western Sea, to spend the rest of his life raiding the gloomy manors and imperial castles of Xanne.

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## BEGINNING THE ADVENTURE

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A recent fire in the Underguild destroyed a section of ramshackle buildings. While clearing the rubble, dwarven laborers discovered the entrance to a forgotten cave complex. Two of the more curious dwarves decided to venture down the stairs, only to be incinerated by a gout of flame. The rest fled in terror.

A pair of Watchmen have been posted at the top of the staircase to keep everyone out until the staircase can be filled in. They are unhappy and on edge. They believe some fell beast lurks in the darkness below and are afraid it might come out at any time.

### HOOKS

- The PCs may be contacted by the Adventurer's Guild or the property own to explore the caves.
- The PCs may be hired by the dwarven labor company to retrieve the remains of their fellow workers.
- The PCs may have heard about the staircase and decided to explore it on their own.



# FORGOTTEN CAVES

This small cave complex lies in the Underguild beneath the Guild District of Dolmvay. It was once used as a safehouse by the infamous thief Jonathan "Sneaky Jon" Critchens after particularly high-profile thefts. The caves are filled with traps as well as a few other nasty surprises.

## 1. GAS TRAP ROOM

A trapdoor above reveals stairs leading down. The stairs are trapped. When someone reaches the bottom of the stairs, a gout of flame erupts, inflicting 1d8 dmg on anyone on the staircase (saving throw vs. breath attacks for 1/2). The flames are produced by natural gases piped in from the Dolmvay sewers. These gases replenish themselves after one (1) hour.

The charred corpses of two dwarven laborers are located on the floor just beneath the last step. The charred skeletons of past victims are scattered across the floor. Sneaky Jon left them there as a warning to intruders.

## 2. SPIDER'S NEST

This room is filled with the remnants of a long-slain treasure hunter who lays on the floor. Unlike the dwarf corpses, there is no apparent sign of what killed him. Characters who draw close to examine the corpse are ambushed by a giant black widow spider who has concealed itself in shadowed webbing in the ceiling high above. It was the spider who poisoned and killed this wayward treasure hunter.

Unless the player characters specifically state that they are looking at the ceiling, the spider achieves surprise. Otherwise, roll normally for surprise.

**Black Widow Spider:** AL: N; MV 60' (20')/web 120' (40'); AC 6; HD 3; hp 15; ATT 1 (bite); Dmg 2d6; SA poison; SV F2; ML 8; XP 80.

## 3. BOULDER TRAPROOM

The eastern wall of this chamber is dominated by a large boulder crisscrossed with veins of pure gold. Only close examination by a Dwarf reveals this to be pyrite, also known as Holk's Gold or Fool's Gold.

Characters who approach the bolder activate the trap. The floor beneath them shifts, tilting, and causing the large boulder to rapidly roll to the west, crushing any in its path for 4d6 damage (saving throw vs. breath weapon for 1/2). In the alcove behind the boulder, an entombed plunderer died long ago. His evil deeds in life have caused him to rise as a zombie. The zombie immediately attacks. Its bones were crushed by the boulder and it moves with a shambling gait and slobbery moan. Its spongy body reduces damage from blunt-weapon attacks (maces, hammers, etc.) by 1/2.

The alcove itself contains several useful treasures, including Sneaky Jon's *Universal Tool Kit*, a half-rotted leather bag containing 230 silver pieces and 15 gold pieces, and the thief-turned-zombie's *dagger+2* which radiates a soft blue light to a range of 5' when removed from its sheath.

**Crushed Zombie:** AL: C; MV 120' (40'); AC 6 (natural); HD 2; hp 8; ATT 1; DMG 1d6 (scimitar); SA 1/2 damage from blunt-weapon attacks, always attack last, immune to *sleep*, *charm*, and *hold*; SV F1; ML 12; XP 29.

## 4. BRIDGE AND CHASM

The yawning chasm that runs like a scar across this chamber has an old, but sturdy-looking bridge of planks and wood across its central span. The bridge appears to be charred in place as if by fire. The chasm itself is 30' across in most places, and descends for at least 300' into the darkness.

The terrible truth of this room is that the bridge which once allowed passage across this crevasse long ago crumbled from age and fell into the dark ruin below. A particularly enterprising and clever

mimic has taken its place, masquerading as a bridge. The mimic once dwelt in the building above, but fled down here to escape the fire after being burned.

It waits to activate its glue until at least two people are trying to cross at the same time—or when the last player character attempts to cross. Unfortunately, slaying the mimic causes the "bridge" to collapse, which could result in any player characters standing on it to plummet to their death. If reduced to 7 hp or less, the mimic attempts to flee, flowing down the side of the chasm.

On the far side of the chamber is a large skull that once belonged to a young dragon. No dragon ever called this cavern its lair, but Sneaky Jon stole the skull as a trophy and it has been polished and preserved, making it a valuable show piece that could fetch up to 500 gold pieces if the right buyer can be found.

**Mimic:** AL: N; MV 30' (10'); AC 7; HD 7; hp 32 (currently 19); ATT 1 (pseudopod); Dmg 3d4; SA glue; SV F7; ML 8; XP 790.

## 5. CAVE-IN TRAP ROOM

The trapdoor leading to this staircase is covered in charred rubble from the building fire. It can be located in one (1) turn of searching, however, there is 1 in 6 chance the characters find it the hard way, breaking through the trapdoor and tumbling down the stairs for 1d6 damage (saving throw vs. wands for 1/2).

The stairs themselves are trapped. Anyone reaching the bottom of the stairs triggers a cave-in. All characters on the staircase must make a saving throw vs. wands or be crushed to death under a ton of falling rock (Any person who fell through the trapdoor is exempt from this saving throw).

This room is extremely unstable and Sneaky Jon rarely used it. Every time someone enters this chamber, there is a 1 in 10 chance that the room suffers a cave-in (with effects as above). The floor is littered with rusted mining tools (picks, hammers, etc.) as well as skeletal remains that are half-buried by piles of rock. These are meant as a warning to intruders.

## 6. TOMB OF JONATHAN CRITCHENS

This room contains crumbling furniture and wall hangings. A crumbling chest contains clumps of moldy clothing as well as Sneaky Jon's most prized possession—a magical *Urban Cloak*. This item is neatly folded and untouched by the ages.

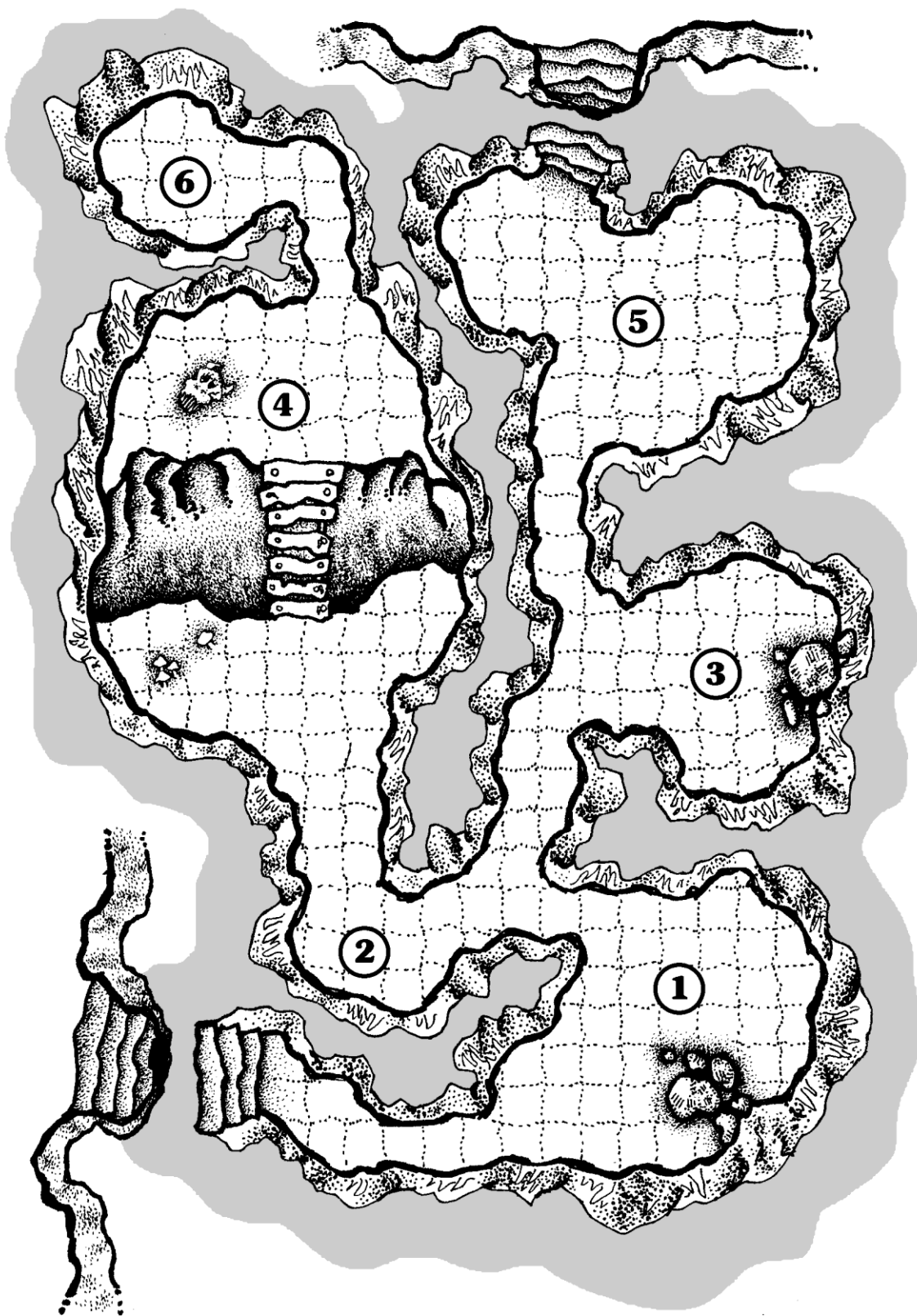
This chamber also contains the undead remains of Sneaky Jon. One thing the legends never said about Jonathan "Sneaky Jon" Critchens—he was actually a halfling. The humanocentric people of Amherth could never revere a demihuman folk hero, so his race was changed.

Sneaky Jon did indeed infiltrate the crypts beneath the Valenon. Unfortunately, this proved to be his downfall. Agents of the Church of Law and Order tracked Jon back to his lair and made sure he would never live to boast of the tale.

Sneaky Jon's body was cut into six (6) pieces (head, torso, limbs) and separated. A pair of antique silver coins now cover his eyes. His torso is impaled by a rapier-like sword made of solid silver (worth 750 gp). Each of his limbs is impaled by a silver dagger (worth 150 gp each). All of the weapons bear a ruby pommel and are covered in markings of Law and Order, so may have to be sold on the black market.

The dark forces of Chaos took notice of this punishment and revived Sneaky Jon as an undead creature, although he remains immobilized by the holy ritual used to kill him. Tampering with any of the coins, weapons, or gems destroys the enchantment of Law and Order.

When this happens, all of the weapons clatter to the stone floor and Sneaky Jon's head and limbs streak back to his torso. Sneaky Jon then rises and attacks anyone in sight.



The characters may opt to flee instead of fight. Sneaky Jon does not pursue the PCs up the stairs. If Sneaky Jon is Turned, he stands at the rear of the chamber and glowers at the PCs. If attacked, the Turning is negated.

**Sneaky Jon (undead):** AL C; MV 90' (30'); AC 5; HD 3; hp 16; ATT 2 (claw/claw); Dmg 1d4/1d4; SA paralysis, immune to *sleep*, *charm*, and *hold*, only harmed by magical weapons or weapons made of silver; SV F3; ML 12; XP 110.

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## CONCLUDING THE ADVENTURE

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If Sneaky Jon survives, his wits return and he becomes an intelligent undead creature, roaming the Underguild. The PCs may run afoul of him again, by accident or design, especially if they stole his *urban cloak*. He may even return to his larcenous ways, however, his thefts always end in spilled blood.

## NEW MAGIC ITEMS

The following new magic item may be found in the forgotten caves.

### URBAN CLOAK

This cloak is made by the magical and nimble hands of master thieves, and grants the wearer a measure of invisibility. In an urban environment (city street, alley, building, etc.), an observer will only notice the wearer of this cloak on a roll of 1 on 1d6. However, any benefit of invisibility is lost if the wearer attempts an attack.

### UNIVERSAL TOOLKIT

This unique set of thieves' tools always seems to produce just the right tool when opened. Any thief using a Universal Tool Kit receives a +10% bonus on all Find & Remove Traps and Open Locks checks. The toolkit also allows halflings to pick locks and find and remove traps as a thief of equal level.



# THE CRYPTS OF BES'AMAT

*Author:* Jason Paul McCartan  
*Cartographer:* Dyson Logos

*The Crypts of Bes'Amat* is a *Labyrinth Lord*™ adventure for 3-6 characters of 3rd-5th level. The adventure is set in the ruins of the Great City of Mor, but can be easily dropped into any remote ruin. How the players learn about the Crypts of Bes'Amat and why they choose to explore the crypts is left for the Labyrinth Lord to decide.

## THE LICH STIRS

Legends say that long ago, the dark sorcerer Bes'Amat and his retinue sailed across the open sea, leaving the shifting sands of the Great Desert behind. Some say it was greed that drew him to the lands behind by the Great Valnwall. Others say it was the secrets of the Great Valnwall itself. While still others believe that the faithful of Il'Re had denounced him a heretic and drove him from his desert homeland.

Bes'Amat took up residence in the Great City of Mor and his power and influence grew among the sorcerers and mystics who ruled there. It is said that when the Halfruk Lord invaded the Great City, Bes'Amat led the cursed ritual which drove the ruks from the city, but in doing so, brought about the city's downfall. Bes'Amat himself was corrupted, died, and rose a lich. For many years he was feared and worshipped with blood by his followers during what came to be known as the Time of Blooded Skies. Eventually, the Long Quiet of the Great Undead overtook him and he slumbered.

Although he has lain dormant in his own crypt for thousands of years, continually being fed through the dipping of his phylactery in the blood of his cult of worshippers, the lich Bes'Amat has felt the growing unbalancing of the world beyond and is slowly starting to awaken, ready to return and take his place within it again. An arcane ritual involving the blood-sacrifice deaths of his cultists is all it will take to allow him to fully rise from his slumber and return once more to the world. Then he will begin his reign of terror anew.

The hour is nigh. The High Priests of the lich-godling have gathered Bes'Amat's Chosen in The Bleeding Hall and are about to start the ceremony. When Bes'Amat awakens, they will willingly allow themselves to be slaughtered so that he may feed. May the powers of Light have mercy on our souls and send some heroes to save us all. . .

## THE LOST TEMPLE

The Lost Temple is a ruined structure that sits above the real temple to Bes'Amat. The Lost Temple is unguarded and its halls are empty, save for the coming and going of a few priests.

Two entrances located in the temple's its lower cellar provide access to the underground crypts and temple of Bes'Amat. Each of these entrances are behind locked doors and contain *Blood Traps* (see **Items of Special Note**). Every High Priest holds keys to these doors on a key ring at their waists.

A third entrance (leading to the western **Room 12.**) leads up to a forgotten mausoleum located on the temple grounds. A fourth entrance leads to the sewers beneath the city. The Labyrinth Lord may expand upon these sewers as needed.

**Note:** There is no map to the Lost Temple above the crypts. The Labyrinth Lord may include one, as needed.

## THE CRYPTS OF BES'AMAT

The true lich's temple lies beneath the Lost Temple, in the Crypts of Bes'Amat.

### ROOM 1: THE LANDING

A simple room, heavily travelled. The symbol of Bes'Amat, an ankh with a skull replacing the loop, is upon the wall just before the exit corridor. Blood offerings from various cultists adorn the wall under the ankh's head, seen as fresh bloody handprints covering the haft of the ankh. The blood that runs in long dark streams, drips to the floor. This is a magically trapped room that has a *Blood Trap*.

### ROOM 2: SECRET ROOM

Inside there are tables containing 1d6+1 *Sigils of Bes'Amat*, and the same number of black, hooded cloaks made of silk with edges and the symbol of Bes'Amat on the back in gold filigree. These are worth 10 gp each if they can be removed intact from the Crypts (and the same goes for the robes the other Cultists and High Priests are currently wearing). There are also old texts about Bes'Amat in the room, include histories of his very repugnant previous reign.

### ROOM 3: STOREROOM

This room is full of various supplies that are used in ceremonies in the Lesser Temple. Sometimes these are used to replenish supplies needed in The Bleeding Hall.

### ROOM 4: PICKLING ROOM

Contains a large number of jars of pickled items, including many body parts that previously belonged to intruders as well as those who attempted to join the cult but failed. Human internal organs such as the heart, lungs, etc., are all turned into foods used by the cultists in various rituals.

### ROOM 5: THE OSSEUM

Bones of all shapes and sizes cover the walls and ceiling of this room. In the center of the crypt are a dozen stone sarcophagi, each of which are filled with the bleached, collected bones of murdered intruders. Wall alcoves also contain slotted alcoves full of other bones.

Each of the five alcoves and twelve sarcophagi contains Hoard Class XXII of loot collected over the years. Touching any of the treasure causes 12 Skeleton Guards to rise, one from each of the sarcophagi (half with short swords, half with short bows).

These sarcophagi are the source of all skeletons in the crypts themselves. They are essentially infinite in inventory, as they are built from the bones of those they have killed.

**Skeleton Guard (12):** AL: C; MV 60' (20'); AC 7 (scraps of bronze and leather armor); HD 1; hp 3; ATT 1; DMG 1d6 (scimitar); SA immune to *sleep*, *charm*, and *hold*; SV F1; ML 12; XP 13.

## ROOM 6: STOREROOM

A storeroom like **Room #3**. Just over the door frame is a symbol of Bes'Amat like the one in **Room #1**, with bloody handprints covering its haft, which is another *Blood Trap*.

## ROOM 7: THE LESSER TEMPLE

This small temple contains an *Effigy of Bes'Amat* in the center of the room, atop a dais. This is where most of the real worship of Bes'Amat occurs. Dried bloodstains can be seen all around the dais and over the *effigy*.

The room leading south is locked. High Priests have the keys to it. Breaking it down alerts everyone that there are intruders in the crypts.

## ROOM 8: THE PRESERVATION ROOM

Five large inset alcoves each contain a number of smaller alcoves full of mummified bodies that are twisted into horrible shapes. Each of these were the first experiments to create The Preserved, few of which worked. They are terrible to look upon.

Sometimes Preserved who are not attached to High Priests can be found in this room staring blankly at those who came before. They sometimes climb in with the other bodies, for some indiscernible reason. If the PCs are having an easy time of things, the Labyrinth Lord may wish to give them a scare by having one of the Preserved clamber out of an alcove and attack.

## ROOM 9: JAR ROOMS

These rooms are locked. Each of these four rooms are stacked with canopic jars, with each jar filled with the internal organs of The Preserved. Should any Preserved make it into this room, they attempt to find the jars that contain their brains (they are drawn to them), smash the jars, and eat the brains to get them back inside themselves. They then resume their duties, but seem happier doing so, almost as if they are whole again.

## ROOM 10: THE GATHERING ROOM

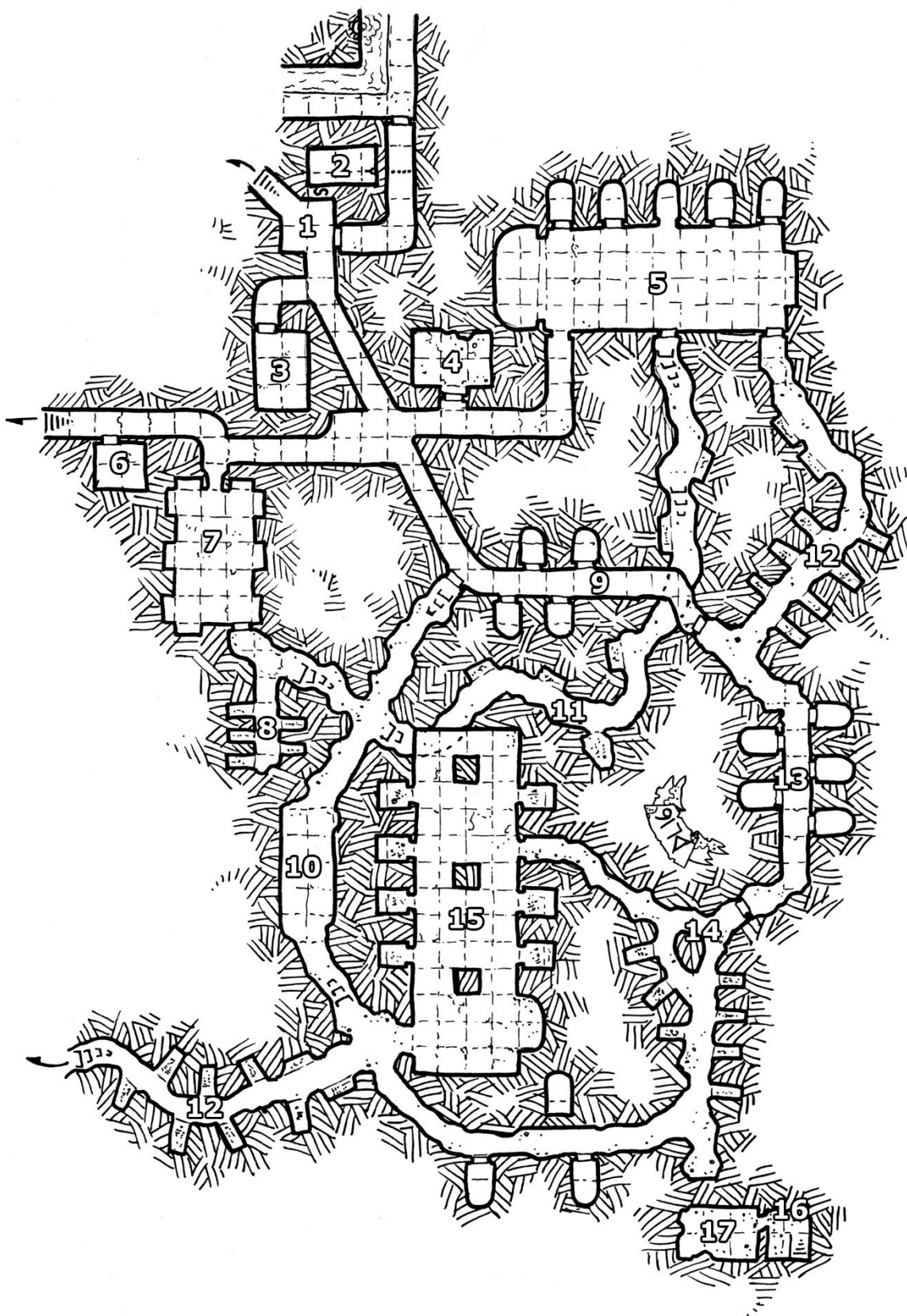
This simple hall is where cultists openly gather for all ceremonies before marching to The Bleeding Hall (**Room #15**) for ceremonies. At any time there are 2d6 Cultists in this room, preparing various ceremonial items. For every 5 Cultists, there will be a High Priest and a Preserved bodyguard.

Another effigy of Bes'Amat sits atop a dais in the center of the room, this one less blood-soaked than the one in **Room #7**. Cultists in the room will blood-let on the effigy and offer worship to it as they pass.

**Cultist (2d6):** treat as 0-level human with AC 9, 2 hp, and dmg 1d4 (curved knife). In combat, cultists receive +1 to-hit because of their fanaticism.

**High Priest (0-2):** treat as 0-level human with AC 9, 3 hp, and dmg 1d6 (quarterstaff).

**Preserved Bodyguard (same # as High Priest):** AL: C; MV 120' (40'); AC 6 (scraps of bronze and leather armor); HD 2; hp 8; ATT 1; DMG 1d6 (scimitar); SA always attack last, immune to *sleep*, *charm*, and *hold*; SV F1; ML 12; XP 29.





## ROOM 11: THE PRESERVED ALCOVE

There are usually 1d8 Preserved in this small alcove off the connecting tunnel, ready to act as guards, or be attached to a High Priest as a bodyguard as needed.

**Preserved (1d8):** AL: C; MV 120' (40'); AC 6 (scraps of bronze and leather armor); HD 2; hp 8; ATT 1; DMG 1d6 (scimitar); SA always attack last, immune to *sleep*, *charm*, and *hold*; SV F1; ML 12; XP 29.

## ROOM 12: THE PASSED ONES

Each of the seven recessed areas here contain many smaller crypts where the cleaned and bleached bones of previous cultists and brothers are stored. Some are in reliquaries, others in open display. Great respect and care has been taken with these bones, in contrast to those in **Room #5**.

## ROOM 13: THE REMEMBERED

Each of these sealed rooms contains those High Priests who were respected enough not to be turned into Preserved—they were turned into The Remembered instead. Inside each of these rooms is a single sarcophagus containing one of the mummified Remembered. As soon as the sarcophagus is opened, The Remembered awakens and attacks.

Each sarcophagus contains Hoard Class XIX.

**Remembered (5):** AL: C; MV 60' (20'); AC 3 (natural); HD 5+1; hp 31; ATT 1; DMG 1d12 (claws); SA gaze causes paralysis, only harmed by magical weapons, touch causes mummy rot, immune to *sleep*, *charm*, and *hold*; SV F5; ML 12; XP 860.

## ROOM 14: THE PASSED ONES

More of the same as **Room #12**.

## ROOM 15: THE BLOODING HALL

This huge, torchlit room is where all rituals relating to Bes'Amat are performed. In the center of the room is a large, bloody dais, about thirty feet in diameter, with a number of dark channels cut into it.

In the center of the dais, in a recess, sits an *Effigy of Bes'Amat*, with one of *Bes'Amat's Phylacteries* wrapped around it. Around the dais, in a clock face at even spaces, are six tables with manacles at the waist and leg area. Secured on each of the tables is one of the Chosen, awaiting sacrifice to Bes'Amat so that the lich can awaken. If they are eviscerated by a High Priest, their blood runs through holes in the bottom of the tables into channels that feed towards the *effigy*.

This room contains 20 Cultists and 5 High Priests, unless they have been called elsewhere. Everyone here is intent upon the ritual, which is being read from a *Death Scroll* by one of the High Priests. In the surrounding alcoves, there are 7 Skeleton Guards, who are inert until anyone not wearing a *Sigil of Bes'Amat* enters the hall, which they will sense, and move to attack.

Once the ritual has started and the *Death Scroll* containing the resurrection spell is chanted by one of the High Priests, blood of at least one of the Chosen must flow to the *effigy* and touch Bes'Amat's *phylactery* for Bes'Amat to slowly awaken. A High Priest moves around the tables as the *scroll* is read and eviscerates the Chosen one-by-one.

As the ritual progresses, a flaming portal starts to glow into life on the south wall, opening 1 foot in diameter each Round. When the ritual starts, it takes 20 rounds for the ritual to complete. Each Chosen that is bled into an *effigy* reduces this by 3 rounds.

Removing the *effigy* from the dais will disrupt the ritual, as will destroying the *Death Scroll*, or anyone reading it. Doing so returns Bes'Amat to his slumber (for now).

**Cultist (20):** treat as 0-level human with AC 9, 2 hp, and dmg 1d4 (curved knife). In combat, cultists receive +1 to-hit because of their fanaticism.

**High Priest (5):** treat as 0-level human with AC 9, 3 hp, and dmg 1d6 (quarterstaff).

**The Chosen (6):** treat as 0-level human with AC 9, 3 hp. The Chosen are noncombatants who kneel and spread their arms if attacked, hoping to spill their blood in glorious sacrifice to Bes'Amat.

**Skeleton Guard (7):** AL: C; MV 60' (20'); AC 7 (scraps of bronze and leather armor); HD 1; hp 3; ATT 1; DMG 1d6 (scimitar); SA immune to *sleep*, *charm*, and *hold*; SV F1; ML 12; XP 13.

## ROOM 16: DESCENDING ROOM

This room ends in a solid wall and a set of stairs that lead down. When the ritual begins, the other side of the portal appears at the top of the steps. There is no light in this room.

## ROOM 17: THE TRUE CRYPT

This room is where Bes'Amat sleeps upon a black-silk covered stone slab covered in eldritch markings.

If he awakens, he will leave the room and head directly to **Room #15**, where he proceeds to kill every living thing, dipping his *phylactery* into their dying blood. He then returns to the surface world and his reign of terror will begin anew. This is probably a bad thing.

If Bes'Amat's remains are destroyed before he awakens, his spirit manifests in ghostly form and gazes malevolently at the PCs. The characters must make a saving throw vs. breath attacks or die. Bes'Amat's spirit then dissipates. . . for now.

# NEW FACTIONS AND NPCs OF NOTE

The following new factions and NPCs of note may be encountered in the Crypts of Bes'Amat.

## CULTIST

Dressed in robes and subservient to the will of the High Priests, they will do anything the more powerful cultists say.

**Cultist:** treat as 0-level human with AC 9, 2 hp, and dmg 1d4 (curved knife). In combat, cultists receive +1 to-hit because of their fanaticism.

## HIGH PRIEST

Believers in Bes'Amat's ultimate power, these powerful cultists control with an iron fist. Always accompanied by at least one Preserved, used to intimidate others, they tell others what Bes'Amat wishes, though they very often have no idea what that is.

**High Priest:** treat as 0-level human with AC 9, 3 hp, and dmg 1d6 (quarterstaff) or 1d4 (curved knife).

## THE CHOSEN

Naked, except for the blood of their brothers and sisters covering them head to toe.

**The Chosen:** treat as 0-level human with AC 9, 3 hp. The Chosen are noncombatants who kneel and spread their arms if attacked, hoping to spill their blood in glorious sacrifice to Bes'Amat.

## SKELETON GUARDS

These stop-motion skeletal bodyguards continually open and close their jaws (those that have the jawbones) as if they still have much to say, even though they've passed beyond.

**Skeleton Guard (Skeleton):** AL: C; MV 60' (20'); AC 7 (scraps of bronze and leather armor); HD 1; hp 3; ATT 1; DMG 1d6 (scimitar); SA immune to *sleep*, *charm*, and *hold*; SV F1; ML 12; XP 13.

## PRESERVED

Even death can't stop worshippers of Bes'Amat from serving him. Select cultists are given eternal life by reanimating them and removing their brains, which can be found in the canopic jars in **Room #9**. Without their own brains, they hunger for those of others.

**Preserved (Zombie):** AL: C; MV 120' (40'); AC 6 (scraps of bronze and leather armor); HD 2; hp 8; ATT 1; DMG 1d6 (scimitar); SA always attack last, immune to *sleep*, *charm*, and *hold*; SV F1; ML 12; XP 29.

## THE REMEMBERED

Mummified in their original clothes of office, these are the first and most honored High Priests of Bes'Amat, the ones who saved his original *phylactery* and maintained his cult. They have been given a special place of honor within the crypts and their own special burial place.

**The Remembered (Mummy):** AL: C; MV 60' (20'); AC 3 (natural); HD 5+1; hp 31; ATT 1; DMG 1d12 (claws); SA gaze causes paralysis, only harmed by magical weapons, touch causes mummy rot, immune to *sleep*, *charm*, and *hold*; SV F5; ML 12; XP 860.

## BES'AMAT

Sleeping soundly in his crypt, Bes'Amat waits to rise again. He dreams of the glory he held when he controlled the lands above, and looks forward to providing payback to the Woodelf King who betrayed the Great City of Mor. When fully restored, Bes'Amat casts spells as an 18th-level magic-user. However, it will take the blood of many more followers to return him to that state.

**Bes'Amat (Lich):** AL: C; MV 60' (20'); AC 3 (natural); HD 12; hp 72; ATT 1; DMG 1d10 (cold touch); SA gaze causes paralysis, causes *fear* in creatures of 4 HD or fewer, only harmed by creatures of 6 HD or greater, touch causes paralysis, immune to *sleep*, *charm*, *hold*, *death*, *enfeeblement*, *polymorph*, *insanity* effects, immune to cold-based or electrical attacks; SV F5; ML 12; XP 860.

# ITEMS OF SPECIAL NOTE

The following items of note may be encountered in the Crypts of Bes'Amat.

## BES'AMAT'S PHYLACTERY

A magical necklace that looks exactly like a High Priest Chain, this contains the life force and soul of Bes'Amat. The High Priests are aware at all times which necklaces are normal and which is the true Phylactery. Whenever a new novice is inducted into the cult, each of them pours some blood into a chalice, into which the Phylactery is dipped. Each dipping of blood restores 1 hp to Bes'Amat. This ritual helps to continue to feed and heal Bes'Amat while he sleeps.

## BLOOD TRAP

Blood Traps can be detected by a *detect magic* spell or a thief's Find Traps ability, but they cannot be de-activated. If a blood offering is not given to the symbol of Bes'Amat by each person passing by the symbol near the blood trap, a silent alarm rings, and 1d6+3 Skeleton Guards are summoned from

the sarcophagi in **Room #5** to intercept the intruders. This simple alarm/defense system also has the side effect of restocking the Skeleton Guards.

### **CULTIST RING**

A ring that includes a *Sigil of Bes'Amat* (see below).

### **DEATH SCROLL**

Contains the ritual needed to return Bes'Amat to unlife. This scroll only works on Bes'Amat. It may be worth something to other dark religions and magic-users for study. The Church of Law and Order would pay to see it destroyed, however, anyone in possession of the scroll draws the attention of the Inquisitors of the Order of Truth. If used, and Bes'Amat is actually revived, then it burns up as the ritual is completed.

### **THE EFFIGIES**

These small 12-inch blood-stained white oak effigies of Bes'Amat are false phylacteries. Each has a low residual magical energy that can be easily mistaken as holding some spiritual matter. Because Bes'Amat has been worshipped through these, he is intrinsically tied to them. Anyone holding one will hear shallow arcane whisperings from another plane—this is Bes'Amat talking to his disciples as he awakens. Any PC who is in close proximity to an effigy for more than one day must make a saving throw vs. spells or suffer effects of a *charm person* spell that binds them to the next High Priest encountered. If an effigy is destroyed, it causes Bes'Amat to receive 1 hp of damage, whether he is awake or not.

### **HIGH PRIEST CHAIN**

A golden necklace with a *Sigil of Bes'Amat* (see below).

### **SIGIL OF BES'AMAT**

Looks like an onyx ankh with a pearl skull replacing the loop. Wearing this stops the unthinking Skeleton Guards and The Preserved in the crypt from attacking the wearer, by marking the wearer as one of Bes'Amat's followers. It does not protect against The Remembered nor Bes'Amat himself.

# REMEMBER YOU MUST DIE

Author: Tim Shorts  
Cartographer: Tim Shorts

*Remember You Must Die* is a *Labyrinth Lord*™ adventure for 3-6 characters of 3rd-5th level. The adventure is nominally set in the Northern Hills of Thurmany, but can be easily dropped into any remote region of the Duchy of Valnwall.

*A summary of the situation is as follows:*

A cluster of three small villages bordering the Northern Hills has been infected with a wasting disease known as the Red Plague. The region has been quarantined by the local lord (landed knight, baron, Earl, etc.). The roads are guarded by soldiers and clergymen of Law and Order, but because they are spread thin, mercenaries have been hired to bulk up their numbers. They are under orders that no one is to leave the villages. Allowing someone to escape is punishable by death.

The Adventurer's Guild has also been informed that anyone within this area is not permitted to exit and will be treated as hostile if they try. In addition, the Adventurer's Guild will be fined. The guild has quietly expressed its anger. Adventuring companies had previously reported sightings of a vile plague cult known as the Pestemori in that area, but the warnings were ignored.

The Adventurer's Guild wants an end to the matter. There are four fledgling adventuring companies trapped in the region. The Guild contacts the PCs and insists they hunt down and kill the Pestemori, and find and destroy the source of the plague. The Adventurer's Guild provides the party with two scrolls of *cure disease*, to use as the party sees fit.

## THE RISE OF ST. HESTA

The young woman who would later come to be known as St. Hesta grew up in a time when the nobility had no respect for their people. Common folk were treated like cattle. Nobles broke the laws they enforced upon the populace. Mercy was a concept that had no meaning. Revolts rarely lasted longer than a few weeks—only the nobility possessed armor and weapons.

Angry with how the nobles treated the people, and angry with the Church of Law and Order for letting it happen, Hesta broke away from the Church to seek answers. She braved the mystic woodland known as the Tanglewood, hoping the ancient forest would provide her wisdom. Not much was heard from her during the next few years until at last she emerged from the forest, haggard and broken.

It was then she came upon a knight lying in the grass, helmet thrown, his horse grazing nearby. He was alive. She approached, but stopped when she saw his face was covered by dozens of black boils. The knight screamed at her, commanding her to heal him. When she did not move, he unsheathed his knife and threatened to slit her throat, but was too weak to rise.

Hesta watched and waited. The knight continued to threaten her for half the day. When the sky began to darken, the threats stopped as he struggled to breathe. Hesta heard the rattle in his chest. Witnessed his dying breath. Here before her was the answer. The great equalizer. The virtuous



Disease, a thing that did not discriminate, consuming serfs and kings alike. It could not be slain by weapons, it could not be warded by armor, and it could not be bribed by gold. Hesta had found what she had been looking for.

### **THE VIRTUE OF DISEASE**

The tome known as the *Virtue of Disease* was originally the work of St. Hesta, who researched diseases and their effects throughout history. Mixed into the research was her belief that through the spreading of disease, the world could become a virtuous and holy place once again. The holy order known as the Pestemori consider this work as their scripture. The passages are memorized by the priests and have been passed down over the generations. The original copy of the *Virtue of Disease* was lost long ago and is said to contain the secrets of the Red Plague.

### **THE RED PLAGUE**

The Red Plague is a magical disease created by St. Hesta to cleanse the world of evil. It spreads and kills quickly. Once it appears in an area, most living things are dead within two weeks. Because it kills so quickly, it rarely spreads beyond the immediate area, but it could annihilate the largest of cities in that time.

The onset of the Red Plague is a fever. Within a day, small red blotches appear on the skin. A few days after that, the fever increases and the victim's skin turns bright pink or red as the blood surges to the skin. Soon the blotches break open and bleed. The size of the victim determines how much time they have. A child will die in a day. A very large person may live up to five.

The holiest of St. Hesta, a Plagued One, carries the blessing of the Red Plague into a predetermined area for a cleansing. *Cure disease* does not automatically remove the disease, requiring a saving throw vs. death to be effective. If this fails, no further attempts will succeed.

### **PESTEMORI**

Those that follow St. Hesta are called Pestemori; locals refer to them in hushed whispers as 'the Mori'. The Mori believe they are the truest adherents of Law and Order. They believe everything of the physical world is inherently evil and everything within the spiritual world is good. Spreading disease is their way of cleansing the world. The Church of Law and Order does not recognize St. Hesta as a saint, but rather a heretic and a dark servant of Chaos and Destruction. The Pestemori are considered soulless minions of evil. The Mori tattoo a skull on the back of their left ear as a sign of their faith. The Church has a standing bounty of 50 gp for every tattooed Mori ear brought in.

### **PLAGUED ONES**

A Mori that is considered the holiest among the order is granted St. Hesta's blessing (The Red Plague) and is known as a Plagued One. Plagued Ones are dressed in simple, handwoven robes to conceal their condition. They then go on a pilgrimage to infect as many people as possible. This includes cutting off sections of their body and feeding it to the village animals, using their blood to contaminate wines and spirits, etc., on their way to a predetermined location. This location is usually a decadent town or city or a nobleman's home. Once there, the Plagued One climbs down the main well and waits for death, allowing his flesh and blood to contaminate the water.

## **THE ROAD NORTH**

There are several ways to travel into the Northern Hills, but the quickest route to the villages is using the Northern Hills Road, and from there the party can track the Mori. Before they cross the Blockade (see below), the party is warned they will not be permitted to return.

If the party chooses to travel along the road, there is a 1 in 6 chance of a Random Encounter each hour. If they travel an indirect route, the chance of a Random Encounter increases to 2 in 6.

## RANDOM ENCOUNTERS

### Roll 1d4    Encounter

- 1      **Ubruk (Hobgoblin) Raiding Party (4):** AL C, MV 90' (30'), AC 6, HD 1+1, #AT 1, DG 1d8 (battle axe), SV F1, ML 8. The ubruks believe they are immune to human diseases and are trying to capitalize on all the suffering.
- 2-3    **Pestemori (5):** AL C, MV 120' (40'), AC 7, HD 1, #AT 1, DG 1d6 (short sword), SV F1, ML 12. If a Mori is captured and questioned, he rolls against his Morale to resist answering. All Mori know where the Lost Temple of St. Hesta is located.
- 4      **Infected Villager (1):** A villager stumbles and falls. His skin is pink with red blotches. When he sees the party he calls out for help. If this encounter is rolled more than once, change the sex and age of the person pleading for help.

## BLOCKADE

A number of blockades have been set up along the Northern Hills Road and in-between the three villages. Should the party try to breakout through a blockade, they will be considered outlaws at that point. The barricades and patrols have several men and are designed for fighting. Here are the stats for a typical barricade compliment:

**1st-level Spearmen (8):** AL L, MV: 30' (90'), AC 4 (chainmail & shield), #AT 1, DG 1d6 (spear), SV F1, ML: 8.

**1st-level Archers (6):** AL L, MV 40' (120'), AC 7 (studded leather), #AT 1, DG 1d6 (short bow), SV F1, ML 8.

**3rd-level Saergent (1):** AL L, MV 30' (90'), AC 3 (banded mail & shield), #AT 1, DG 1d8+1 (long sword), SV F3, ML 8. Saergent receives a +1 bonus to hit and damage due to strength.

Each blockade has 30 gp worth of random equipment and a week's worth of rations for fifteen men. Some blockades also have two *potions of healing* and/or a *cure disease* scroll. They use these items only as a last resort. Saving a random person is not considered a good use of these resources.

## ROAMING CREEK

A wide, shallow stream known as Roaming Creek winds through all three villages. If the party follows the creek they find several small animals and fish dead along its banks. If they follow the creek farther, they find the rotting remains of a diseased man lying in the middle of the creek. He wears a thick robe that is stained with blood. It appears his throat was slit by his own hand. He is the Plagued One who used the creek to deliver St. Hesta's blessing to the area.

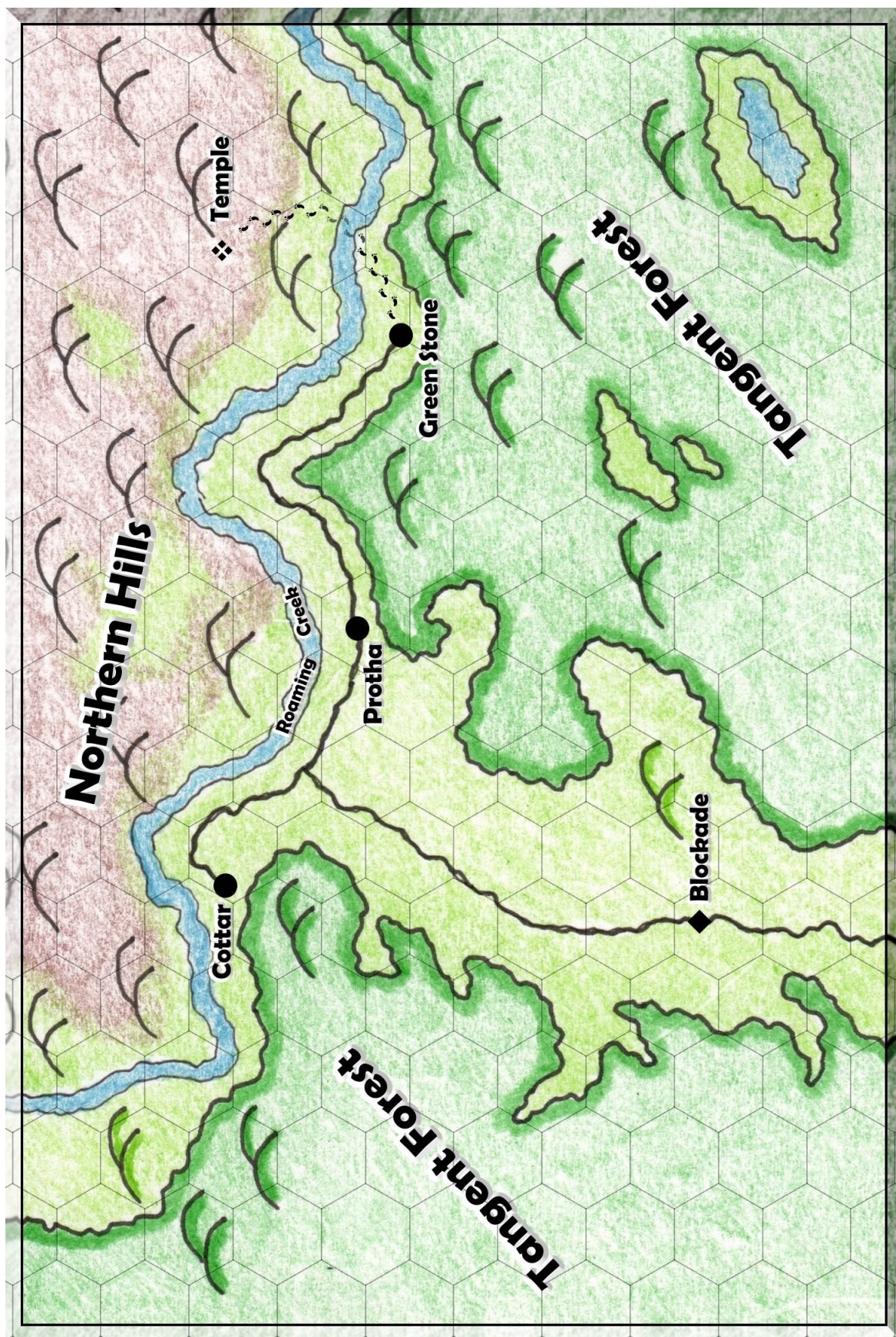
# THE VILLAGES

There are three farming villages (Cottar, Protha, and Green Stone) that are spread over a few miles of rolling hills. The Roaming Creek runs alongside each village.

## COTTAR VILLAGE

This is the farthest away from the infection source and is in the beginning stages of the Red Plague. The people plead with the party to help them. They are terrified. The blotches have appeared on some.





Among the villagers is a young adventuring fighter named Rogger Filsk. He once belonged to the Wet Ears adventuring company, a name often given to the newest company in the Adventurer's Guild. He is the only survivor of the group. He reports that the Pestemori came at them during the night. This happened three days ago. He gives them directions on where his campsite was, next to a standing stone decorated with pagon markings.

Rogger is suffering from a fever. If the party agrees to go after the Mori, he gives them the 25 gp he has left. He knows about the Red Plague and that he has only a few days left to live. Knowing the party will eliminate the Mori will allow him to die in peace.

## PROTHER VILLAGE

There is a mix of people who are still moving, but most are lying in their homes, waiting for death. Two people have managed to avoid being stricken with the Red Plague—an older woman named Lillian and her grown granddaughter, Lilliana. They are trying to make the others as comfortable as possible. They are very hungry, having eaten all of the small store of food they possessed. They don't dare to eat the food or drink the water. They point out that all the livestock has died.

## GREEN STONE VILLAGE

It is eerily silent in the village. Dozens of bodies are strewn on the ground mixed with rotting carcasses of chickens, dogs and oxen. It looks as if everyone has died recently of the plague. In the center of the village is a skull sitting atop a pole known as the Green Stone. If the party investigates the Green Stone, they find a small pagon shrine at its base that has been destroyed. The body of a robed Druun priest lying next to the shrine was not killed by the plague, but has a sword wound through his chest. He was murdered by the Mori to eliminate any chance of divine intervention.

# THE LOST TEMPLE OF ST. HESTA

The Lost Temple of Hesta is located within a small cave complex. The Pestemori have not taken any precautions to hide their travels to and from the cave, so any attempt to track their movement is fairly simple. They are all thrilled about the success of the Plagued One to clear out this area and once this area is cleansed, they plan to bless other areas farther out.

### 1. TEMPLE ENTRANCE

Two 20' stone columns stand on the sides of a cave opening. They look to have been here from the time of the Ancients. Day and night there is movement in and around the opening. There are always two Pestemori guards walking around the entrance, with other people coming and going.

These people are plainly dressed. They all carry weapons, but none of the weapons are uniform. The guards ask a question before allowing them entrance: "The holiest sight is?"

The correct answer is: "When a king and slave share the same grave."

If the party learns the phrase, they will also have to rid themselves of any possessions that are considered vain not to bring attention upon themselves.

**Pestemori (2):** AL C, MV 120' (40'), AC 7, HD 1, #AT 1, DG 1d6 (short sword), SV F1, ML 12. Mori fight to the death, they have no fear of dying.



## 2. THE ANCIENT HALL

Natural caves give way to stonework floors and walls. The stonework is ancient. The stones are worn smooth and there looks to have been some relief work on the walls, but it has faded to only suggest that something was once there. On the floor lie scattered groups of sleeping mats. This is used as a sleep chamber when the number of Mori increases. At this time, there is no one in this room, but there is a 2 in 6 chance that 1d4 Mori may wander through. They are drunk on ale they took from the villagers and are taking part in a small celebration in **area 3**.

**Drunk Pestemori (1d4):** AL C, MV 120' (40'), AC 7, HD 1+1, #AT 1, DG 1d6 (short sword), SV F1, ML 12. Add one hit point to their total and because of their inebriated state, they are at a -1 to-hit. If captured they are more likely to provide information.

## 3. PARTY MORI

From the corridor, the loud noise of merrymaking can be heard, with lots of loud talking and laughter. Lying on the ground, just outside the room, a Mori has passed out and is cradling an empty pitcher. Inside the room there are twelve Mori in various states of drunkenness. The tables have been pushed aside and the group is surrounding two Mori that are wrestling. While none of the Mori carry treasure, there is 50 gp worth of ale remaining in the casks.

On the south wall, there is a series of tapestries. They've been reversed to show the back only. A corridor is hidden behind the middle tapestry. This is where Aligwen is waiting with four elite Mori to ambush the PCs.

**Drunk Pestemori (12):** AL C, MV 120' (40'), AC 7, HD 1+1, #AT 1, DG 1d6 (short sword), SV F1, ML 12. Add one hit point to their total and because of their inebriated state, they are at a -1 to-hit. If captured they are more likely to provide information.

## 4. THE AMBUSH

Waiting on the other side of the tapestry is Aligwen and four elite Mori. Aligwen is a holy man of St. Hesta. One of the gifts of a holy man is glimpses of the future. Aligwen saw the party's attack on the temple. He knows nothing more than that. He's allowed the Mori to become drunk as a ploy to lure the party. In his arrogance, he believes he can capture the party and offer them to St. Hesta, granting them the blessing of the Red Plague before releasing them.

The room itself is sparsely furnished. A cot seems to be his only luxury and a threadbare blanket. Near the back wall is a small chest that is covered with a tattered blanket. There are 120 gp in coins and 100 gp worth of jewelry within the chest. Aligwen uses the gold to pay bribes.

**Elite Pestemori (4):** AL C, MV 90' (30'), AC 5 (chain mail), HD 3, #AT 1, DG 1d6+1 (short sword), SV F3, ML 12. These Mori receive a +1 to-hit and damage due to their strength. They also are permitted to wear armor because they are assigned to defend the holy man.

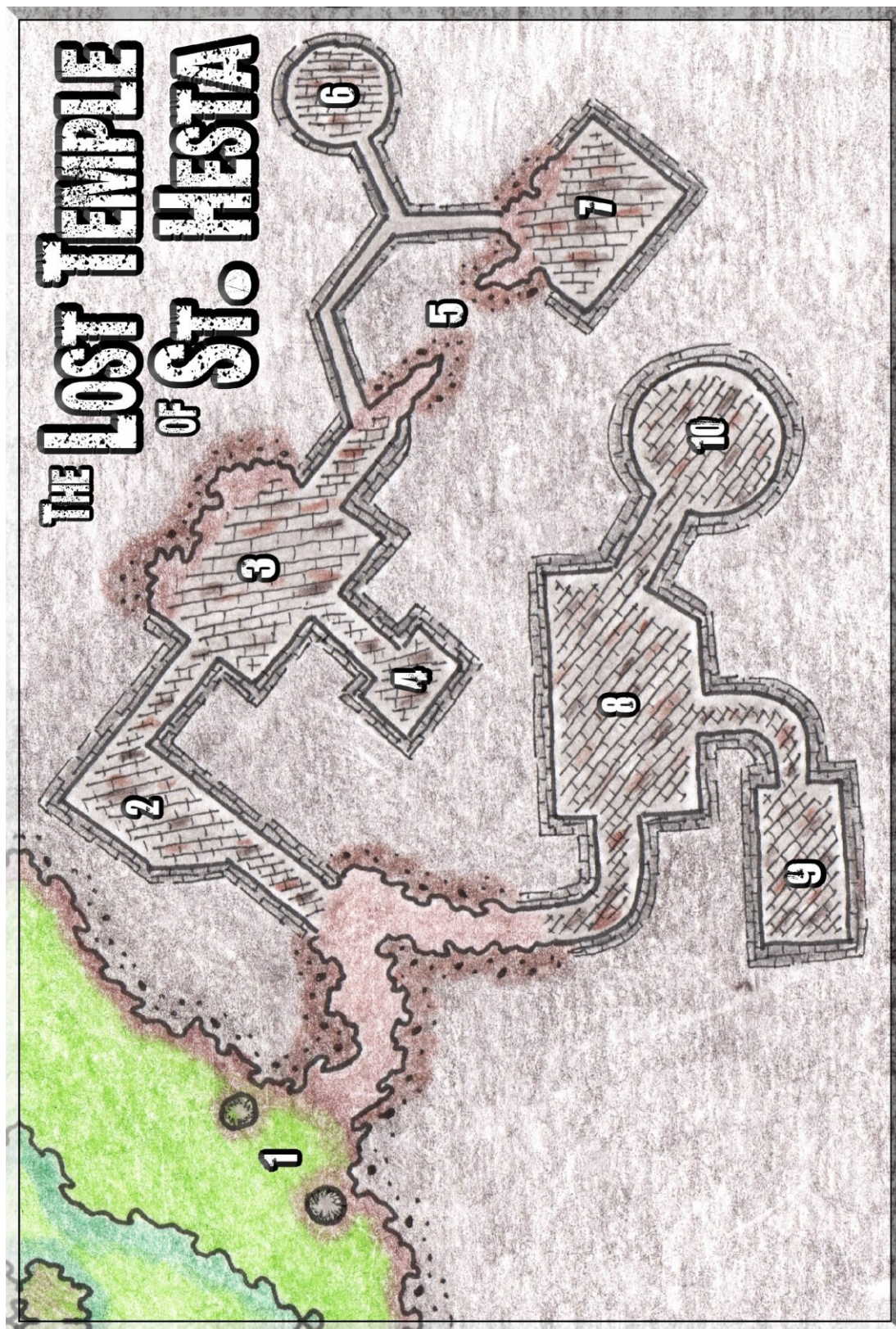
**Aligwen (4th-level cleric):** AL C, MV 90' (30'), AC 5, #AT 1, DG 1d6 (mace) or spell, SV C4, ML 12. Spells (1st lvl) *cause light wounds* (2x), *protection from good*; (2nd lvl) *hold person*.

Aligwen is an arrogant man who believes his every thought and movement is guided by St. Hesta herself. He often accuses some of the Mori of not being holy enough. That they do not suffer enough. That they crave the comforts of the material world.

## 5. COLLAPSED TUNNEL

This tunnel looks to have collapsed a long time ago. The rubble has solidified into a solid mass. It will take a considerable amount of time to reconstruct the tunnel. A small tunnel has been constructed to reconnect the rooms. The tunnel is only wide enough for a single person. The tunnel is only 5' in height. If a battle occurs within the tunnel, only stabbing weapons can be used.





## 6. BROKEN ALTAR OF ST. HESTA

This circular room hasn't been visited in a while. Sections of the walls have collapsed. In the center of the room is a circular altar that has been split in two. On closer inspection, the altar was chopped in half by an axe. Any evidence that this was St. Hesta's altar room was removed.

A year ago, the temple was destroyed by a group of adventurers named the Holy Silf, who succeeded in stopping the last Plagued One before he could spread the Red Plague. If the party wants to dig through the debris, they find a phial containing a pure source of the Red Plague. If checked, the contents register as evil and magical.

If the phial is returned to any temple/scholar for study, there is a chance the truth will be revealed. The Red Plague is created from a demon St. Hesta captured, using its physical body as the source of the disease. It is a finite resource. St. Hesta created fifty such phials and only six remain. The Pestemori consider the phials to be one of their holiest artifacts. They will stop at nothing to get this one back.

## 7. TOMB OF THE MORI

There are several skeletons in various states of completeness lined against the walls. Some are missing parts. In the center of the room is the remains of a crate with a collection of skeletal body parts. This room is where the Holy Silf adventuring company tortured the Pestemori for information. They spent several days interrogating the Mori, but it did not result in any information. The adventuring group eventually caved in the tunnel, leaving behind a group of broken and bloodied Mori to die a slow, painful death.

## 8. MORI BARRACKS

There are several Pestemori in this room, angry about their brothers' hedonistic acts. All of them are on alert and ready for a fight. They are preparing to check the villages to see the effect of the Red Plague and to dispatch any villagers who managed to survive the blessing. There are seven Pestemori in this room. There are passages to the south and to the east. Should the guards in **area 1.** be able to scream for help, these are the Mori that come to defend the temple. Should that happen, then the room will be empty.

**Pestemori (7):** AL C, MV 120' (40'), AC 7, HD 1, #AT 1, DG 1d6 (short sword), SV F1, ML 12. Mori fight to the death, they have no fear of dying.

## 9. OSTROFF'S CHAMBER

A large man dressed in the plain brown robes of a Mori priest stands in the center of the room. His head is shaved, revealing scars that zig zag across his scalp. In his hands he wields a mace, with sickly green vapor rising from its jagged metal head.

This is the High Priest Ostroff. He first attempts to speak with the PCs and only fights if attacked. He is simply buying time for the Plagued One in **area 10.** to escape. Ostroff does not have the future sight like Aligwen, but has more experience in battle. He targets the strongest PC in the party.

Within the room there is a simple sleeping mat. There are 100 gp worth of finely crafted weapons leaning against the walls.

**Ostroff (6th-level Cleric):** AL C, MV 90' (30'), AC 3, #AT 1, DG 1d6+3 and disease (mace) or spell, SV C6+1, ML 12. Spells: 1st lvl: *cause light wounds (2x)*, *protection from good*; 2nd lvl: *hold person (2x)*, *silence 15' radius*; 3rd lvl: *cause disease*, *striking*.

Ostroff is a former soldier who became angry at the way he and his fellow soldiers were used as fodder. He found a home amongst the Mori. He will have cast *protection from good* before the battle, thus receiving a +1 to AC and saving throws. Should he have enough time he will also cast *striking*

on his mace, causing an additional 1d6 damage. He also has a high strength and receives a +2 to-hit and damage. The mace he carries is enchanted, it provides him an additional +1 to-hit and to damage and if he has a *cause disease* spell left, he can cast it simultaneously.

## 10. CHAMBER OF THE PLAGUED ONE

This circular chamber is a larger version of what **area 6.** used to be. A circular altar is at the center of the room. It is a foot off the ground, made of wood with etching around the edge. In the center of the altar is a small hole. Kneeling at the altar is a slim female figure dressed in a handwoven robe. She looks to be barely older than a child. The chant she repeats is hypnotic and unsettling. Grasped in her left hand is a crude, but sharp knife. The girl's name is Heddy. She has been brainwashed to become a Plagued One. She has consumed the phial and is awaiting the Blessing of St. Hesta.

If the party is engaged in combat with Ostroff, she attempts to escape. If captured she cannot speak as her tongue has been removed. If Heddy is permitted to escape, she will flee to any populated area she can get to. She is unsure what to do exactly. She was told to find water sources and shed her blood and that is what she will do. If she is cured of the Red Plague, there may be a chance to convert her back to a regular life, but she is just as likely to seek out more Pestemori.

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## CONCLUDING THE ADVENTURE

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Within a week everyone remaining that is afflicted with the Red Plague will have died. The only two that survive are Lilliana and Lillian in Prother Village. If the Mori are able to go hunting, they will kill them too. In two weeks' time, the Blockade comes down and the cleanup begins.

Should Heddy escape, she finds herself in one of the larger towns and infects the water source. More people die and the disease spreads to a larger area. If the Labyrinth Lord doesn't wish the Red Plague to influence the campaign as such, there is always the option of suggesting to the party that it is 'out there'. Therefore, it can become an element of the campaign the Labyrinth Lord can use whenever it fits a current adventure.



# THE RUINED AQUEDUCT

*Author:* Eric Hoffman  
*Cartographer:* Dyson Logos  
*Playtest:* Jose Lacario  
Jay Murphy  
Edwin Nagy  
Jason Hobbs  
Todd Sprang

*The Ruined Aqueduct* is a *Labyrinth Lord*™ adventure for 3-6 characters of 1st-3rd level. The adventure can be placed in any hilly or mountainous region of the Duchy of Valnwall.

*The adventure summary is as follows:*

An ancient wonder of a bygone age still stands and could be made to work again. Unfortunately, it has been infested by hostile creatures that may object to any exploration or investigation. The characters may be hired to explore the imposing structure or they may stumble upon it while wandering through the wilderness.

The characters have the opportunity to plunder the lairs of the creatures, make alliances, and discover the reason the ancient aqueduct is no longer working. They may even learn how to return it to its former function.

## THE AQUEDUCT AND ITS ENVIRONS

A ruined aqueduct and viaduct spans a valley between two rocky mountain ridges. In generations past, this structure brought water to the nearby civilization and provided a safe means of travel for workers and merchants. It has fallen into ruin but, remarkably, could still be restored to partial functionality. The blockage of the aqueduct has created a runoff area in the valley that has grown to a small lake over the years. Any manipulation of the water flow could have consequences for the lake and the local settlement, at the Labyrinth Lord's discretion.

Two major threats are presented to the party: a tribe of Ratlings who are very good at hiding and surprise, and a monster known as the Giant Razor Mantis that wanders the large halls of the former viaduct.

The Ratlings have carved several small tunnels into the side of the main viaduct tunnel. At one time, they had free reign over the complex until the Giant Razor Mantis moved in and dominated the areas that it can access. The Mantis cannot enter the smaller side tunnels the Ratlings have carved. Ratlings often get caught by the Giant Razor Mantis trying to cross the Viaduct. The Ratling Shaman has discovered a secret to keep the Giant Razor Mantis at bay—fermented fish sauce. The Giant Razor Mantis can't stand the smell and the Ratling Shaman uses its aversion to make himself appear more powerful than he is, much to the Ratling Mother's anger.

There are plenty of opportunities for combat and roleplaying in this adventure. Characters may simply defeat all the monsters in the locale, or potentially negotiate with the Ratlings to foster an

internal conflict between the Ratling Shaman and the Ratling Mother. They may even unite the Ratlings to fight the Giant Razor Mantis.

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## ENCOUNTERING THE RATLINGS

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The Ratlings are generally cowardly and will try to engage in hit-and-run tactics if at all possible. If cornered, they are likely to try and surrender instead of fighting a stand-up battle.

The characters may attempt to negotiate with the Ratlings. There are several ways this can be approached.

- The Ratling Mother is jealous of the Ratling Shaman's ability to keep the Giant Razor Mantis at bay. She would negotiate to obtain his secret or perhaps pay to have him killed.
- The Ratling Mother may also be appreciative if someone pointed out to her the tribe could try to tunnel under the viaduct to avoid the Giant Razor Mantis.
- The Ratling Mother would like the Giant Razor Mantis killed.
- The Ratling Shaman would like the Ratling Mother killed so that he can assert complete control over the tribe. If the Ratling Mother is killed, the Ratling Shaman does not care what happens to the Giant Razor Mantis.
- Either leader would offer to let the characters keep any treasure in the Giant Razor Mantis lair and allow them to get the aqueduct working again as part of any payment. Whether or not they keep their promise is up to the Labyrinth Lord.

## THE AQUEDUCT

Clearing the debris from the aqueduct channel in **area 15** starts the water flowing again. This may provide a clean water source to a nearby settlement, drain the lake below and expose some other structure or challenge, or both, at the Labyrinth Lord's discretion.

### 1. THE AQUA/VIADUCT

Crumbling, but sound, masonry construction. Exceptional engineering. The Aqueduct is 10' wide and supported by pillars above the Viaduct which is 30' wide. Large cave heads into western ridge at the viaduct level. Small caves enter both east and west ridges at aqueduct level. Trail up eastern ridge leads to viaduct level. Valley bottom is rocky and difficult terrain where the lake has not covered.

### 2A. AND 2B. SMALL CAVES

Designed to permit flow of water, now dry. Only a halfling or smaller creature could crawl into the openings. **Area 2a.** leads to **area 15**. **Area 2b.** is home to a nest of 4 *Giant Centipedes* (Small, Non-lethal).

**Giant Centipede (4):** AL N; MV 60' (20'); AC 9; HD 1d2 hit points; # AT 1; Dmg 1; SA Non-lethal poison, +4 save; SV 0-level human; ML 7; XP 6. Poison save or 1d4 rounds crippling pain. Character helpless as asleep. Limb bitten is crippled for 2d4 days.

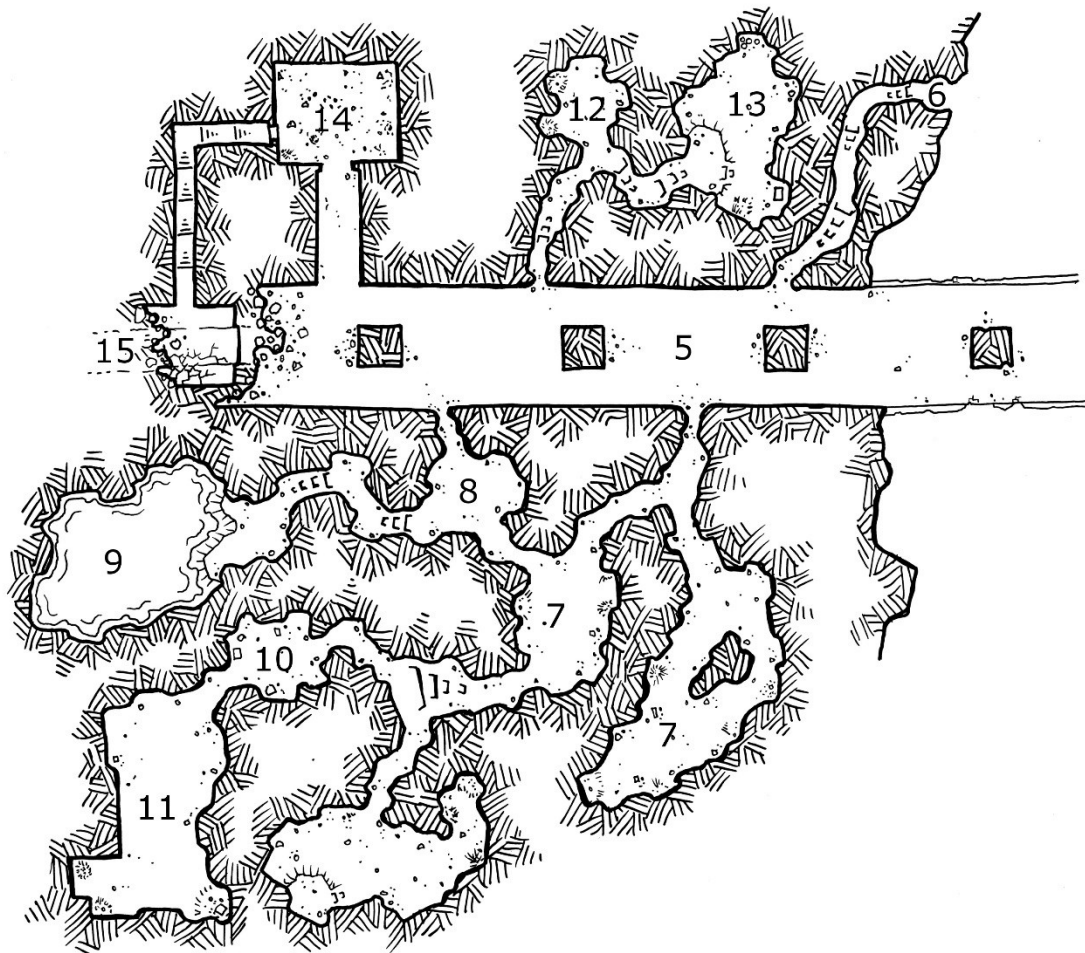
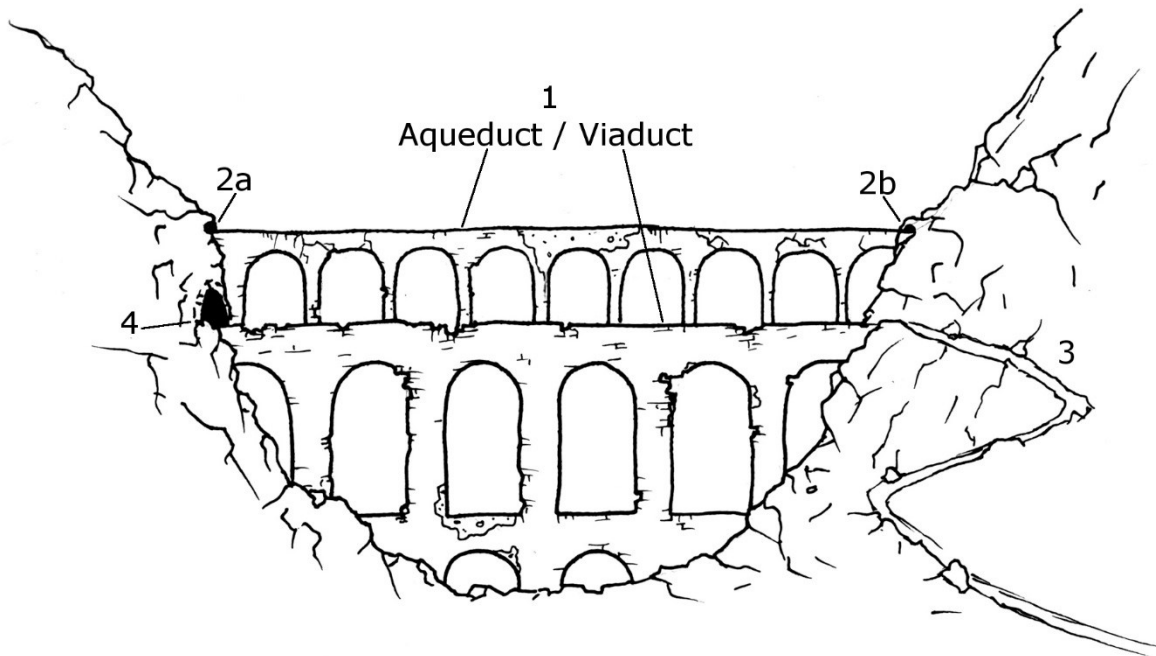
### 3. ROCKY TRAIL

Travel during day has 50% chance being spotted by lookouts in **area 6**.

### 4. LARGE CAVE

Viaduct enters large cave in the west ridge. 20' high. Dark inside. Entry along viaduct has 75% chance being spotted by lookouts in **area 6**.





## 5. VIADUCT TUNNEL

Ratling skeletons litter the floor. 25% chance per turn spent in the tunnel that the Giant Razor Mantis comes to investigate. 10% chance per turn that a group of Ratlings try to cross. Roll for each separately as there is a chance both will happen at the same time!

## 6. RATLING LOOKOUT

2 *Ratlings*. If they notice characters, they run to alert **area 7.**, **area 10.**, and then **area 11.**

**Ratling (2):** AL C; MV 60' (20'); AC 6; HD 1d4 hit points; #AT 1; Dmg 1d4 (club) or 1d2 (thrown rock); SA infravision, 75% chance to hide in caves, surprise 4-in-6 chance, hit-and-run; SV 0-level human; ML 6; XP 10.

## 7. COMMON ROOMS

6 *Ratlings* each. 3d20 cp hidden in filth.

**Ratling (6):** AL C; MV 60' (20'); AC 6; HD 1d4 hit points; #AT 1; Dmg 1d4 (club) or 1d2 (thrown rock); SA infravision, 75% chance to hide in caves, surprise 4-in-6 chance, hit-and-run; SV 0-level human; ML 6; XP 10.

## 8. GAS LEAK

Funny smell. Open flame has 2 in 6 chance of igniting gas for 1d6 damage to everyone in the room. Saving throw vs. breath attacks for half.

## 9. MUD BATH

Hot mud. 4 *Ratlings*. *Ring of protection+1* hidden in mud. Only found on 1 on 1d6 search. Bathing in mud gives same chances to hide and surprise as *Ratlings*.

**Ratling (4):** AL C; MV 60' (20'); AC 6; HD 1d4 hit points; #AT 1; Dmg 1d4 (club) or 1d2 (thrown rock); SA infravision, 75% chance to hide in caves, surprise 4-in-6 chance, hit-and-run; SV 0-level human; ML 6; XP 10.

## 10. CHIEFS BODYGUARDS

2 *Ratlings* with maximum hit points. 20 gp in assorted coins and a gold armband worth 20 gp.

**Ratling (2):** AL C; MV 60' (20'); AC 6; HD 1d4 hit points; #AT 1; Dmg 1d4 (club) or 1d2 (thrown rock); SA infravision, 75% chance to hide in caves, surprise 4-in-6 chance, hit-and-run; SV 0-level human; ML 6; XP 10.

## 11. MOTHER AND LITTER

The Ratling Mother and a litter of Ratling Young. The Mother is 3 HD and obese beyond the ability to move other than to wriggle about. Her bite is still vicious however, inflicting 1d6+1 damage on a successful hit to characters foolish enough to get close. Young cannot fight but will run to small cracks and fissures in walls, perhaps to grow up and come back one day.

Treasure pile in southeast corner contains 350 gp in assorted coins, bolt of red silk worth 30 gp, and an ancient but serviceable bronze helmet worth 25 gp. The helmet provides -1 to AC but is archaic in the style of the Great City of Mor and thus very memorable.

**Ratling Mother:** AL C; MV 3' (1'); AC 6; HD 3; hp 18; #AT 1; Dmg 1d6+1 (bite); SA infravision; SV F2; ML 10; XP 65.

## 12. ACOLYTES' CHAMBER

2 *Ratlings* with iron maces (1d6 damage). Will alert the Shaman in **area 13.** if possible.

**Ratling (2):** AL C; MV 60' (20'); AC 6; HD 1d4 hit points; #AT 1; Dmg 1d4 (club) or 1d2 (thrown rock); SA infravision, 75% chance to hide in caves, surprise 4-in-6 chance, hit-and-run; SV 0-level human; ML 6; XP 10.

### 13. SHAMAN

Ratling with iron mace (1d6 damage) and can cast *shield* once per day. Treasure in trapped chest (scything blade 1d2 damage); 53 gp, silver ring with garnet stone worth 35 gp, bronze amulet bearing the sigil of the elder lich Bes'Amat that provides +1 saving throw bonus to any Chaotic character who wears it. Several pots of fermented fish sauce in corner.

**Ratling Shaman:** AL C; MV 60' (20'); AC 6; HD 1; hp 7; #AT 1; Dmg 1d6 (mace); SA spellcasting, infravision, 75% chance to hide in caves, surprise 4-in-6 chance, hit-and-run; SV MU1; ML 7; XP 10.

### 14. GIANT RAZOR MANTIS LAIR

The Giant Razor Mantis is found here if not already defeated. Bones and debris scattered on floor. Nest of straw, twigs, and other debris. Treasure of former victims scattered about the room consists of 198 gp in assorted coins, bronze brooch with onyx stones worth 100 gp, 5 silver trade bars worth 20 gp each, bone scroll tube worth 15 gp with a scroll of *Ward against Magic*. Door is made of bronze-bound petrified wood and swelled and rusted in place (only opens 1 in 6 chance).

**Giant Razor Mantis:** AL N; MV 120' (40'); AC 3; HD 4+1; hp 26; #AT 2; Dmg 1d6+1; SA spittle, infravision 100'; SV F4; ML 10; XP 215.

### 15. AQUEDUCT ACCESS ROOM

Old maintenance room. Collapsed wall and ceiling are blocking aqueduct flow. Water trickles into cracks in the floor on south side. Can be cleared to restore the flow with 80 man-hours of work, providing each worker has appropriate tools (hammers, shovels, picks, block and tackle, etc.).

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## FURTHER ADVENTURES

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If the characters completely clear this complex it would make an ideal, although smelly, base or hideout.

If the water flow is started and the Labyrinth Lord determines it feeds a nearby settlement, the characters may find themselves in a very powerful and desirable position. The local powers-that-be could respond in a variety of ways.

Starting the aqueduct flowing again may also lower the level of a nearby drainage lake, revealing a long-lost city, town, temple, or dungeon. That area may be ripe for exploration, or harbor a terrible evil that is now free to venture out.

## NEW MONSTERS

The following new monsters may be encountered in the ruined aqueduct.

### RATLING

AL C; MV 60' (20'); AC 6; HD 1d4 hit points; #AT 1; Dmg 1d4 (club) or 1d2 (thrown rock); SA infravision, 75% chance to hide in caves, surprise 4-in-6 chance, hit-and-run; SV 0 level human; ML 6; XP 10.

Ratlings are diminutive humanoids that resemble a cross between a halfling and a rat. The Ratlings regularly bathe in the hot mud in **area 9**. As a result, their hair is matted with dried mud that is the

exact shade of the surrounding rock. If the Ratlings achieve surprise on the party, they may throw their rocks and move afterward to try and get away.

### **CENTIPEDE, GIANT**

AL N; MV 60' (20'); AC 9; HD 1d2 hit points; # AT 1; Dmg 1; SA Non-lethal poison, +4 save; SV 0 level Human; ML 7; XP 6. Poison save or 1d4 rounds crippling pain. Character helpless as asleep. Limb bitten is crippled for 2d4 days.

The giant centipede is simply a larger version of its smaller cousin.

### **GIANT RAZOR MANTIS**

AL N; MV 120' (40'); AC 3; HD 4+1; hp 26; #AT 2; Dmg 1d6+1; SA spittle, infravision 100'; SV F4; ML 10; XP 215. The Giant Razor Mantis can spit a sticky phlegm up to 40' instead of attacking. Targets hit must make a Save at -2 or be immobile until the spittle is dissolved in 1d4 turns. A wineskin of wine or vinegar or fermented fish sauce will dissolve the spittle in 1 round.

The Giant Razor Mantis is the result of some twisted magical experiment. It is a horse-sized insect with metal spikes along its back and sword-like implants along the inside of its forelegs. One of its eyes has been replaced with a bright red lamp. It is a voracious eater that attacks anything in sight. The pungent odor of fermented fish sauce causes the Giant Razor Mantis to retreat from the smell for 2d6 rounds. It still fights if cornered.

# THE HAUNTING OF OAKCREST MANOR

Author: Timothy S. Brannan  
Cartographer: Tim Hartin

*The Haunting of Oakcrest Manor* is a *Labyrinth Lord*™ adventure for 3-6 characters of 5th-7th level. The party should include a good variety of characters, but a cleric is a must.

*The legend of Oakcrest Manor is as follows:*

"No one is sure when the troubles at Oakcrest Manor began. What is known is that many years ago, Lord Borric and his wife Rebecca retired from a life of adventuring to settle down in the quiet village of Nahm. He built her a home where they could live their remaining years in comfort. He also built her a wing on the house where she could continue her life's calling of taking care of the sick and injured.

We know they had a daughter, Imogene, who was as lovely as her mother, but had none of her warmth or compassion. We know they had another daughter, Marris, who sadly took more after her father in both looks and intelligence, but was as warm-hearted as both her parents.

We know that many years after her parents' death, Imogene continued her mother's work, but sadly lacked her skill.

We know from the graybeards that one night a nurse ran from the house screaming, only to drop dead of fright in the yard. We know that the screams coming from the house could be heard all through the village and nearby wood. We know that Imogene never left the house, and that later it was determined that all inside were dead.

Now the house stands alone, unused, but never forgotten. No one goes to Oakcrest Manor. No one who enters ever comes back out. Some even say that if you listen closely, you can hear the screams of the people inside and the cruel laughter of Imogene.

Everyone knows Oakcrest Manor is haunted. No one knows by what."

## HISTORY OF OAKCREST MANOR

Oakcrest Manor existed in a time of legend, some even say during the Time of the Thirteen Cities. The PCs can learn more about Oakcrest Manor by interacting with local villagers. Like most legends in the world of Amherth, the events of Oakcrest Manor are told as if they happened only a generation or so past.

The following information is known to most adults and can be paraphrased as needed:

Oakcrest Manor is located just outside the small village of Nahm, in the northern reaches of the Earldom of Calwell. Nahm is a quiet settlement that borders the Elder Wood. It is largely unremarkable, known only as the home of the semi-famous hermit wizard Mill Herrel of Nahm, who



is famous for creating *Herrel's Lure*. Nahm would be a typical sleepy little farm village, if not for Oakcrest Manor.

According to legends, Oakcrest Manor was built many years ago by two former adventurers—Lord Borric “the Dog Faced” and his wife Rebecca “the Faithful”, a cleric of the Church of Law and Order. Borric and Rebecca were quite successful in their adventuring career and poured a lot of money into the village, including the building of their large manor house. Soon, they were blessed with a daughter, Imogene, who was as beautiful as her mother, but cold. Afterwards, they welcomed Marris, who sadly took after her homely and dimwitted father, but was also as kindhearted as both her parents.

Rebecca wanted a grand house to heal the infirm, and Borric, who could never deny her anything, built Oakcrest Manor for her. For many years, she tended the sick, the injured, and even plague victims that no others would touch. She never charged for her services, believing it was their duty to give back. She and Borric died together, many years later, peacefully in their sleep.

After her parents' death, an older Imogene continued her mother's work, but sadly lacked her skill. More patients died in her short years of care than under her mother's. It is said that a traveling physician named Dr. Simon Ballstrade moved into Oakcrest Manor to assist her, but by then, the house had become a place of doom and dread.

One night, during a terrible storm, ghastly shrieks came from the home. A nurse ran screaming from the house, only to drop dead of fright in the front yard. More screams were heard, but the storm made it impossible for anyone to approach the home.

The next day it was found that everyone, Dr. Ballstrade, patients, and nurses alike, were all dead—murdered in their beds, on the floors, everywhere. Marris and Imogene could not be found. Villagers first suspected they were also murdered, but soon talk turned, as people began to openly suggest that Imogene may have been the murderess.

Since that night many years ago, there have been a few attempts to either remodel the home or destroy it. All attempts have ended in misery and death. Over the years, young people, who have either not heard the tales or dismissed them, have ventured into the home. Some do it for the thrills, others to do what young people do, and still others to search for Borric and Rebecca's rumored treasures. In every case, all but one are killed. The survivors tell tales of monsters, sorcerous events, and other abominations. The Church of Law and Order has denounced the place as cursed and some say there were once plans to exorcise it, but these were put aside.

Today the home stands. Dark. Quiet. No one ever goes in.

Last night, the screams began anew.

## LABYRINTH LORD'S SECTION

If you are planning on playing a character in this adventure, stop reading now. This section and beyond is for the Labyrinth Lord's eyes only.

### THE SECRET OF OAKCREST MANOR

Oakcrest Manor has a long and sad history. Imogene was never happy under her mother's roof, and the two fought constantly. Imogene styled herself as something akin to royalty, either not knowing or not caring that her father's title of “Lord” was mostly self-granted. She fancied herself a princess among peasants. Her sister Marris had no such thoughts. Indeed, it was argued that she had no thoughts at all.

Their mother, Rebecca, became convinced she could “cure” Marris, but the truth is there was nothing wrong with her youngest daughter—Marris simply was not very intelligent. Rebecca doted on

her, and made Imogene do the work of two girls. She was twice as busy and studied twice as much and worked twice as hard. If Imogene's personality placed a wedge between her and her mother, then Rebecca's doting on Marris drove that wedge through.

Being rude, or having a delusionally high opinion of one's worth is not enough to cause the type of evil that took place in this home, though. It takes more.

Imogene was also very greedy. She saw her parents' fortune as her own and hated them for their use of it. She also hated the patients that caused their fortunes to dwindle. After a while, she could take no more of it. Imogene poisoned her parents during their evening meal. Making the poisons was not a difficult task for a young woman trained as a healer and having unfettered access to many herbal ingredients. To the unsuspecting, Borric and Rebecca appeared to have simply died of old age.

After her parents' death, Imogene began entertaining a wandering necromancer and vivisectionist who was masquerading as a doctor. He introduced himself to the village as Dr. Simon Ballstrade and it wasn't long before he moved in with Imogene. The villagers believed they were lovers, but this was not the case. Imogene believed the necromancer's power could lead her to the rest of her parents' hidden fortune.

The doctor was allowed to use the patients of Oakcrest Manor for his own twisted experiments. He would remove limbs and reattach them to others, sometimes swapping entire body parts. His successes were not great, but he had plenty of raw material. It may have been Dr. Ballstrade that was performing the experiments, but the patients knew it was Imogene who sanctioned them.

One night during a freak storm, the patients escaped their bonds. They tore Dr. Ballstrade to pieces and chased after Imogene, but she eluded them in the basement. They discovered Marris, but felt she was innocent and let her go. She would later die of fright while hiding in the attic.

Imogene eventually made it to the secret exit in the subbasement where the experiments took place, but her footing was unsure, and she fell and broke her neck. Robbed of their vengeance, the patients lost the last vestiges of their will to live and died. However, their spirits and some of Dr. Ballstrade's abominations live on in Oakcrest Manor.

## MANAGING THE ADVENTURE

This adventure has a very definite endgame. If the remains (now just bones) of Imogene are discovered, they must be removed and burned in the family grave plot behind the home. Once they are destroyed, the house burns down with her.

Imogene's spirit tries to prevent this from happening. She does not want to die and may, in fact, believe that she can still recover her parents' gold from the house. She still blames the patients for killing her and trapping her here, so she tortures their spirits as best she can.

If her bones are burned elsewhere, or if they are buried and not burned, Imogene reincorporates, and the hauntings begin anew. Any PC cleric or clergyman of the Church of Law and Order knows what should be done to destroy Imogene's spirit. If spells such as a *remove curse* are cast on the bones, so much the better.

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## RUMOR TABLE

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The following rumors are told about the house and the owners. Rumors marked with an "F" are false. If a repeated rumor is rolled, allow the player to reroll.

Allow the PCs to speak to as many townspeople they like. Most are friendly and used to adventurers coming through Nahm. In fact, most love to talk, and Oakcrest Manor is a favorite topic

of hushed conversation on dark winter nights. This has resulted in a larger than an average number of false rumors. The Labyrinth Lord is also encouraged to create even more fantastical rumors.

## **ROLL RUMOR**

- 1 The Manor once housed a number of lunatics.
- 2 Imogene has been seen walking in the graves behind the home. (F)
- 3 Marris (or Imogene) was under a witch's curse. (F)
- 4 Rebecca the Faithful was actually a cruel and violent woman. (F)
- 5 Dr. Ballstrade came to work at the Manor, but he was no doctor.
- 6 Imogene despised her mother, Rebecca.
- 7 Lights have been spotted in the attic of the home.
- 8 The villagers once burned the Manor to the ground, and it was restored by morning! (F)
- 9 The Manor is not haunted, but filled with faeries from the wood. (F)
- 10 Screams are sometimes heard coming from the Manor.
- 11 Imogene was a cold and bitter woman.
- 12 Marris was a simpleton because Imogene poisoned her, but she didn't die. (F)
- 13 Imogene killed her parents. (but the villagers don't know this is true for certain)
- 14 Werewolves have been seen in the Manor and its grounds. (F)
- 15 Imogene (or Marris) was a witch, and she sacrificed everyone. (F)
- 16 There are still living people trapped in the Manor. (F)
- 17 Imogene killed Dr. Ballstrade because she caught him flirting with a female patient. (F)
- 18 Imogene and Ballstrade were lovers. (F) (Imogene only loved gold.)
- 19 There is great wealth hidden below the basement. (F)
- 20 Powerful undead creatures roam the halls of Oakcrest Manor.

# **THE VILLAGE OF NAHM**

Nahm is a small farming and logging village located on the western bank of the Ironflood River. The village is about as peaceful as one can be. It is home to only about 300 people comprising some 60 odd families. Ancient ruins located in the wilds near Nahm suggest that the sleepy little village was once more important and prosperous than it is today.

# **THE MANOR AND GROUNDS**

Oakcrest Manor has five floors—a Main Floor, an Upper Floor, an Attic, a Basement Level, and a Sub-Basement. Due to the curse upon the house, undead here are Turned as if they are +1 HD higher than normal. This persists until Imogene is laid to rest.

## WANDERING MONSTERS

Oakcrest Manor has a number of “wandering” monsters, but their numbers are finite. The Labyrinth Lord should check once every three (3) hours instead of the normal once every two (2) hours. A roll of 1 on 1d6 indicates a wandering monster. Once a wandering monster is encountered, it is not replenished. Repeated rolls result in no monster.

### WANDERING MONSTER TABLE

Roll (1d6)	Monster
1	Ghoul
2	Memento Mori*
3	Zombie
4	Skeleton, Electric*
5	Wraith
6	Maniacal Laughter

\*see **New Monsters**

**Ghouls (1):** AL C; MV 90' (30'); AC 6; HD 2; hp 9; #AT 3; Dmg 1d3 (claw)/1d3 (claw)/1d3 (bite) + paralysis; SV F2; SA attacks cause paralysis (save vs. paralyze), unaffected by *sleep*, *charm* or *hold* spells; ML 9; XP 47.

Ravenous former patients. They are unable to leave the manor grounds.

**Memento Mori (varies):** AL NA; MV 0' (0'); AC 9; HD 1; hp 1; #AT 1; Dmg per the *cause fear* spell; SA unaffected by *sleep*, *charm*, or *hold* spells; SV 0-level human; ML -; XP 10.

The Labyrinth Lord should determine how they manifest.

**Zombie (1d4):** AL C; MV 120' (40'); AC 8 (natural); HD 2; hp 11; #AT 1; Dmg 1d8 (claws); SA unaffected by *sleep*, *charm*, or *hold* spells; SV F1; ML 12; XP 29.

Zombies are former patients, reanimated via the curse that keeps all the souls trapped here.

**Skeleton, Electric (1-2):** AL C; MV 60' (20'); AC 6; HD 1; hp 4; #AT 2; Dmg 1d6 (claw)/1d6 (claw) + electricity; SA unaffected by *sleep*, *charm*, or *hold* spells; SV F1; ML 12; XP 47.

These are the remains of victims of Imogene's and Dr. Ballstrade's experiments that involved using electricity to calm the patients of Oakcrest. Attacks anything living.

**Wraith (1):** AL C; MV 120' (40')/fly 240' (80'); AC 3; HD 4; hp 22; #AT 1; Dmg 1d6 (touch); SA life drain, unaffected by *sleep*, *charm* or *hold* spells; SV F4; ML 12; XP 300.

A hapless former patient.

**Maniacal Laughter:** The party hears disembodied maniacal laughter. The direction and source is different for each character. Additional rolls results in different sounding laughter.

## THE MANOR GROUNDS

The grounds surrounding Oakcrest Manor lie just north of the village of Nahm and south of the Elder Wood. The manor house was built outside of the town to provide peace for the patients resting here and out of respect for the villagers.

### 1. THE MANOR ROAD

This road was a well-kept road leading from the center of the village to the front gates. Here the road splits to the Manor House proper and the Stables, which lie to the west and slightly behind the Manor.

The road is now overgrown and clotted with weeds. The rusted iron gates to the manor occasionally creak open in the breeze. The copper sign welcoming all to Oakcrest Manor lies among the overgrown weeds, now dull and green.

### 2. THE MANOR HOUSE & THE HOSPITAL WING

The manor house stands three stories tall, with the Hospital Wing at two stories. The yellow paint is faded and there are some burn marks visible. The once-red clay roof is dull, with many tiles missing. The redbrick fireplaces on the west and east ends are also crumbling. Noticeable are two copper lightning rods on the main Manor House and the Hospital Wing. The Manor House and the Hospital Wing are further detailed later in this adventure.

### 3. THE STABLES

The Stables lie to the west and slightly behind the Manor House. The dilapidated stable house is of the same construction as the manor. The large stable doors were painted bright green, but are dull and peeling. Inside the stables are the animated remains of four skeletal horses that were butchered and eaten by the former patients. They attack anything living.

**Skeletal Horses (4):** AL C; MV 240' (80'); AC 6; HD 3; hp 13; #AT 2; Dmg 1d6 (hoof)/1d6 (hoof); SA unaffected by *sleep*, *charm* or *hold* spells; SV F3; ML 12; XP 50.

### 4. THE SMITHY

Behind the Manor House is the Smithy for the Stables. During its heyday, Oakcrest Manor employed a full-time smith and two apprentices. Presently, the forge is now home to a small, but evil fire elemental. Every round that combat goes against it, it must make a Morale check or settle back down into the embers of the forge. This elemental was summoned by accident and is unable to leave.

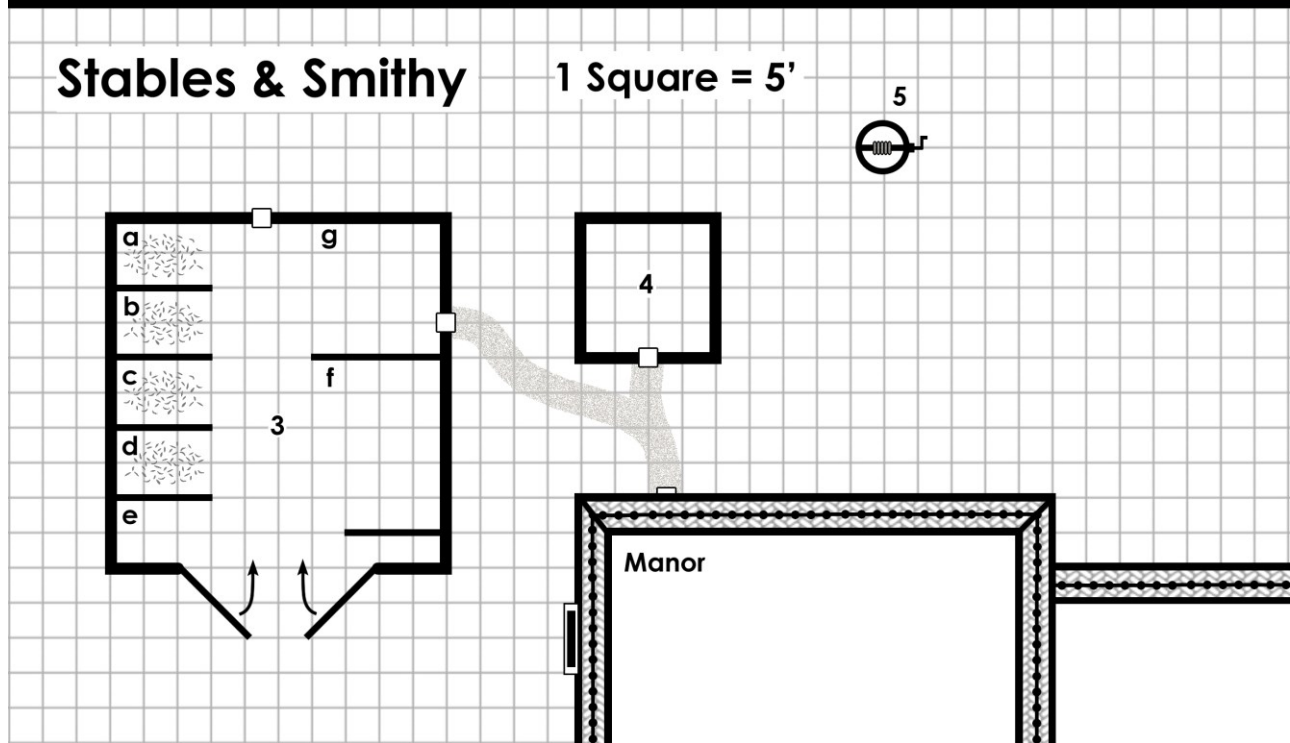
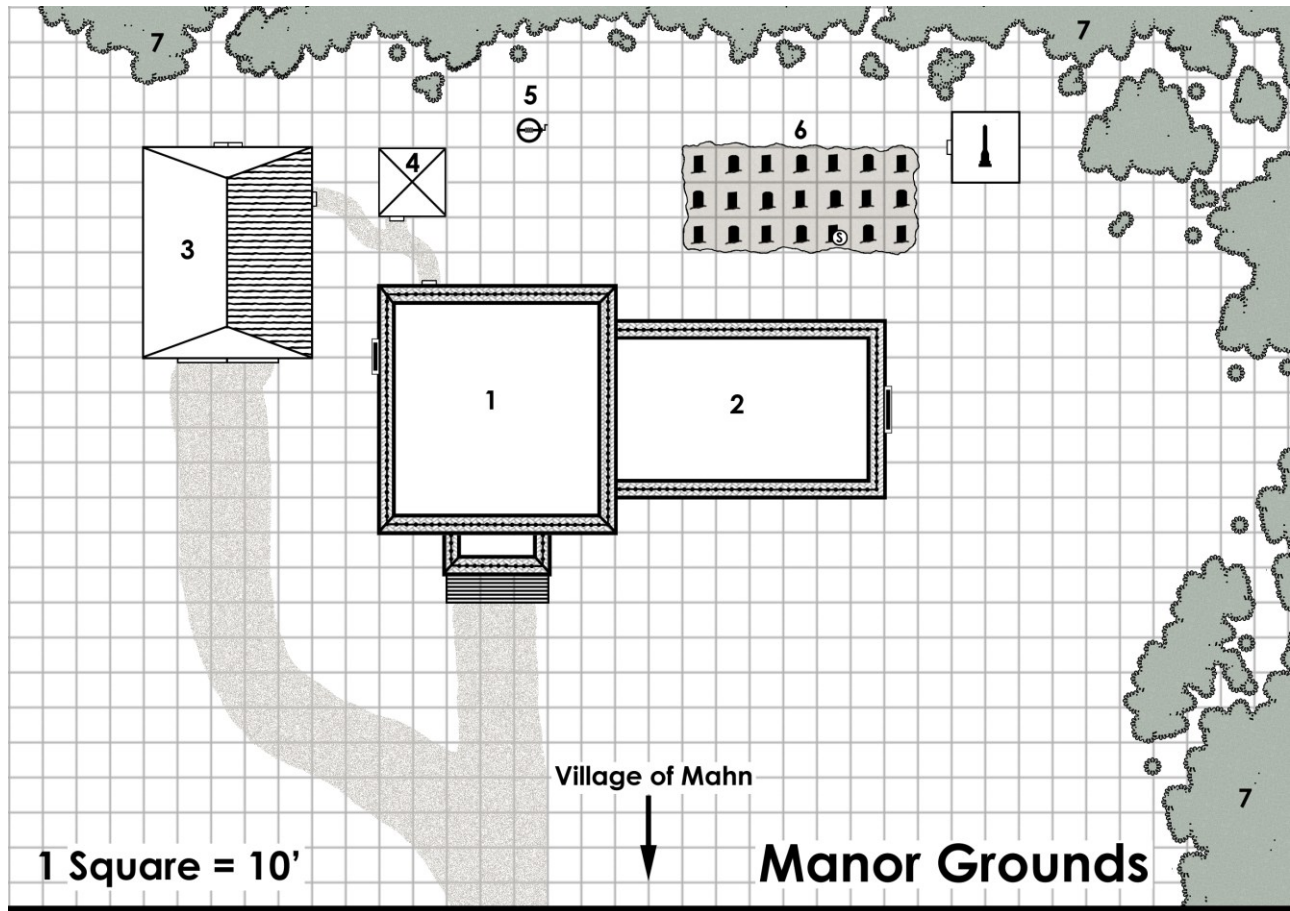
**Fire Elemental:** AL C; MV 120' (40'); AC 4; HD 4; hp 24; #AT 1; Dmg 1d6 (fire); SV F4; ML 8; XP 245.

### 5. THE WELL

If the characters heard any rumors about a well, this is the well they were talking about. Inside the well is the spirit of a former patient, a child named Kendra that was tossed down here by Imogene. She believed the child was already dead, but the child died after the fall. Her spirit haunts this well as a wraith. If slain, the child's spirit utters a peaceful sigh and dissipates. If this occurs, the PCs receive an additional 100 XP each.

**Kendra (wraith):** AL C; MV 120' (40')/fly 240' (80'); AC 3; HD 4; hp 22; #AT 1; Dmg 1d6 (touch); SA life drain, unaffected by *sleep*, *charm* or *hold* spells; SV F4; ML 12; XP 300.





## 6. THE GRAVEYARD

The graveyard sits behind the Hospital Wing. Rebecca knew that despite all her care and power there would be those she could not save. The graveyard was blessed many times by the cleric and is the one place where the spirits that haunt this place are afraid to go. There are no encounters with any creature of evil here. Lawful and Neutral characters feel at peace.

The remains of Rebecca and Borric are interred in a mausoleum just east of the graveyard.

There is an exit from the Manor House sub-basement here, but it cannot be found on this side. There are open crypts for Imogene and Marris. Their names are carved on a plaque above the crypt.

## THE MANOR HOUSE AND HOSPITAL WING, FIRST FLOOR

Ceilings are typically 15' from the floor. Walls are made of wood and were painted in soothing colors, though most are now dull and covered in bloodstains. Doors, when encountered, are unlocked.

### 1. THE FRONT PORCH

The Manor House must have once been an inviting and even welcome place. The yellow facade with red shutters on the windows and painted green porch would have set even the illiest at ease. The front doors of red, gold, and green are framed by white and gold trimmed pillars that support a balcony on the second floor. The porch is decorated with several comfortable chairs, now broken.

### 2. THE FOYER AND STAIRS TO 2ND FLOOR

The overall feel of this larger foyer is one of welcome and comfort, or at least it used to be. Now the hardwood floors are stained with blood, the chairs are broken, and the pegs for hats and cloaks are torn from the walls. To the left is an open doorway to the Dining Hall. Up and to the right is a large open entryway to the Hospital Wing. This chamber is normally divided by a large set of purple curtains. The curtains are not stained, but are filled with holes. The stairs go up to a mid-level and then split left and right to more stairs going up.

There is a chance for a wandering monster here.

### 3. DINING HALL

This large hall has two long tables with many chairs. There is no "lords" table since both Borric and Rebecca felt that everyone here was equal. There are windows in the south and west walls and an open doorway to the Kitchen in the north wall. There are many (12) rotting and skeletal corpses sitting at the table. Of these, 7 are zombies. They attack only when the party has entered the room. There are also 3 *memento mori* (see **New Monsters**) that act out their deaths here. Not all of the patients were hapless victims; some were dangerous in their own right. The night of the storm, one such patient stabbed two others in this room. The *memento mori* are all that remains of the attacker and his victims.

The silverware is silver and worth 10 gp per set (20 sets).

**Zombie (7):** AL C; MV 120' (40'); AC 8 (natural); HD 2; hp 13, 12, 11, 11, 10, 10, 9; #AT 1; Dmg 1d8 (claws); SA unaffected by *sleep*, *charm*, or *hold* spells; SV F1; ML 12; XP 29.

**Memento Mori (3):** AL NA; MV 0' (0'); AC 9; HD 1; hp 1; #AT 1; Dmg per the *cause fear* spell; SA unaffected by *sleep*, *charm*, or *hold* spells; SV 0-level human; ML -; XP 10.

## 4. KITCHEN

This room houses the kitchen for Oakcrest Manor. There is a large oven/hearth in the west wall and tables for prepping along the east wall. There is a small storage closet in the southwest corner that contains brooms and mops. In the north wall is a doorway.

The kitchen is currently being ransacked by a small group of gobruks from the Kaluak (Quiet Creeper) tribe, dumping silverware into bags. One is wearing a colander on his head as a helmet. The gobruks are not related to the hauntings, but have come in from the Elder Wood through one of the windows. They have avoided the zombies so far.

**Kaluak Gobruk (7):** AL C; MV 60' (20'); AC 6 (scraps of armor + shield); HD 1-1; hp 5, 5, 4, 4, 3, 3, 2; #AT 1; Dmg 1d6-1 (small spear), 1d6 (curved short sword), or hand axe (1d6); SA 90' infravision, -1 to-hit in full daylight; SV 0-level human; ML 7; XP 5.

## 5. UP AND DOWN STAIRCASE

There is a spiral staircase going up to the Servant's Quarters and a full staircase going down to the basement/storage area.

Hanging on the wall are a set of keys. These open the doors to the Storage Area. They do not, however, open any other doors in the basement.

## 6. HALLWAY TO THE HOSPITAL WING

This hall comes off the main hall/foyer. It ends in tattered purple curtains that separate the Manor House from the Hospital Wing. On the north and south walls are doors. To the north was the office used by Sister Rebecca, then later Dr. Ballstrade. To the south is the room once used by nurses on duty.

In the hallway floats a weak will o' wisp that attacks anyone entering the Hospital Wing.

**Will O' Wisp (1):** AL C; MV 180' (60'); AC -6; HD 6; hp 37; #AT 1; Dmg 1d8 (electrical shocks); SV F6; ML 7; XP 1,981.

The wisp tries to lure people into the Hospital Wing.

## 7. NURSES STATION

This room has two desks and a back half that is separated by a moldy curtain. Behind the curtain are three beds. Within are two *memento mori* of two nurses being killed.

There is a purse with 30 cp and 5 sp found on the floor under a mattress.

**Memento Mori (2):** AL NA; MV 0' (0'); AC 9; HD 1; hp 1; #AT 1; Dmg per the *cause fear* spell; SA unaffected by *sleep*, *charm*, or *hold* spells; SV 0-level human; ML -; XP 10.

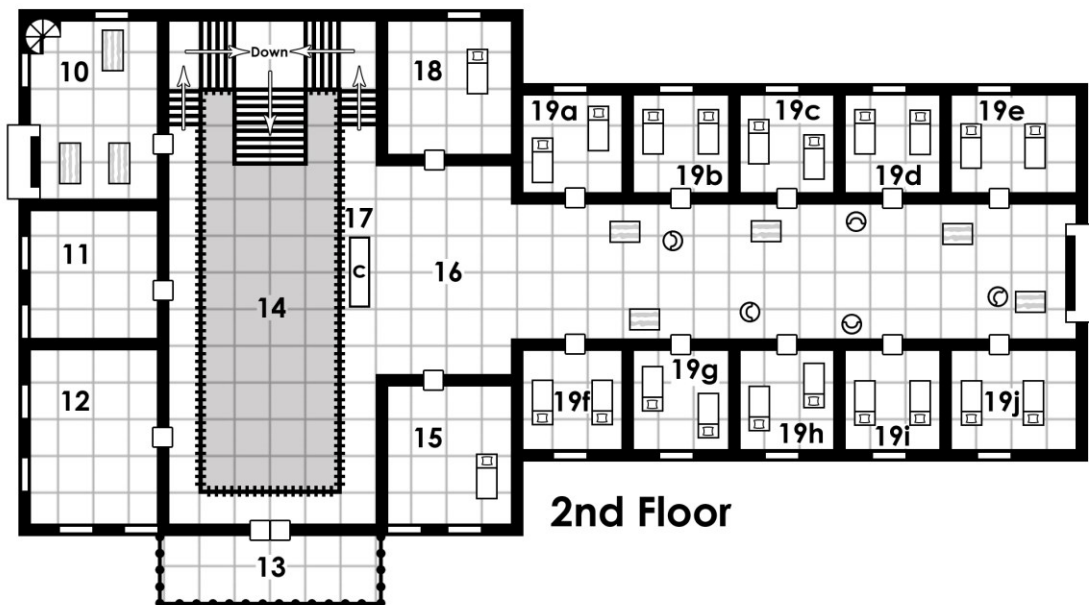
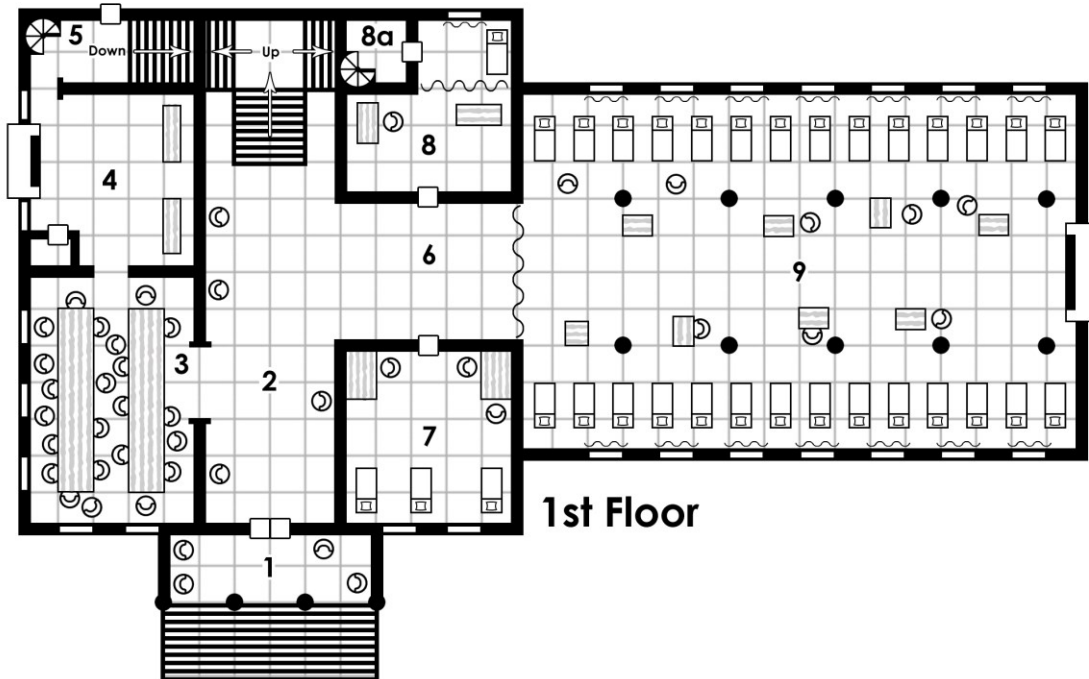
## 8. DOCTOR'S OFFICE

This office has a couple of tables and chairs with sliding curtains. There is a curtained area that serves as a bedroom or extra bed for a patient. In the bedroom, staring at a mirror is the wight of Dr. Ballstrade. Ballstrade is talking to himself, diagnosing his own condition. Characters hear him mumbling on about morbidity and necropathy.

On the west wall is a door that leads to small room (**area 8a.**) with a low ceiling. This is used as medical storage. There are also a set of spiral stairs down to the cellars.

**Dr. Ballstrade (Wight) (1):** AL C; MV 50' (150'); AC 5; HD 3; hp 13; #AT 1; Dmg 1d4 (claw); SV F3; SA level drain, unaffected by *sleep*, *charm*, or *hold* spells; ML 12; XP 110.

## Manor House with Hospital Wing



## 9. HOSPITAL WING

This long wing of the hospital contains several beds (26), tables, and chairs. The east wall is dominated by a large hearth and fireplace. There are floor-to-ceiling windows every 5 feet. This room was designed by Rebecca to allow patients to get plenty of sunlight. The room is filled with undead former patients and staff—zombies, ghouls, and a ghast.

**Zombies (8):** AL C; MV 120' (40'); AC 8 (natural); HD 2; hp 13, 13, 11, 10, 10, 10, 9, 8; #AT 1; Dmg 1d8 (claws); SA unaffected by *sleep*, *charm*, or *hold* spells; SV F1; ML 12; XP 29.

**Ghouls (4):** AL C; MV 90' (30'); AC 6; HD 2; hp 13, 11, 10, 8; #AT 3; Dmg 1d3 (claw)/1d3 (claw)/1d3 (bite); SA attacks cause paralysis (save vs. paralyze), unaffected by *sleep*, *charm*, or *hold* spells; SV F2; ML 9; XP 47.

**Ghast (1):** AL C; MV 50' (150'); AC 4; HD 4; hp 26; #AT 3; Dmg 1d4 (claw)/1d4 (claw)/1d8 (bite); SV F4; SA attacks cause paralysis (save vs. paralyze; elves are affected), rotting stench, unaffected by *sleep*, *charm*, or *hold* spells; ML 9; XP 190.

## THE MANOR HOUSE AND HOSPITAL WING, SECOND FLOOR

Ceilings are typically 10' from the floor. Walls are made of wood and were painted in soothing colors, though most are now dull and covered in bloodstains. Doors, when encountered, are locked.

The stairs going to the left (west) turn south for another half-flight of stairs going up.

### 10. SERVANT'S QUARTERS

This room has three beds and a simple wardrobe used by the staff. There is a spiral staircase that leads down to the Kitchen. There is a window to the west and one to the north. There is a *memento mori* here of one of the cooks being murdered by patients. There is a bag with 28 sp in it.

**Memento Mori:** AL NA; MV 0' (0'); AC 9; HD 1; hp 1; #AT 1; Dmg per the *cause fear* spell; SA unaffected by *sleep*, *charm*, or *hold* spells; SV 0-level human; ML -; XP 10.

### 11. MARRIS'S ROOM

This room belonged to Marris. On first inspection, it looks like the room of a child, save for the adult-sized bed. The room is devoid of monsters, but there are various items of jewelry, toys, and other gifts from her father totaling 150 gp.

### 12. IMOGENE'S ROOM

This room is obviously the master bedroom of the house. There are large windows facing south; Rebecca was a morning person and windows face west.

This room has been ransacked. Paintings on the walls have been destroyed, wardrobes have been pulled apart, clothes ripped. If the party searches, they discover 1,057 gp worth of gems and jewels. There are also two ghouls hiding under the bed.

**Ghouls (2):** AL C; MV 90' (30'); AC 6; HD 2; hp 13, 11, 10, 8; #AT 3; Dmg 1d3 (claw)/1d3 (claw)/1d3 (bite); SA attacks cause paralysis (save vs. paralyze), unaffected by *sleep*, *charm*, or *hold* spells; SV F2; ML 9; XP 47.

### 13. BALCONY

This balcony is situated over the front porch. Characters stepping onto the balcony must make a saving throw vs. wands or fall through the rotting beams of wood, suffering 1d6 damage.



## 14. OPEN HALL

The hall between the rooms on the west side and those on the east side opens to the floor below. A wrought iron railing keeps anyone from falling to the first floor.

## 15. DOCTOR'S ROOM

This is the room of Dr. Ballstrade. It is locked and barred from the inside. If the players manage to open the door, inside they find a room that has not been seen since the night of the storm. The room is still intact with books, papers, and many other items relating the doctor's work. Lying on the bed is a blonde elf woman. She gets up as if she were asleep. She looks confused and asks where Simon is. She is clad only in a thin nightgown and bare feet.

The woman is Galatea. Ballstrade created her as a flesh golem, but she is the most perfect flesh golem ever made. The scars that show where she was stitched together are hardly noticeable. Ballstrade created her as a "companion", but she was becoming unstable. Ballstrade was going to destroy her the night of the storm and start over with a newer model.

Galatea is quite crazy. She reacts to most situations with a tantrum that turns violent. Despite her looks, she is quite strong. She attacks anyone that tells her Simon is dead or tries to take her from this room. She is responsible for killing at least one patient who she thought was trying to take Simon from her.

**Galatea (Advanced Flesh Golem) (1):** AL C; MV 90' (30'); AC 9; HD 7; hp 30; #AT 2 (fist); Dmg 1d8/1d8; SV F7; unaffected by *sleep*, *charm*, or *hold* spells; ML 12; XP 2,200. Electrical damage actually heals.

## 16. HALLWAY

This long hallway spans the Manor House and the Hospital Wing. On the north and south, sides of the Manor House are the doctor's rooms (**area 15.** and **area 18.**). Along the Hospital Wing, it gives access to the critical care patient rooms (**area 19.**). Currently, 8 zombies roam the Hospital Wing section approach the party if they begin to investigate the doctor's rooms.

**Zombie (8):** AL C; MV 120' (40'); AC 8 (natural); HD 2; hp 13; #AT 1; Dmg 1d8 (claws); SA unaffected by *sleep*, *charm*, or *hold* spells; SV F1; ML 12; XP 29.

## 17. ATTIC ACCESS

These are a set of folding stairs that pull down from the ceiling and lead up into the attic.

## 18. DOCTOR'S ROOM

This is a room for a doctor on call. This used to be Imogene's room until she moved to the larger bedroom (**area 12.**). It is now used for medical supply storage. Inside are a number of herbs, balms, and oils used for healing. A cleric, magic-user, or other spellcaster can identify these with a successful Wisdom check. There are also a number of drugs here that can be sold on the black markets (Intelligence check), and many books on pharmacology and anatomy, as well as healing properties of gems, herbs, and various animal parts. The medical supplies can be sold for 1,000 gp and the books for 250 gp if the party can get them all out of the house.

## 19. CRITICAL CARE ROOMS

These rooms were for critical care patients. Usually, ones that need privacy or were too dangerous for the Hospital Wing below. All of these doors are locked. The locks are still of such good quality that any thief trying to pick them suffers a -5% to their abilities.

The rooms are as follows, starting on the north wall furthest west moving east:

- a. Empty.
- b. Empty, but the floor is weak, and if more than five characters stand in this room (or if one character drops in from above) they fall to the Dining Room below, suffering 1d6 damage.
- c. Two zombies are sitting on the beds staring at each other.
- d. A zombie is staring through the window. He does not attack the PCs unless they attack him.
- e. Two ghouls.

On the south wall moving west to east:

- f. *Memento mori* of a patient lying in bed, screaming.

- g. Empty.

- h. Empty.

- i. The wraith of a young man who thinks he is going home soon. Does not attack.

- j. A zombie of a werewolf. This unfortunate was a werewolf that Rebecca wanted to cure. It was kept alive when Imogene and Ballstrade took over so they could experiment on it.

**Memento Mori:** AL NA; MV 0' (0'); AC 9; HD 1; hp 1; #AT 1; Dmg per the *cause fear* spell; SA unaffected by *sleep*, *charm*, or *hold* spells; SV 0-level human; ML -; XP 10.

**Zombie:** AL C; MV 120' (40'); AC 8 (natural); HD 2; hp 13; #AT 1; Dmg 1d8 (claws); SA unaffected by *sleep*, *charm*, or *hold* spells; SV F1; ML 12; XP 29.

**Ghoul:** AL C; MV 90' (30'); AC 6; HD 2; hp 13; #AT 3 (claw/claw/bite); Dmg 1d3/1d3/1d3 + paralysis; SV F2; SA attacks cause paralysis (save vs. paralyze), unaffected by *sleep*, *charm*, or *hold* spells; ML 9; XP 47.

**Wraith (Patient):** AL C, MV 120' fly 240', AC 2, HD 4+1, hp 21, #AT 1, DG 1d6 SA *life drain*, unaffected by *sleep*, *charm*, or *hold* spells; SV F4, ML 12, XP 300;

**Zombie Werewolf:** AL C; MV 120' (40'); AC 6 (natural); HD 4; hp 25; #AT 2; Dmg 1d8/1d8 (claws); SA unaffected by *sleep*, *charm*, or *hold* spells; SV F1; ML 12; XP 135. There is a 10% chance that anyone struck by the zombie werewolf is infected with lycanthropy.

## THE ATTIC

### 20. ATTIC

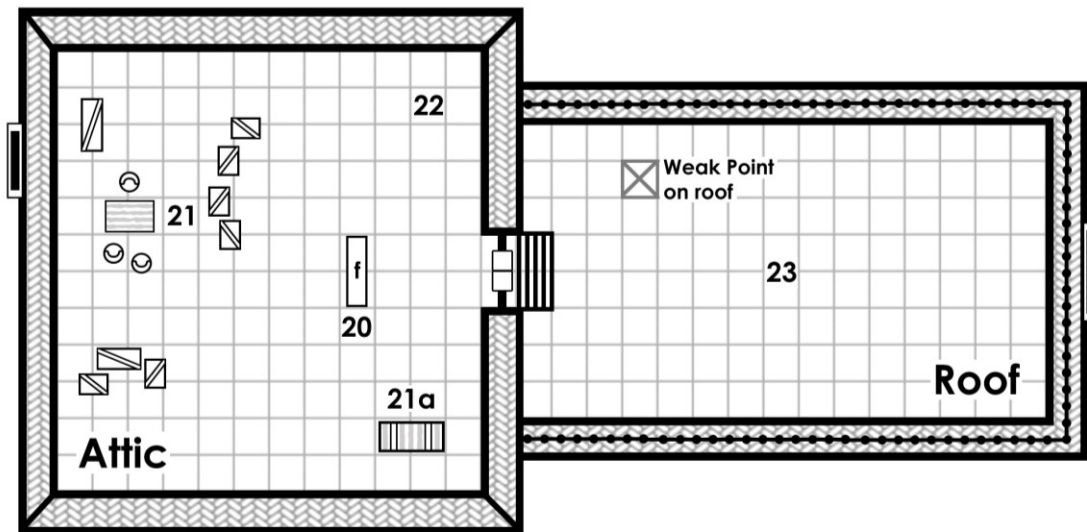
A trapdoor ladder leads up to this large attic space. The attic is dark and filled with crates and boxes. The party can spot a shape moving and watching them from behind the crates. The shape is the wight of Marris.

In death, she has reverted to a much simpler state, and she now thinks she is a girl of age 6 or 7, though she looks like a small, twisted hag. Marris asks the party to "play with her" or join her for a make-believe tea party. If they refuse or even point out her current condition, she becomes agitated and attacks. If they humor her, she tells them all about her mother, father, and sister. If asked about the night of the storm, she grows agitated as she tells the story and attacks in a rage once she is finished.

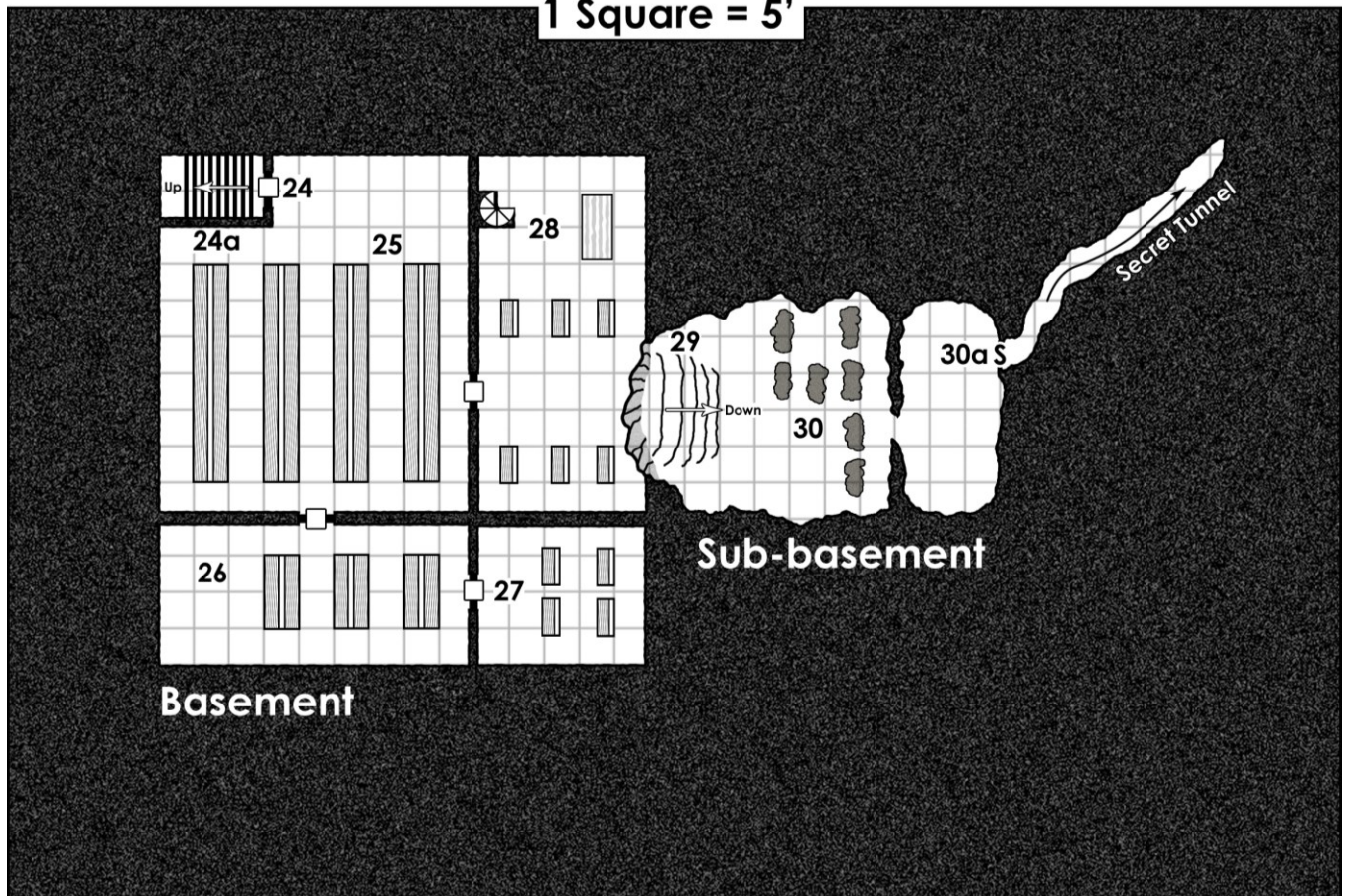
**Marris (Wight) (1):** AL C; MV 50' (150'); AC 5; HD 3+1; hp 10; #AT 1; Dmg 1d4 (claw); SV F3; SA attacks cause level drain), unaffected by *sleep*, *charm*, or *hold* spells; ML 12; XP 120.

If slain, the wight reanimates in on the following night. Marris can only be permanently destroyed by taking her body or ashes to the crypts outside to give it final rest. If this occurs, the PCs receive an additional 1,000 XP each.

## Manor House with Hospital Wing



1 Square = 5'



## 21. BODY IN THE TRUNK

There is a trunk in the southeast corner of the attic. Inside are the remains of a nurse that was particularly vile to the patients and even to Marris when Imogene was not looking. If the trunk is opened, her rotting corpse can be found. Her wraith rises from the corpse and attacks.

If the party releases the wraith before they encounter Marris, 1d6 rounds later, Marris begins to shriek in fear from her hiding place behind the crates. Her screams cause the wraith to hurriedly return to the trunk and close the lid.

There is some gold in this trunk, 55 gp. This money was stolen from Boric and Rebecca by the nurse.

**Wraith (Nurse):** AL C; MV 120' (40')/fly 240' (80'); AC 3; HD 4; hp 22; #AT 1; Dmg 1d6 (touch); SA life drain, unaffected by *sleep*, *charm* or *hold* spells; SV F4; ML 12; XP 300.

## 22. GIANT SPIDER

In the far northeast corner of the attic is a giant spider that has grown fat and evil after draining so many of the walking dead. There is also an egg sack with thousands of baby giant spiders. If the characters split this open, the spiders swarm out.

**Spider, Giant:** AL N; MV 60' (20')/web 120' (40'); AC 6; HD 3; hp 18; #AT 1; Dmg 2d6; SA poison; SV F2; ML 8; XP 80.

**Spider Swarm:** AL N; MV 40'; AC 7; HD 2; hp 9; #AT 1; Dmg 2 hit points; SA double damage vs. unarmored foes; SV 0-level human; ML 11; XP 30.

## 23. ROOF

The roof of the Hospital Wing is accessed via a door on the east wall of the Attic. The roof is surrounded by a low, wrought iron fence. Part of the floor is weak. There is a 1 in 6 chance the floor caves in, dumping the characters into **area 19b**, which then dumps the character into the Dining Hall, below. The character suffers a total of 2d6 damage from the fall.

There are three trapped lightning elementals here, summoned via the same experiments that created the electric skeletons.

**Lightning Elemental (3):** AL N; MV 60' (20'); AC 2 (natural); HD 8; hp 64; #AT 1; Dmg 1d10 (electric touch); SV F8; SA +1d4 dmg against opponents wearing metal, unable to move through wide bodies of water; ML 10; XP 1,570.

# THE BASEMENT AND SUB-BASEMENT

There are two ways to access the Basement. There are the stairs (**area 5.**) that lead down from the Kitchen. This leads to the large food storage area (**area 25.**). The other is the spiral staircase from the Doctor's Office (**area 8.**). This leads to the Doctor's Laboratory (**area 28.**).

## 24. STAIRS

These stairs go down quite a ways. There is a flight down, with a small landing after 12 steps, then another 12 steps. The stairs end at a locked door. The key can be found in the Kitchen near the top of the stairs. Otherwise, this lock is more difficult to pick, imposing -10% to any rolls a thief might use to try to open it. The door is sturdy, but a combined Strength score of 36 can knock it down.

## 24A. STORAGE AREA UNDER THE STAIRS

The door to this storage area is unlocked. It contains extra clothes for the staff and some cleaning supplies. Inside resting are two giant bats and ten normal bats. They fly out at anyone opening the door.

Inside, on a shelf, are four *potions of healing*.

**Ordinary Bat (10):** AL N; MV 9' (3')/fly 120' (40'); AC 6; HD 1 hp; hp 1; #AT 0; Dmg nil; SA confuse prevents spellcasting and causes -2 to saving throws; SV 0-level human; ML 6; XP 6.

**Giant Bat (2):** AL N; MV 30' (10')/fly 180' (60'); AC 6; HD 2; hp 10, 9; #AT 1; Dmg 1d4 (bite); SV F1; ML 8; XP 20.

## 25. FOOD STORAGE

The cool basement is perfect for storing food, but all the food wares have long since spoiled. There are four rows of long shelves covered with broken crockery. The area is devoid of food, but there are thousands of rats. These rats are normal and do not attack the PCs, but they do swarm out to confuse and scare the party.

## 26. WINE STORAGE

This room is locked, and the kitchen key does not fit. The lock is standard. This room was used for wine storage. There are still at least 20 bottles of wine here that are good and can fetch between 50 to 500 gp each, not so much for their vintage, but for their association with the house. On the far east side of the room are the skeletal remains of two dead bodies. They look like former staff members who were torn apart.

## 27. THE ARMORY

Borric the Dog-Faced was a capable fighter in his day. Here is where he kept all the weapons and trophies of his days as an adventurer. There are plenty of arrows, daggers, and even four normal swords. There is *bow+1*, a *sword+2*, a dozen *arrows+1*, a *helm+2*, and a *shield+1*.

Among these weapons is a bag of coins: 1,000 gp, 400 sp, and 200 cp.

## 28. DOCTOR'S LABORATORY

The door to this room is locked. There are several operating tables here as well as a large desk. All the tables feature straps to hold a patient down. One of the tables is attached to a set of wires that lead to a panel on the wall, with levers and spools of copper wire. The wires lead up and disappear into the ceiling.

Roaming the room are three charred skeletons that appear to have had their skin burned off. Their eye sockets crackle with electricity.

**Skeleton, Electric (3):** AL C; MV 60' (20'); AC 6; HD 1; hp 4; #AT 2; Dmg 1d6 (claw)/1d6 (claw) + electricity; SA unaffected by *sleep*, *charm*, or *hold* spells; SV F1; ML 12; XP 47.

There is a large opening on the east wall. It looks as if it had been torn out of the wall, with rough stairs going down.

## 29. SUBBASEMENT STAIRS

These stairs are rough and uneven. A character needs to make a Dexterity check in order not to slip and fall. Anyone falling takes 1d6 damage and alerts the ghouls below.

## 30. SUBBASEMENT

This area is under the Hospital Wing. Imogene cut this place out while searching for her family's gold and treasure. It was also used as a rough gravesite for the patients that did not survive Dr.



Ballstrade's treatments. There are seven mounds of dirt that are covering bodies. Digging below the surface reveals 21 total corpses.

In this room are three intelligent ghouls. Lora, Feena, and Joseph were former nurses that helped Imogene. They became trapped in this room by the curse that killed everyone in the house. They are discussing the best "treatments" for the patients, but their talk always leads to "amputations" or "radical surgery." They do not notice the PCs until at least one is down the stairs.

They greet the PCs warmly, welcoming them to Oakcrest Manor as they fan out into a better position to attack. If the characters speak with them, the ghouls may reveal some of the hospital's history before the fight begins.

**Ghouls (3):** AL C; MV 90' (30'); AC 6; HD 2; hp 13; #AT 3 (claw/claw/bite); Dmg 1d3/1d3/1d3 + paralysis; SV F2; SA attacks cause paralysis (save vs. paralyze), unaffected by *sleep*, *charm*, or *hold* spells; ML 9; XP 47. Each ghoul carries 5 gp in coin.

### 30A. ESCAPE ROUTE

This section of the Subbasement is separated from the rest by a series of wood beams and rock pillars that support the roof. Here in this roughly carved room is the body of Imogene. She attempted to escape using the secret door in the back northeast corner, but was so injured that she died here.

Floating near the exit is the spectre of Imogene. She seems to be trying to claw her way out, but is not getting anywhere.

Imogene is only partially aware of her death. She believes the lightning storm that aggravated the patients and set loose the elementals is still going on. She is aware that her body is on the ground and gets angry at anyone that tries to move it.

Imogene attacks the party, accusing them of trying to steal her gold and treasures, or working with those "peasants" in town. Imogene cannot be Turned here.

**Imogene (Spectre) (1):** AL C; MV 150' (50'); AC 2; HD 6; hp 30; #AT 1 (claw); Dmg 1d8 + level drain; SV F6; SA attacks cause level drain), unaffected by *sleep*, *charm*, or *hold* spells; ML 12; XP 1,100.

When her spectre is defeated, it appears to slip back into her body. Her eyes glow and then fade. If the party tries to move her, she stands up and attacks as a wight.

**Imogene (Wight) (1):** AL C; MV 150' (50'); AC 5; HD 3; hp 15; #AT 1 (claw); Dmg 1d4 + level drain; SV F3; SA attacks cause level drain), unaffected by *sleep*, *charm*, or *hold* spells; ML 12; XP 150.

Only when the wight is defeated can the party move Imogene's body.

Next to her is a large sack filled with silverware (100 gp), gems and jewels (1,200 gp), 20 pp, 100 gp, 200 sp, and 50 cp. The bag is heavy, and it is obvious that she must have dragged it here.

There is a secret door behind a bunch of rubble in the northeast corner. This is where she was headed, and the party can leave this way if they find it. A roll of 1 on a 1d8 is needed due to the construction. Elves, dwarves, and halflings can spot it on a roll of 1, 2, or 3 on a 1d8; thieves on a roll of 1 or 2 on a 1d8.

If the party leaves the same way they came, they must fight any remaining monsters left alive. While Imogene's destruction frees these creatures, they do not know this, and want to keep Imogene here to torture her more.

## CONCLUDING THE ADVENTURE

The party needs to take Imogene's body to the family crypt and burn it. Only then can the curse be lifted. When her remains burn, the house burns down as well.

While the village is saddened to see their famous landmark gone, they are happy for its destruction. The party is expected to tell the villagers everything they saw and did inside. A collection is taken up, and the PCs are paid 50 gp each for their troubles, and allowed to keep anything they found inside.

Once word of the deed spreads, clergymen and the faithful of Law and Order come from far and wide to make pilgrimages to the site. The village of Nahm prospers and the PCs hear their names appear in heroic songs and tales. They should receive a 5,000 XP bonus if they complete the adventure with the house burning down.

## NEW MONSTERS

The following new monsters may be encountered in the area of Oakcrest Manor.

### ELEMENTAL, LIGHTNING

No. Enc.: 1 (1)  
 Alignment: Neutral  
 Movement: 120' (40') (flying only)  
 Armor Class: 2/0/-2  
 Hit Dice: 8/12/16  
 Attacks: See below (1 touch)  
 Damage: 1d10 or 2d10 or 3d10  
 Save: F8 or F12 or F16  
 Morale: 10  
 Hoard Class: None  
 XP: 1,570/2,800/3,300

Elementals are living beings made up of one of the four primary elements. They may be summoned in three different ways, and any time an elemental is summoned, the summoner must spend complete concentration directing the elemental. Elementals will leave when dispelled, destroyed, or ordered to by the summoner. If the summoner stops concentrating or loses concentration due to being struck or taking other actions, the elemental will attack him and anyone in-between it and the summoner. Only magic and magical weapons can harm elementals.

There are three different power levels of elementals, and the type present will be determined by the means used to summon them. Any elemental summoned with a staff is the weakest of the three, having AC 2, HD 8, and Dmg 1d8. Any elemental summoned with other miscellaneous magic items has AC 0, HD 12, and Dmg 2d8. Elementals summoned with a spell have AC -2, HD 16, and Dmg 3d8.

Lightning Elementals: Look like crackling balls of lightning that float in the air. For every HD the elemental has it will have a diameter of 1/2'. So, an 8HD elemental will have a diameter of 4'.

Lightning elementals are unable to move through water that has a width greater than an elemental's diameter. Lightning elementals do an additional +1d4 damage against opponents wearing metal armor.

## GHAST

No. Enc.: 1d6 (1d6)  
 Alignment: Chaotic (evil)  
 Movement: 150' (50')  
 Armor Class: 4  
 Hit Dice: 4  
 Attacks: 3 (claws/claw/bite)  
 Damage: 1d4/1d4/1d8  
 Save: F4  
 Morale: 9  
 Hoard Class: VIII, IX, XI, XXI  
 XP: 190

These despicable undead creatures resemble ghouls and are often found with them. However, ghosts are much more powerful. Their bite induces paralysis for 2d4 turns unless a successful saving throw versus paralyze is made; this paralysis is potent even to elves. Also, ghosts have a horrible rotting stench, and any beings within 10' must save versus poison or become horribly sick and vomiting, suffering -2 to hit in combat. Ghosts represent such a powerful evil that *protection from evil* is ineffective against them unless combined with powdered iron. Cold iron weapons deal twice normal damage against ghosts.

## MEMENTO MORI

No. Enc.: 1-2  
 Alignment: NA  
 Movement: NA  
 Armor Class: 9  
 Hit Dice: 1d4 (1 hit point)  
 Attacks: 1 (fear)  
 Damage: as per fear spell  
 Save: 0-level human  
 Morale: NA  
 Hoard Class: nil  
 XP: 10

Memento Mori are the remains of a violent death. When someone dies a particularly violent death, they can leave behind a fragment of their psychic energy as a memento mori. They appear as thin, ghostly shapes acting out the moment of their death over and over again. Rarely will they interact with the living.

Upon seeing a memento mori, creatures and character at or below 3 hit die/levels act as if a *fear* spell was cast on them. Observers of 4-6 HD are allowed a saving throw vs. petrify to avoid the effects. Creatures of 7 HD or more are not affected.

A cleric who can dispel undead of 1 HD can put a memento mori to rest. Also, a memento mori can be put to rest via an *atonement*, *banishment*, *exorcise*, or *wish* spell.

**SKELETON, ELECTRIC**

No. Enc.: 1-2  
 Alignment: Chaotic  
 Movement: 90' (30')d  
 Armor Class: 6  
 Hit Dice: 2  
 Attacks: 2 claws, plus electrical attack (special)  
 Damage: 1d6, 1d6  
 Save: F2  
 Morale: 12  
 Hoard Class: nil  
 XP: 47

Electric Skeletons are the pitiable remains of patients who died while being subjected to the terrible experiments Imogene began near the end of her reign in the Manor. The device she used took power from electric eels to deliver shocks to uncooperative patients. Patients were much easier to deal with after these treatments. When Dr. Ballstrade joined the staff, he used stronger means including elemental lightning. Many patients were burned beyond recognition in the early experiments till a proper setting was discovered.

These skeletons look like normal skeletons, save that they appear to have been burned down to the bone. Their eyes flicker with an evil light. They are faster than normal skeletons and can attack with two claws per round. They are mindless and attack without regard to whom they are attacking, just as long as they are alive.

Attacking these skeletons with an edged weapon such as a sword or spear will result in a discharge of electricity that deals 1d4 damage to the attacker (saving throw vs. paralyzation for half). Attacks using electricity, such as *lighting bolt* or *shocking grasp*, do no damage. These creatures are Turned as zombies or 2 HD creatures.

**WILL-O'-WISP**

No. Enc.: 1 (1d3)  
 Alignment: Chaotic (evil)  
 Movement: 180' (60')  
 Armor Class: -8  
 Hit Dice: 9  
 Attacks: 1  
 Damage: 2d8  
 Save: F9  
 Morale: 7  
 Hoard Class: XVIII  
 XP: 3,100

Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1' across, and its glowing body sheds a variable amount of light in order to confuse victims. They may become invisible for 2d4 round intervals. Will-o'-wisps usually avoid combat. They prefer to confuse and bewilder adventurers, luring them into morasses or other hazardous places where they feed on life energy as a victim dies in a trap or other hazard.

When they are forced to fight, they let loose small electrical shocks that deal 2d8 hp damage. A will-o'-wisp is immune to most spells except *magic missile*, *maze*, and *protection from evil*.

However, these creatures are vulnerable to normal attacks. They are highly intelligent, and if reduced to only a few hit points they may negotiate with opponents for survival.

# THE NIGHT OF THE JACKAL

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Cartographer: Tim Hartin

*The Night of the Jackal* is a *Labyrinth Lord*™ adventure for 4-6 characters of 2nd-4th level. The adventure can be placed on any major road in the Duchy of Valnwall.

*The adventure summary is as follows:*

The party discovers that the caravan of a wealthy Valinian merchant has been beset by bandits. The bandits have kidnapped the merchant's daughter and stolen many of his things. Most of his guards were killed or captured—only his chief man-at-arms escaped and he is badly wounded. The injured man-at-arms followed the bandits after the attack. He can lead the party to the scene of the attack and to the bandits' tower. He knows of the main entrance and believes there may be another in the cave behind a nearby hill.

The bandits' stone tower is built abutting a hill and does in fact have two entrances: a main entrance which is guarded by bandits, and a rear entrance which is a cave that leads to the third floor of the tower or to the dungeon below. At the top of the tower is a ceremonial table where the sorceress Dribbeth seeks to summon a jackal demigod named Inpu (a standard order demon) by sacrificing the merchant's kidnapped daughter. Dribbeth is assisted by a jackalwere named Rathe.

The tower is guarded by multiple bandits and jackals on the lower levels, and a few higher-level warriors on the upper levels. There is a dungeon below the tower where some of the merchant's men are imprisoned, as well as some troglodytes and brigands.

The cave entrance has a wounded ogruk (ogre) living in it. The main passage splits, one heading up towards the tower, and a second descending, leading to more caves. The passage heading up leads to a ledge where the party can attempt to build a bridge to one of the windows in the upper floor of the tower.

**Note:** Jackals and jackalweres are not indigenous to the Duchy of Valnwall. Few native PCs should know what a jackal is, so they can be described as medium-sized, golden dogs. The jackals might be confused with skinny grey wolves or coyotes at a distance. Only by getting close to them do the PCs realize that they are neither dogs nor wolves, but something they've never seen before.

The jackalwere Rathe is likely to be confused with other lycanthropes, but it is something else entirely. The jackalwere is not harmed by silver, nor does it react to wolvesbane, and its bite is not contagious. That said, as adventurers have not encountered jackalweres in the Valnwall, it is safe to assume that people in the region would think them lycanthropes and prepare accordingly.

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## BEGINNING THE ADVENTURE

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There are a number of potential ways to introduce players to this adventure. The simplest is to have the party come across the ambushed merchant on a journey between towns or while returning from a different adventure. In this sense, it is very plug-and-play.



There are other options as well:

- Farmers and travelers have been complaining about small, golden dogs that have been attacking in packs recently. A group of farmers hires the party to investigate.
- The Church of Law and Order has heard rumor of a new cult from foreign lands in the area. The party can be hired/coerced/forced to investigate or might explore the information further on their own.
- News that the Old Tower outside of town has had some activity recently. The party is hired to investigate.
- Complaints of stinky, scaly monsters creeping into Old Man Whither's barn and killing his cattle has caused a stir. An old adventurer looks over the tracks left by the monsters (troglodytes) and determines they came from the Old Tower.
- A strange foreign man and his sister showed up recently looking to hire some ne'er-do-wells from town. They spoke to each other in a strange, guttural tongue and mentioned the return of Inpu, whoever that is. The Church of Law and Order wants you to investigate.
- The party is at an inn, resting between adventures when a young boy bursts into the room, babbling on about an ambush on the road, crazy golden dogs, and evil men kidnapping a merchant's daughter. The merchant's name is Roman don Garum. The boy can lead the PCs to the where Don Garum and his wounded man-at-arms are recovering.
- Werewolves are about. We thought they were all killed by the Duke's men a decade ago, but we seen a man turn into a wolf near the Old Tower. I bet the Duke'd pay a pretty penny for its hide!

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## RUMORS

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If the party is hired or somehow comes across the adventure in town, they can find out some rumors of the Old Tower from the locals. (T) means a True rumor, (F) means a False rumor, and (L) means it is up to the Labyrinth Lord to decide whether or not the rumor is true or false.

1. The Old Tower is haunted (F)
2. The previous owners hid a treasure beneath it that no one has found! (T)
3. The glowing mushrooms make your belly glow (T)
4. When the cave splits, go up. (L)
5. You can get to the tower from a cave in Fellcastle Hill (T)
6. The golden wolves have poisonous bite. (F)
7. The new occupants are from beyond the Great Valnwall. (L)
8. The tower has a back door near the kitchen (F)
9. If the cave splits, go down. (L)
10. I saw someone change from a small wolf to a man. (L)
11. The new occupants are really just good guys. (L)
12. The password is "Rick Sent Me" (F)
13. The caves are full of ghouls. (F)
14. There is a werewolf in the tower. (F)

15. You'll need a lot of holy water for this trip. (F)
16. The new occupants speak in a guttural language that we've never heard before. (T)
17. The doors leading up are trapped. (L)
18. A druid has taken up residence and is changing people into small wolves. (F)
19. The tower was once owned by a powerful wizard but then abandoned. (L)
20. Load up on silver and wolfsbane. You'll need it. (L)

## THE AMBUSHED CARAVAN

The caravan was ambushed on the road about five miles from town. The wagons are smashed and the horses are dead from sword and arrow wounds. A dozen dead men-at-arms and brigands are scattered in the area as well as a few dead jackals, which the party should not have any familiarity with. This part of the road is forested on both sides.

The merchant, Roman don Garum, is badly wounded and propped up next to a tree—he has multiple injuries and is fading in and out of consciousness. He is insistent that someone save his daughter, Petra, who has been kidnapped by those who ambushed them. He promises his treasure if the party agrees to help. Don Garum insists they leave as soon as possible as he overheard someone mention a “sacrifice” after the raid and he fears for Petra's life.

Garum is being tended to by his man-at-arms, Druss, who is also badly wounded. He says that the caravan was caught by surprise and was attacked by a large group of armed men and coyote-like golden dogs. If shown a jackal corpse, he identifies it as one of the attacking animals.

At least five of the merchant's guard were killed in the ambush. Druss protected Roman until the bandits fled. He then followed them to the Old Tower and came back to guard his employer. Druss can lead the party to the tower and describe what he's observed (guards and dogs, activity in the tower, guards are very disciplined). He also mentions that he's checked behind Fellcastle Hill and noticed a cave with what appears to be an ogruk occupying it. He does not join the party on the raid.

The tower is a half-mile or so from the site of the ambush.

## THE OLD TOWER AND FELLCASTLE HILL

The Old Tower stands alone in a clearing next to a hill named Fellcastle Hill. The clearing extends some 50 yards from the front of the tower to the treeline (two rounds of running for most characters). The stone tower looks ramshackle, as if it has been abandoned for some time (which it has) and some of the windows are “expanded” through missing stones, a few of which lie at the base of the tower.

Fellcastle Hill stands approximately 50' tall and lies approximately 10' away from the back side of the Old Tower. Its sides are unnaturally steep, more like jagged cliffs, and the entire hill has a vague, castle-like shape. According to legends, the hill was once a mighty fortress until its destruction—some say by magic while others say by dragonfire. It is said that the Old Tower is all the remains of this once-great fortress.

A natural cave complex is located in the hill. This cave system connects to the manmade dungeons beneath the Old Tower and is probably the safest way for the PCs to enter the Old Tower.

The party can approach the back side of Fellcastle Hill (and the Cave Entrance) without being spotted from the tower. The clearing surrounds the tower and hill, making approach from the tower side difficult. The party is almost certainly seen by the brigands in **area 20** if they break cover on the front side of the tower.

## CAVE AND DUNGEONS

### 1. CAVE ENTRANCE

This is a large, round cavern whose entrance is poorly hidden by uprooted bushes at the base of the Fellcastle Hill. A large fire burns in a firepit and the area is strewn with ramshackle furniture. An ogruk (ogre) named Sormash lives here. His right arm is bandaged and he appears to have been in recent battle.

Sormash is extremely passive for an ogruk—he's encountered local humans in the past and just wants to be left alone. He has come to hate the brigands, trogs, and everyone living here since they have moved in. He can be recruited to assist the party with some fast talking. If befriended, he suggests entering the tower to fight the brigands rather than going through the caves—he hates the inner caverns since something burned him there once, like the water was burning. He has a chance of betraying the party equal to his Morale any time he is wounded. If this happens, Sormash retreats back to this cave.

**Sormash the Ogruk:** AL C; MV 90' (30'); AC 5; HD 4+1; hp 20; #AT 1; Dmg 1d10 (club); SV F4; ML 10; XP 215.

Remnants of brigand corpses and a few jackal carcasses lie among the place. There are some troglodyte bodies in the fire, apparently inedible to this ogruk's taste. There is a box in one corner, near a bedroll, that contains the ogruk's stash (80 gp, a *potion of invisibility*, a *sword+1*, a *hand axe+1*, a normal dagger, some old smelly boots, an ogruk love trinket, and a jaunty cap with a feather in it).

There is a garbage pit with old clothes, rusted weapons and armor, rot grubs, and some treasure. If anyone searches the garbage pit, roll 1d4 per turn and consult the table below.

GARBAGE PIT TABLE		TREASURE TABLE	
Roll	Result	Roll	Result
1	Treasure (see Treasure Table). This result occurs only once.	1	<i>Chain Mail+1</i>
2-3	Nothing of Value	2	<i>Shield+1</i>
4	1d3 Rot Grubs	3	Jeweled Dagger (50 gp)
		4	Sack with 30 sp
		5	1 Large Gem (100 gp)
		6	Necklace (50 gp)
		7	Scroll - 1 spell (cleric - <i>silence 15' radius</i> )
		8	<i>Ring of Delusion</i>

## 2. WET CAVE

The path leading to the caves from the ogruk's residence narrows and becomes smaller (which is why the ogruk doesn't normally come in here) and then expands to a damp cave with a high ceiling. Multiple stalactites and stalagmites hug the ceiling and floors and there is no obvious path through them, even though there is an obvious exit beyond. The cavern is damp and you can hear water dripping and there are puddles on the floor. There is a small stream trickling from some of the puddles down towards the exit at the rear of the cave.

There is a grey ooze that lives among the wet stone floor. It attacks any who enter. Every round of combat, there is a 1 in 6 chance that the stirges in **area 3.** are attracted to the room and attack.

**Grey Ooze:** AL N; MV 10' (3'); AC 8; HD 3; hp 12; #AT 1; Dmg 2d8 (acid); SA clings once hit, immune to fire and cold; SV F2; ML 12; XP 80.

## 3. SMALL CAVE

This small cave is drier. There is a stirge nest here. Half of the stirges likely come if there is commotion in **area 2.**

**8 Stirges:** AL N; MV 30' (10')/fly 180' (60'); AC 7; HD 1; hp 7, 7, 6, 5, 3, 3, 2, 1; #AT 1; Dmg 1d3 (pierce); SA +2 to hit first strike, then latch on for 1d3 dmg per round; SV F2; ML 9; XP 16. No treasure.

## 4. PATH UP

The door to the path up is locked and trapped. The trap releases a boulder (Indiana Jones style) which rolls down the sloping path from the hallway between **area 5.** and **area 6.** Everyone in its path takes 3d6 damage (saving throw vs. petrify for 1/2 damage).

## 5. STORAGE ROOM

A few fire beetles have holed up here. This was an extended storage area for one of the tower's previous occupants. Old ropes and wooden ladders are here as well as stone masonry supplies. There is a 1 in 4 chance the ropes or ladders break when used.

**4 Fire Beetles:** AL N; MV 120' (40'); AC 4 (natural); HD 1+4; hp 12, 11, 10, 7; #AT 1; Dmg 2d4 (mandibles); SV F1; ML 7; XP 15.

## 6. STORAGE ROOM

Giant rats have infested this room. This was an extended storage area for one of the tower's previous occupants. Old ropes and wooden ladders are here as well as carpentry supplies. There is a 1 in 4 chance the ropes or ladders break when used.

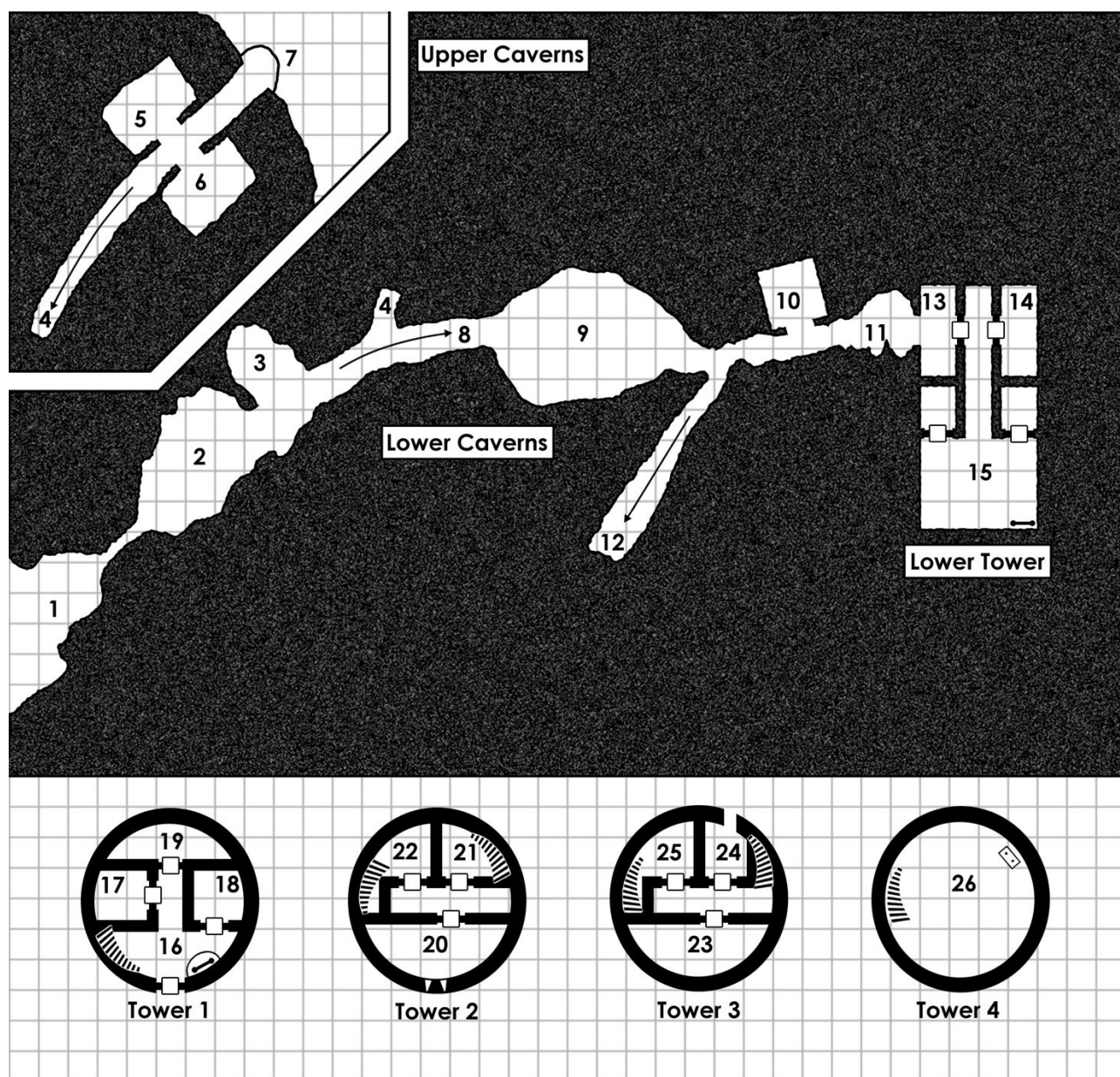
**7 Giant Rats:** AL N; MV 120' (40')/swim 60' (20'); AC 7 (natural); HD 1d4 hit points; hp 4, 4, 4, 4, 3, 1, 1; #AT 1; Dmg 1d3 (bite) + special; SA 5% chance bite causes disease; SV F1; ML 8; XP 6. No treasure.

## 7. OPENING

This is an opening that looks out to the Abandoned Storeroom on the third floor of the tower (**area 24.**). There was once a bridge here between the tower and the cave, but that has since collapsed. Enterprising adventurers can use items from **area 5.** and **area 6.** to span the gap.

## 8. PATH DOWN

The trickle of a stream from **area 2.** flows down this path. Phosphorus glowing mushrooms light the path. The mushrooms cancel giant tarantula poison if consumed. They also make the tummy of the consumer glow like a *light* spell for 1d4 turns.



## 9. SPIDER CAVE

This large cavern is full of small glowing mushrooms on the ground and lower walls (the same kind as in **area 8**). The glowing mushrooms make spotting the two giant tarantulas in the upper recess very difficult.

**2 Giant Tarantulas:** AL N; MV 120' (40'); AC 5 (natural); HD 4; hp 27, 15; #AT 1; Dmg 1d8 (bite) + poison; SA dancing spider poison; SV F2; ML 8; XP 135.

In the back are the desiccated corpses of a few troglodytes, which have 18 sp, 61 gp, and four gems (2x25 gp, 1x50 gp, and 1x1000 gp value) among them.



## 10. MOLD

The door to this room has crumbled from (normal) mold. There is yellow mold in this room, covering old chests.

**3 Yellow Mold:** AL N; MV 0; AC always hit; HD 2; hp 13, 12, 7; #AT spores; Dmg 1d6 (acid) + special; SA spores kill in 6 turns if save vs poison failed, immune to everything except fire; SV F2; ML N/A; XP 38.

The chests are locked but not trapped. They hold treasure from the days of the original occupants of the tower—600 sp, 110 gp; 30 pp, 29 gems (1d4 x 100 gp each), 24 jewelry (1d6 x 100 gp each), *ring of fire resistance*; *scroll of warding (undead)*; *wand of fear*; *longsword+1*, +2 versus lycanthropes; *banded mail+1*; *shield+1*.

## 11. BREAKOUT!

If the party approaches this room from **area 9.**, a boom is heard and dust fills the area. This is from the cave-in created in **area 12.** After one round, the sounds of battle fill the air.

The troglodytes have broken through to **area 13.** When first encountered there is a battle going on between troglodytes and brigands. There are eight troglodytes fighting here against the brigands in **area 13.** As the battle is their first priority, adventurers approaching from the west are not noticed immediately unless they are being very foolhardy.

**8 Troglodytes:** AL C; MV 120' (40'); AC 5 (natural); HD 2; hp 11, 11, 9, 9, 8, 7, 6, 3; #AT 3 (2 claws, bite); Dmg 1d4/1d4 (claws) + 1d4 (bite); SA surprise 4-in-6, stench, save vs poison or fight at -2; SV F2; ML 9; XP 38. No treasure.

## 12. CAVE IN!

This downward sloping tunnel is caved-in and dust fills the air. Underneath the debris is the freshly killed body of a troglodyte, half buried, and two brigands, mostly buried. This area was a guard post where brigands stood watch to keep out the troglodytes that live in another cave complex far below. The trogs have just launched a surprise attack, but the fighting triggered a cave-in, trapping the troglodyte raiding party in the dungeons beneath the Old Tower. Nothing of value can be recovered from any of the bodies here.

## 13. STOREROOM WITH BATTLE

This is a room with the wall broken in (the wall opposite the door) from a cavern just beyond. A battle rages between troglodytes and brigands, who eventually kill each other.

If the party first approaches this room from **area 15.**, a boom is heard and dust fills the room. This is from the cave-in created in **area 12.** The sound of fighting fills the air.

Other than broken crates, there are a dozen brigands here, mainly fighting with spears. There is a 3 in 6 chance that they mistake the party for reinforcements. Careful inspection of the wall by a dwarf has a 2 in 6 chance of noticing that there was once a doorway here, that was masoned over many years before.

**12 Brigands:** AL C; MV 120' (40'); AC 6 (leather + small shield); HD 1; hp 3; #AT 1; Dmg 1d6 (spear); SV F1; ML 8; XP 10.

## 14. STOREROOM

This room is mostly empty but for some old sacks and empty crates.

## 15. DUNGEON

The rungs of the ladder lead up to **area 16.** Nearby, around a corner, are 2 brigands and a few cells. The brigands are arguing about whether they should help the others in **area 13.** They have a

table with dice and some coins on it, as well as flagons of water. There is a large bucket of water and another of waste. Wooden bowls once filled with stew are in a pile in the corner. A sack with the prisoners' effects hangs from a peg.

The cells hold two badly injured men-at-arms from the merchant's caravan. They are being held by the jackalwere Rathe as sacrificial victims in case the incantations on the Roof need to be repeated. They are barely fit for travel and require healing and food. Rescuing the prisoners and escorting them to the nearest town earns the PCs an additional reward from the merchant and a good reputation with locals in the area.

A third cell holds a very badly injured and unconscious man. He requires a healing spell of some sort to be roused, and mentions that he is Cornelius, an acolyte in the Church of Law and Order. He claims that he was kidnapped from a nearby church. He's been badly tortured to find out information about members of Church hierarchy. He suspects that it is for bribing or blackmailing some clergymen. If he is shown the bodies of Dribbeth and Rathe, he claims that there was a third man who went by the name Atar (who is not found within the tower and can be an adventure seed in the future).

**2 Brigands:** AL C; MV 120' (40'); AC 4 (chain + small shield); HD 1; hp 3; #AT 1; Dmg 1d8 (longsword); SV F1; ML 8; XP 10.

## TOWER LEVEL ONE

### 16. TOWER ENTRANCE

The front door of the tower is a massive set of wooden double doors nearly 10 feet wide. It is quite old and has gaps where the party can peek inside. There are crumbling old blocks, which help make the floor more level and highlight the irregularity of the ground the tower was built upon.

Beyond the doors is a large foyer with some guards rolling dice and napping. These guards sit at a table or lie on cots. The stairs here lead up to a trapdoor in the ceiling (**area 22.**). Another trapdoor in the floor provides access to a ladder that leads down to the dungeon (**area 1.**).

The brigands attack any who enter. If they are losing, the leader sounds the alarm, and brigands from **area 17.** arrive in three rounds.

**4 Brigands:** AL C; MV 120' (40'); AC 6 (leather + small shield); HD 1; hp 3; #AT 1; Dmg 1d6 (short sword); SV F1; ML 8; XP 10.

**3 Jackals:** AL N; MV 150' (50'); AC 7 (natural); HD 1d4 hp; hp 2; #AT 1; Dmg 1d2 (bite); SV F1; ML 7; XP 5.

**1 Brigand Leader:** AL C; MV 120' (40'); AC 2 (banded mail + small shield); HD 3; hp 17; #AT 1; Dmg 1d8 (longsword); SV F3; ML 8; XP 50.

### 17. SLEEPING AREA

There are a few brigands here, wounded from the kidnapping skirmish. They lie on cots and on straw piles on the floor. There are a few chamber pots and some sacks filled with personal effects (spare clothing, silverware, trinkets), all worthless.

**6 Brigands (wounded):** AL C; MV 120' (40'); AC 9 (none); HD 1; hp 3 (currently 1); #AT 0; Dmg n/a; SV F1; ML 8; XP 0.

### 18. KITCHEN AND MESS

A chef named Poul of Agrea works this kitchen. A larder is off to the side.

This is a kitchen with a smoky fire and a few cauldrons filled with venison stew and hard, flat rolls. The larder has onions, garlic, a small sack of salt, a larger sack of roughly ground flour, barley, and some dried herbs. There are two small kegs of ale and a third that is half-empty. There are five flasks of oil and a block of hard cheese as well. There is a *potion of sleep* hidden among oils and vinegars.

The chef is actually a spy sent from the Church of Law and Order. He is investigating rumors of a new cult from the lands beyond. He knows that the two leaders are up top and something big is happening tonight. If he recognizes the PCs as agents of Law or if the PCs attempt to befriend him, he offers his assistance. He cannot join the party (he cannot break cover!), but he does offer to put the *potion of sleep* into the food that is served to the brigands in **area 19**. All remaining brigands and jackals magically fall asleep in 2d4 turns if this action is taken.

**Poul of Agrea (1st-level Cleric):** AL L; MV 120' (40'); AC 5; hp 9; #AT 1; Dmg 1d6+1 (rolling pin/club + Str); S 15, D 12, C 10, I 8, W 16, Ch 10; SA spellcasting, Turn undead; SV C2; ML 8; XP 47; holy symbol of Ipnu, 4 sp.

Spells: 1st: *cure light wounds*.

**3 Jackals:** AL N; MV 150' (50'); AC 7 (natural); HD 1d4 hp; hp 2; #AT 1; Dmg 1d2 (bite); SV F1; ML 7; XP 5.

There is a small coffer of exotic spices (worth 100 gp) stolen from the merchant's caravan.

## 19. LOUNGE

This room has a number of cushions and a few tables. Off-duty brigands (ten of them) lounge here, with a few jackals nearby. There are dirty wooden stew bowls and bits of bread on the floor and tables, and flagons of ale. There are loaded dice on one of the tables, and a few bits of parchment with fair drawings of nude harlots in charcoal. A small keg of ale is here, half drunk, and two chests stolen from the merchant's caravan. The chests contain bolts of cloth (worth 400 gp) and foreign oils and spices (worth 500 gp). They are unlocked (locks broken) and open.

**10 Brigands:** AL C; MV 120' (40'); AC 6 (leather + small shield); HD 1; hp 3; #AT 1; Dmg 1d8 (longsword); SV F1; ML 8; XP 10.

**6 Jackals:** AL N; MV 150' (50'); AC 7 (natural); HD 1d4 hp; hp 2; #AT 1; Dmg 1d2 (bite); SV F1; ML 7; XP 5.

# TOWER LEVEL TWO

## 20. WATCH ROOM

This door is unlocked. There are two brigands watching the entrance from afar. This room is dark at night (to preserve night vision). There are stools and a chamber pot in this room.

**2 Brigands:** AL C; MV 120' (40'); AC 4 (chain + small shield); HD 1; hp 3; #AT 1; Dmg 1d8 (longbow) or 1d6 (short sword); SV F1; ML 8; XP 10.

## 21. OFFICER'S QUARTERS

The door to this room is closed but not locked. This is a bedroom with multiple bunks. If the alarm hasn't been sounded, there are two brigand leaders and a jackal sleeping here.

**2 Brigand Leaders:** AL C; MV 120' (40'); AC 2 (banded mail + small shield); HD 3; hp 3; #AT 1; Dmg 1d8 (longsword); SV F3; ML 8; XP 50.

**3 Jackals:** AL N; MV 150' (50'); AC 7 (natural); HD 1d4 hp; hp 2; #AT 1; Dmg 1d2 (bite); SV F1; ML 7; XP 5.

These leaders have a footlocker filled with 50 cp, clothing, and personal effects.

## 22. ARMORY

The door to this room is locked and trapped (a poison needle trap—saving throw vs. poison or die). This is an armory, with fifteen longswords, thirty spears, ten small shields, seven helmets, two longbows, and a crate of eighty arrows. There is also spare bowstring and other repair items for weapons and armor. One of the spears is a *spear+1* with an ancient spearhead. Five of the arrows are also *arrows+1* (distinguished from the rest by a green band) with iron arrowheads.

## TOWER LEVEL THREE

### 23. BEDCHAMBERS

This door is closed and locked and trapped (a guillotine door trap—ten seconds after the door is opened, a guillotine blade falls through the door jamb forcing anyone near the door to make a saving throw vs paralysis or suffer 3d10 damage). This is a room with nicer bedding and a few chests. There are some Inpu holy symbols here.

The brigand chief is napping. He awakens if the door is forced or the trap is sprung. The chief is a devout convert to Inpu. He attacks anyone who enters.

**Brigand Chief:** AL C; MV 120' (40'); AC 1 (plate mail + small shield); HD 3; hp 18; #AT 1; Dmg 1d8+1 (longsword +1); SV F3; ML 8; XP 75. Chest containing 500 cp.

### 24. ABANDONED STOREROOM

The door is blocked from within and needs to be smashed to open it from the hallway. The new occupants of the tower couldn't get the door open. This room has an opening to outside, and is full of old junk, mostly moldy. A large beam and some stones block the door.

### 25. PLANNING ROOM

The door to this room is open and within is a table with a crude map of the surrounding area. Churches and holy sites of Law and Order are marked on the map along with notes in a foreign language (Jackalish). Two robed men are here, deep in discussion.

**Cleric of Inpu:** AL C; MV 120' (40'); AC 5; hp 9; #AT 1; Dmg 1d6 (light flail); S 10, D 15, C 10, I 6, W 15, Ch 8; SA spellcasting, Turn undead; SV C2; ML 8; XP 47; *Staff of the Serpent*, *potion of heroism*, holy symbol of Inpu, 5 sp, 4 cp.

Spells: 1st: *cause fear*, *cause light wounds*.

**Cleric of Inpu:** AL C; MV 120' (40'); AC 5; hp 7; #AT 1; Dmg 1d6+1 (mace + Str); S 14, D 11, C 8, I 7, W 15, Ch 5; SA spellcasting, Turn undead; SV C2; ML 8; XP 47; *potion of heroism*, holy symbol of Inpu, 6 sp, 2 cp.

Spells: 1st: *light*, *cause light wounds*.

There are shelves here with notes in Jackalish and a book on the legends of Inpu, also in Jackalish. There are two *potions of heroism* and two *potions of extra-healing* here, and a *scroll of warding (undead)*.

## TOWER ROOF LEVEL

### 26. TOWER ROOF AND ALTAR

The stairway opens to the top of the tower, which is mostly flat. There is a makeshift altar on the far side of the roof. There, the sorceress Dribbeth and the jackalwere Rathe chant from an open scroll. Four jackals sit in a semi-circle around the unholy table. Nearby, the merchant's daughter Petra is tied and gagged, propped against a few large chests. The chests contain the merchant's

main horde including various gems, 48 total (100 gp each), 600 sp in coins, and various exotic goods worth 500 gp

Dribbeth and Rathe read from a *scroll of demon summoning*, which is destroyed if the spell is interrupted or finished (unrecoverable by the PCs). Rathe and his jackals attack the PCs on sight. Dribbeth attempts to wrestle Petra to the altar and finish the incantation before killing her with a curved sacrificial knife known as a *kris*—this takes twelve rounds. If successful, Inpu (a standard order demon) is called into being. As there is no protective circle, he attacks all on the tower rooftop before leaving for the countryside to terrorize the known world.

The jackalwere directs the jackals and clerics to attack, following up himself.

Petra is in shock from her ordeal but otherwise unhurt and can accompany the party back to her father (unless she was sacrificed, in which case, all bets are off).

**Dribbeth (3rd-level magic user):** AL C; MV 120' (40'); AC 8 (Dex); MU3; hp 8; #AT 1; Dmg 1d4 (dagger); S 7, D 15, C 10, I 15, W 8, Ch 9; SV MU3; SA spellcasting; ML 8; XP 155; *wand of magic missiles* (12 charges), silver chain with jackal head carved jade (350 gp), 7 gp, 10 sp.

Spells: 1st: *charm person\**, *detect magic*, *magic missile*, *light*, *read magic*, *shield*, *protection from good\**, *unseen servant*; 2nd: *ESP*, *arcane lock*, *mirror image\**, *web*; 3rd: *dispel magic*, *hold person*.

\*denotes memorized spell

**Rathe (Jackalwere):** AL C; MV 120' (40'); AC 4 (natural); HD 4; hp 27; #AT 1; Dmg 2d4 (bite) or Gaze; SA Gaze puts victim to sleep (as spell) unless save vs spells, only harmed by iron weapons or +1 or better; SV F4; ML 9; XP 190

**3 Jackals:** AL N; MV 150' (50'); AC 7 (natural); HD 1d4 hp; hp 2; #AT 1; Dmg 1d2 (bite); SV F1; ML 7; XP 5.

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## CONCLUDING THE ADVENTURE

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If the party is successful in rescuing the girl, the merchant allows the party to keep all of the treasure gained (most of which was from his caravan, so he counts it as payment) and pay the party 100 gp more if they escort him, his wounded men-at-arms, and his daughter to the nearest city. This also improves the party's reputation among many merchants, especially those dealing in exotic goods, which can result in better pricing, special behind-the-counter items, and future employment (transporting goods, finding specific artifacts, escorting caravans, etc.).

The Church of Law and Order is most interested in the summoning attempt of Inpu and the emergence of the jackalweres, who are from the faraway lands of Mujabi. Other adventures can be seeded from here, in service to the Church or local governments. Who were these jackalweres? Who is Inpu and what is the goal of this new cult? Where can the rest of the cultists be found?

The mysterious cultist known only as Atar has obtained information on some Church of Law and Order officials. How will he proceed? Can the party stop him? And can they trust anyone in the Church of Law and Order who tells them not to worry?

The cave-in can also be cleared away and the lower caves explored. Where do they lead? Is there a troglodyte city under the Old Tower? What is causing them to break into the tower? Perhaps they are searching for treasure or perhaps they are fleeing something even more sinister.



# BLOOD OF THE VINE

Author: Matt Jackson  
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*Blood of the Vine* is a *Labyrinth Lord*™ adventure for 3-6 characters of 6th-8th level. The adventure can be set in any remote, forested location in the Duchy of Valnwall.

*A summary of the situation is as follows:*

Delmer Gundermader purchased a little cottage for he and his wife a few years ago. The cottage sat on land that had once been a vineyard before falling into disrepair decades ago, after the previous owner and his family vanished. Delmer and his wife currently reside in the cottage and raise a herd of goats. Farther back on the land, across overrun and wild vineyards, sits a small stone building that has fallen into ruin. This ruined building was once the vineyard's main wine shop and tavern.

Delmer began raising goats and the land proved to be ideal. He soon had a large herd of healthy goats. Life was wonderful, until he began clearing land in the overgrown vineyard to accommodate his growing herd. Then, one by one, his goats began to disappear. Now, the vineyard is permeated by a feeling of dread and darkness. A low fog continually hugs the ground and seems to be emanating from the ruined tavern.

What Delmer does not know is that his land has been corrupted by a *shambling wall* and a *blood nymph* who lives in the forgotten vineyard (see **New Monsters**). The *blood nymph* was betrayed by the original owner of the vineyard, whom she murdered, making a pact with the forces of Chaos to secure his death. She has since lingered in the cellar below the ruined tavern and behind the *shambling wall*, unable to leave. Instead, she tortures and haunts all who would dare take "her" land.

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## GETTING THE PLAYERS INVOLVED

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There are several suggested ways to get the PCs involved.

Delmer had petitioned a previous adventuring company to explore the cellar and remove whatever was causing the gloom. One of them disappeared into the ruins two weeks ago and no one from the party has returned. Since that time, something has been spotted moving in the fog, and strange sounds originate from the ruins when darkness settles upon the land. Delmer has posted notices of a reward for the 'cleansing or destruction' of the ruins.

The Church of Law and Order is concerned. If the party is made up of Lawful adventurers and/or at least one Lawful cleric, the local clergyman (priest, friar, abott, etc.) may request they investigate the ruins on behalf of the Church.

If the players are not sent by the Adventurer's Guild or the Church of Law and Order, Delmer spots them as they enter town. Unless they are in disguise, he easily notices their brave stance and adventuring gear and approaches them in hopes of encouraging them to take up his cause. He can offer little in the way of monetary compensation, but tells the characters they can keep any of the rare wines they are sure to find in the ruins along with other trinkets that may be present.

The exact location of Delmer's vineyard and the nearby village can be almost anywhere in the Duchy of Valnwall that contains rolling hills and thick forests. Its placement is decided by the Labyrinth Lord, based on the needs of the campaign.

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## GETTING TO DELMER'S COTTAGE

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Delmer's cottage lies on the outskirts of any small town surrounded by wild lands. Passage to the cottage is easy and without danger. Delmer greets them upon arrival and offers bread, cheese, and wine. He answers any questions posed to him and time drags on before the players become aware that daylight is fading. Delmer encourages them to get moving to the ruins before night falls and 'the noises start.'

**Note:** Anyone drinking the wine finds it lovely. It is rather potent, and any person who finishes a single glass must make a saving throw vs. poison or find themselves at a -1 to-hit, AC, and saving throws until the following morning.

*Brief information on Delmer's knowledge:*

*The fog:* The fog floats about three feet off the ground and appears to emanate from the ruins, flowing out in long white tendrils. If prodded, Delmer reveals he thinks the fog is alive.

*The strange noises:* Grunts and moans can be heard as well as something that sounds like a branch being drug through the forest—leaves rustling and such.

*The previous group:* The previous group was an adventuring company named the Adventurers Three. It consisted of a female elven hunter, a human magic user, and a burly warrior type. They seemed confident and well-prepared. They went to the ruins around noon and never returned. Delmer's wife claims she heard a scream that sounded female sometime after darkness fell, but she is not sure.

*On who owned the land before:* Delmer remembers that the family was once vibrant and popular, having run the vineyard for a number of decades with success. He also recalls that some misfortune befell the family, and thinks it had something to do with an indiscretion. He lacks details or clear remembrance of any particular events, however. He purchased the land many years after from a local landowner who has since died.

## THE VINEYARD

The trip from Delmer's cottage to the ruins is through broken and overgrown hill country. The land used to serve as a vineyard, but is now uncultivated and unoccupied. Travel is difficult and treacherous, with many chances to fall, sprain an ankle, or cut oneself on the thorny vines.

Vines twist over young trees and block the path in numerous locations. At first glance the vines appear to be nothing more than grapevines that have run amok and overgrown the area. Upon closer inspection, they are revealed to be something entirely different. The vines are much thicker than normal and covered with one inch thorns that glisten as if moist. If the character spends a few moments studying the vines they notice the vines move ever so slightly, almost imperceptibly.

The trip from the cottage to the ruins would take roughly an hour if it were not for the vines and rough, torn land. Given the twists and turns in the path, it takes at least double that. Labyrinth Lords should roll 1d6 for every thirty minutes the group travels through the vineyard—on a 1-3 the path is blocked by fallen trees, debris, etc. All blockages are covered by a host of vines in addition to broken branches, forest debris, and whatever is appropriate. The Labyrinth Lord should use these to confuse, delay, and annoy the characters as they approach their destination.

If the group decides to hack their way through the blockage, they encounter the first creature that calls this land home—the *imperator vine* (see **New Monsters**). The group can find alternate routes through the vineyard, but it takes twice as long to get to the ruins.

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## THE RUINED TAVERN

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After a time, the group breaks free from the overgrown vineyard and finds a clearing on the side of a hill. Nestled in this clearing is the remains of a two-room stone tavern, exceptionally dilapidated. A scattering of dead trees reach towards the darkening skies above. No roof covers the building, and no windows or doors remain. Vines and various forms of plant growth cover the ruins. It is clear that no one has occupied this building for an extended length of time.

As the group approaches, they feel a sense of dread and a sorrowful longing coming from the *shambling wall* occupying the building (see **New Monsters**). All coming within 100 yards of the building (about the size of the clearing) must make a saving throw vs spells or become overwhelmed by dread and serious self-doubt, inflicting a -2 to all to-hit rolls, AC, and saving throws. This lasts for 2d10 rounds, or until they successfully defeat the *shambling wall*.

The ruined tavern consists of a front room and a backroom.

### RUINED FRONT ROOM

As the group enters the front room, they immediately notice a strong earthy smell, much like freshly overturned dirt. A little investigation reveals that this room was once a workspace with a sturdy workbench running along one wall. Broken pots and gardening tools in various states of rust litter the bench. A search of this table reveals a spade with magical properties. This item is actually a *spade of digging* (see **New Magic Items**).

After a minute or two of activity in the front room, perceptive characters note a slight movement in the various vines and plant life among the upper walls of the room. Vines twitch, twist slightly, and creep along the wall. This is the *shambling wall* preparing to defend its home. Only highly perceptive characters (such as elves or other keen-eyed demihumans) who are focusing on finding the source of these movements are able to track the movement back to the *shambling wall* in the **Ruined Backroom**.

Labyrinth Lords should describe these movements to the PCs as coming from all around the room—a little movement there just outside their vision that seems to stop when you look in that direction; a noise heard behind the character, but they are unable to locate the source; the feathery touch of a dangling vine on the back of the neck, etc. This should build tension among the players as they struggle to locate the source of their impending doom.

### RUINED BACKROOM

The backroom is a simple rectangular room with two doorways on opposite sides. As the player characters enter the room, they immediately notice the entire wall opposite them is covered with a thick living wall of twisted and gnarled vines.

This is the *shambling wall*, and perceptive characters note as they enter that it is moving ever so slightly. The *shambling wall* does not attack until at least half the party has entered the room. Once they have, it immediately attacks from all directions. In nearly all instances it gains surprise.

Once the *shambling wall* has been defeated, the viney mass collapses to the floor in a heap and reveals the door opposite the one the party entered through.

A search of the remains of the *shambling wall* exposes a good number of items the vines have collected. Many are tangled and twisted into the vines. Some are even caught in the growth and have to be hacked out to be freed from the organic mass. Labyrinth Lords should feel free to mix in

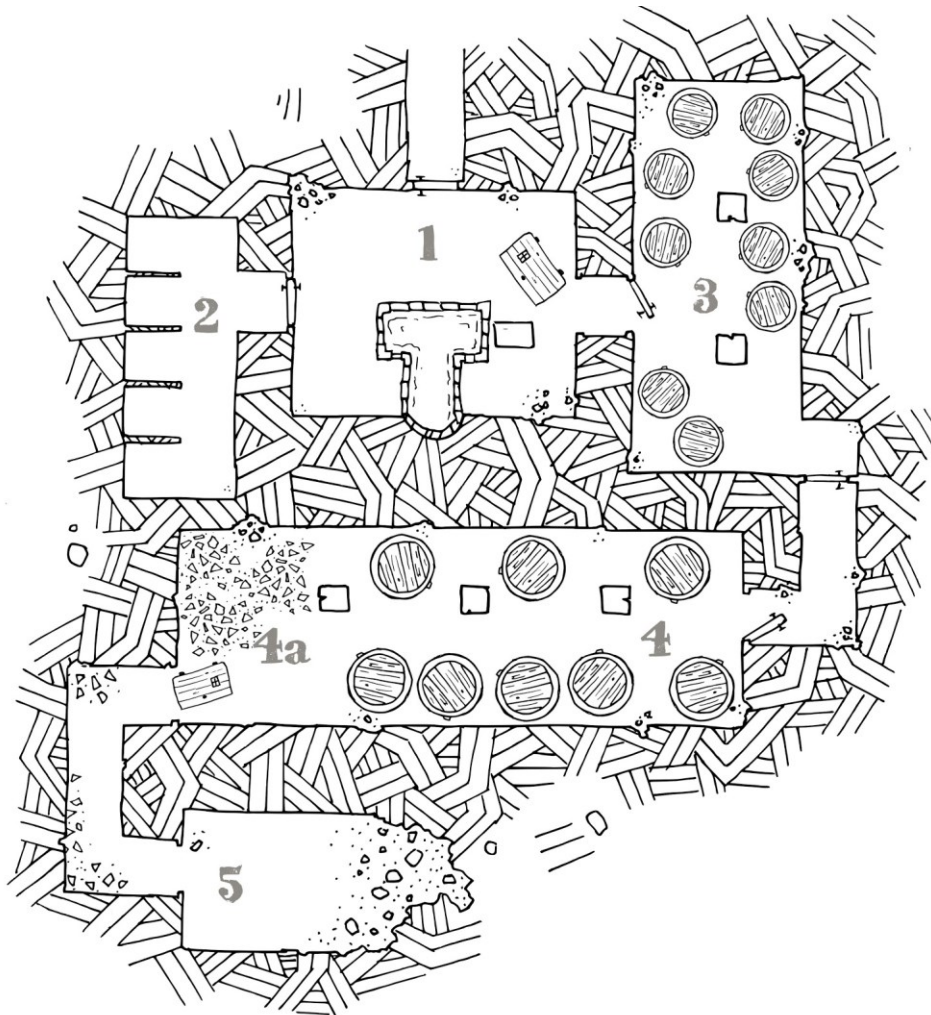
valuable items alongside mundane items. Investigation of the room uncovers the fact this room was once lavishly decorated with wallpaper and plush, expensive furniture. Characters discover the remnants of mirrors, silver spoons, broken wine glasses, a silver tray, and pieces of furniture, all scattered about the debris on the floor.

Behind the door is a set of stairs that disappears down into the inky black of the **Cellar**. These stairs lead to **area 1**.

**Imperator Vine:** see below for statistics.

## THE CELLAR

The cellar was once the showroom and workspace of the vineyard. Over the decades, the place has fallen into ruin. The once finely decorated walls are crumbling. The ceiling sags, or is bloated and brown with pooled water from above. Moisture has snuck in and left patches of black, moldy growth that scars nearly every wall. Doors lean on broken and rusty hinges. A feeling of dread, despair, and desolation strikes the characters as they step down into the cellar.



### 1. THE TASTING ROOM

This room once served as the private tasting room for the elites that came to visit the vineyard. The rich wine connoisseurs would be invited down to this plush and lavishly decorated room to sample a wide variety of wines. Time has not been favorable to the room. Paint has peeled off the wall and in a few places the plaster wall has crumbled, exposing the surrounding raw earth.

In the middle of the far side of the room is a large pool filled with murky water—once a freshwater spring that adorned the tasting room. Beside the pool is an elegantly carved stone table about four feet high. A rotting purple cloth is draped over the top of the table. This is actually a *cloth of convalescence* (see **New Magic Items**). To the right and left of the pool are the remains of a wooden cabinet. It once held the wine glasses that visitors used to sample the vineyard's wines. Today, the shards of the wine glasses lie scattered across the floor.

To the right, a locked door lies mid-wall. To the left is an open passage, the door now fallen from its rusted hinges.

## 2. THE WINE CELLAR

A locked door bars entry into this room, and from the dusty look of things, nothing has been disturbed in a very long time. Beyond the door is a long room with hundreds of bottles of wine tucked away in sturdy wooden shelves. Nearly all the wine in this room is well preserved, very aged, and worth a horde of gold.

Hidden in the lowest rack of the leftmost shelf is a false shelf. While not impossible to find, it should prove difficult for most to locate unless they opt to remove all the bottles of wine from the shelves. When the bottles and the false bottom are removed, the characters discover 537 gold pieces in five small, half-rotted bags.

## 3. SMALL CELLARING ROOM

Large wooden wine barrels dominate the room, each holding hundreds of gallons of wine. Upon entering the room, characters immediately smell the sweet scent of fermenting wine. The barrels weigh between 3,000 and 8,000 pounds (1d6+2) depending on how full they happen to be and are extremely difficult to move. If the character attempt to move one of these or opt to uncork the barrel, there is a 3 in 6 chance that the barrel has become the home of an impish *wine elemental* (see **New Monsters**) who does not take kindly to his home being disturbed, and attacks immediately.

There is no treasure in this room.

**Wine Elemental:** see below for statistics.

## 4. LARGE CELLARING ROOM

Massive wooden barrels dominate the room, each holding over a thousand gallons of well fermented wine. These barrels are massive wooden structures that cannot be moved by any normal man-devised method, barring the use of magic. Each barrel has a 1 in 6 chance of being filled with wine; otherwise, most are empty and the wood is rotted from the inside. Any disturbance causes the barrels to burst open. Wine then floods the chamber, soaking the player characters and causing them to reek of fouled wine until they have an opportunity to wash. This smell makes surprise and stealth all but impossible for the character and his companions.

One of these massive casks serves as the tomb and resting place of the *blood nymph* (see **New Monsters**), who is the source of the evil that plagues the vineyard. If the player characters are not stealthy in their investigation of the room, she is alerted to their presence when they first begin to look around.

If the characters do not look in the barrels, she begins thumping at the sides and weakly crying for help. When discovered inside the barrel, she pleads to be “rescued” and attempts to *charm* the first PC who sets her free. She then tries to turn the *charmed* party member on their former allies while using her life-draining touch to defeat the party.

**Blood Nymph:** see below for statistics.



In her wooden home, the player characters find what few treasures she has gathered: *leaf armor* (see **New Magic Items**), a *potion of extra-healing*, a bloodstone worth 1,000 gp, and an unrecognizable picture of the lover who betrayed her.

The haggard spirit of this lover (and former owner of the vineyard) is bound to the picture by a Chaos curse. It manifests once the *blood nymph* is dead and tells the PCs how it shamefully turned its back on the nymph who loved him, bringing about his own demise. It begs the characters to set the picture alight so he can be freed.

If they refuse, or if they attempt to leave, the spirit becomes extremely agitated and begs them to remain. If they ignore his pleas, he utters an agonized wail. All hearing this wail must make a saving throw vs. death magic or lose one experience level. The spirit then disappears.

If the PCs set fire to the picture, Chaos magic whips the flames into a roaring blaze that consumes the ruined tavern and much of the overgrown vineyard. If the characters do not flee the area quickly enough, they must make a saving throw vs. breath attacks or be reduced to 1 hp from the fires and covered in unsightly burns (-2 Cha) until healed by magic.

Unfortunately, the spirit continues to haunt the vineyard. A cleric of Law and Order should immediately recognize that only a *remove curse*, *exorcise*, or other, similar holy magic can free the spirit from its earthly prison. Holy water has a 1 in 6 chance of being effective. A direct prayer to Law and Order has a 1 in 20 chance of succeeding. If the cleric agrees to stay with the spirit and pray until his companions bring back help (such as a scroll, higher-level cleric, etc.), the spirit foregoes its mournful wail.

#### 4A. BOTTLING WORKSHOP

This section of the large room once served as the bottling factory, and the remains of the table and tools the workers used to bottle the wine can be found in piles on the floor. Everything in this area has been destroyed and left to ruin. Anyone sifting through the debris discovers metal and wooden pieces of a host of tools and thousands of shards of bottles in a wide variety of colors.

An astute inspection of the broken glass uncovers 15 vintage wine bottles in excellent condition. These can fetch grand prices in large towns, and to the correct collector could net a windfall of gold.

#### 5. GLASSWARE FACTORY

A massive collapse has crushed over half of this once very large room where the vineyard once produced the bottles that housed their wines. The partially collapsed ceiling once stood fifteen feet above the floor in an effort to control the heat from the forges, but now all that is buried beneath rubble.

If the player characters linger in this room for 1d6 or more rounds, the shards suddenly rise up in a vaguely humanoid shape, forming a *glass golem* (see **New Monsters**), that attacks on sight.

**Glass Golem:** see below for statistics.

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## CONCLUDING THE ADVENTURE

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If the player characters defeat the *blood nymph* and *shambling wall*, the foul fog permeating the land dissipates, and within a few weeks all of the evil foliage withers and dies. Once Delmer learns of the evil that dwelt there, he decides it is time to abandon his new home and offers to sell the entire vineyard and his goats to the player characters for 500 gold pieces (reduced to 100 gp if the vineyard burned down). This can lead to all manner of adventures as the PCs uncover older ruins, monsters move into the vineyard, or unscrupulous wine merchants try to run them off and take the land for themselves. Delmer and his wife abandon the vineyard in the next few weeks and return to the City of Dolmvay seeking new fortunes.

# NEW MONSTERS

The following new monsters may be encountered in the area if the ruined vineyard.

## IMPERATOR VINE

No. Enc.:	0 (2d6)
Alignment:	Neutral
Movement:	0'
AC:	7
HD:	2
Attacks:	1 (grasp)
Damage:	d6 + grapple
Save:	F0
Morale:	12
Hoard Class:	XI
XP:	38

Imperator vines are naturally occurring vines that have been twisted by the Chaos magic surrounding a blood nymph. They have developed a defensive, animalistic intelligence and defend themselves and their 'territory' if disturbed. These vines are 10-15' long and have thorns covered in a paralytic toxin.

If the plant hits with an 18+, it wraps around the target and uses the thorns. Those failing a saving throw vs poison are paralyzed for 1d4 rounds. The vine then tightens its grip and crushes the life out of its victim (1d8 hp per round). Any attacks on the vine has a 2 in 6 chance of passing 1/2 the damage sustained to any victims trapped within its grasp. If the vines are reduced to 2 hp or less, they release all victims held in their grasp.

The vines are highly susceptible to cold and suffer double damage from any cold- or ice-based attacks.

## GLASS GOLEM

No. Enc.:	1
Alignment:	Neutral
Movement:	0'
AC:	2
HD:	8
Attacks:	2
Damage:	2d6+5
Save:	F4
Hoard:	None
XP:	2,065

Built from the animated shards of broken bottles or valuable crystal, they are animated by foul magic that draws upon the corruption and fouled bounty of the land around the vineyard. They attack all living creatures who approach, fighting until destroyed. They are immune to all forms of magic, except *lightning bolt*, which inflicts double damage, and fire-based magic which melts them and also acts as a *slow* spell for 1 turn. They can only be damaged by magical weapons.

## SHAMBLING WALL

No. Enc.:	1
Alignment:	Neutral
Movement:	0'

AC:	2
HD:	10d8+24 (40 hp (main trunk)/100 hp)
Attacks:	4 plus pin and constrict
Damage:	2d6+5
Save:	F4
Hoard:	XX
XP:	3,100

The shambling wall has grown to cover the entire wall of the cottage and is rooted in the spot, thus it cannot move. However, only part of its bulk is along the far wall—nearly two thirds of its mass is in the viney growths that cover the remaining walls of the room. This allows it to strike out from every angle of the room and in fact encircle the party.

Labyrinth Lords should treat the shambling wall as two entities—the main trunk along the wall and the remaining bulk of the vines spread throughout the rest of the room. The trunk remains motionless and fights utilizing the rest of its body, lashing out with thick vines to slam or entangle opponents from every angle. On a successful strike of 16 or higher, the shambling wall pins an opponent to a wall (effectively enveloping them in twisting vines). The following turn, the vines begin to constrict, causing 4d6+5 damage per round until the victim is freed. Victims cannot free themselves.

The main trunk can take 40 hp of damage before the entire plant falls to the ground dead, while the larger bulk spread around the room can take 100 hp before it stops attacking. If the main trunk is attacked, its attacks focus on removing the thing causing damage—the wall has rudimentary intelligence.

Shambling walls are immune to all forms of electrical attacks. For every four points of damage that would be caused by an attack, the electricity actually heals the mound by 1 hp.

## WINE ELEMENTAL

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	60'
swim	180'
AC:	0
HD:	6
Attacks:	2
Damage:	1d8/1d8
Save:	F3
Hoard:	None
XP:	820

A wine elemental appears in a rough humanoid shape above the waistline, with vaguely human arms, hands, and face. Below its waist is a simple wave shape made of wine. The elemental strikes by lashing out with its powerful arms to strike an opponent and if possible, drown them. On a successful hit of 18 or more, the elemental knocks the target off their feet. The following round the elemental attempts to drown the prone victim by vomiting wine over their face, causing 3d4 damage per round (creatures that can breathe underwater are still subject to the drown as this is wine, not water). Sharp weapons do 1/2 normal damage and seem to pass through the elemental without causing harm.

## BLOOD NYMPH

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	12'

AC: 3  
 HD: 7  
 Attacks: 1 (touch)  
 Damage: 0  
 Save: F7  
 Hoard: XX  
 XP: 1,040

The blood nymph was once a goodly fey creature who made a pact with powers of Chaos and now seeks to sow fear and deceit. She appears as a beautiful female with elfin features and blood-red hair. They have an innate ability to *charm person*. The victim must make a saving throw vs. spells or become the love-struck thrall of the blood nymph. Those enthralled by the blood nymph are often subject to her deadly touch, which drains one level of experience. In twisted mimicry of dryads, blood nymphs are bound to the land where they made their dark pact and may not venture more than 240' from the site where they swore themselves to Chaos.

## NEW MAGIC ITEMS

The following new magic items can be found in the area of the ruined vineyard.

### *CLOTH OF CONVALESCENCE*

This handkerchief sized piece of cloth was once a highly valuable magical item. When placed over an item, it repairs, mends, or fixes any damage the item has sustained—roughly 75% of the item must be beneath the cloth for the magic to work. Over time, the cloth slowly absorbs the damage that items have sustained, slowly fading in color, tearing here, gaining a stain, etc. It was primarily used to fix broken wine glasses in the tasting room. When found, the cloth still has 3d6 repairs remaining within its power.

### *COIN OF PORTENT*

This coin appears to be a simple silver disc, but when a statement is made and the coin flipped, it predicts whether or not the statement is a good or bad omen. A good omen causes the coin to land face up and reveal an idyllic and happy scene, while the bad omen lands face down and displays an image showing a devil causing harm in some horrible way.

Statements must be fairly specific and cannot be posed as a question. Examples would be: "Today we shall head to Bufford" or "Our next quest will be to discover the secret behind the Black Mask Society". If a question such as "Should we take the right or left passage" is posed to the coin, it merely displays a blank face. Each coin is different and can provide 1d6 answers per day.

### *LEAF ARMOR*

This is an enchanted vest of magical foliage—leaves, vines, and flowers. It functions as *leather armor*+3 and allows the wearer to cast *speak with plants* once per day.

### *SPADE OF DIGGING*

This spade is rather plain looking, except for a fancy monogram carved into the inside of the curved blade that reads simply "DCJ". If the spade is placed upright in the ground in the evening and left overnight, it performs its magic. Without disruption, the blade digs a 10'x10'x10' hole in the ground, with the center roughly where the spade was placed in the ground. In the morning, the spade is found lying on the ground at the bottom of the pit. The sides of the pit are patted solid and resist caving in or collapsing unless disturbed. Every time the spade digs, there is a chance it encounters a freshwater spring. This chance varies due to climate: (roll 1d6) 1- desert & arctic; 1-2 temperate & mountain; 1-3 jungle.

# A BONE TO PICK

Author: Jeff Sparks  
Cartographer: Tim Hartin

*Plenty of lowlifes would rob a church. You're not like that, are you? Maybe that's why you got this job: Sneak the fake relic out of the Temple of Law and put the real one back! And do it before the big Saint's Day celebration in the morning.*

*That makes you the good guys, doesn't it?*

*A Bone to Pick* is a *Labyrinth Lord*™ adventure for 3-6 characters of 1st-3rd level. The adventure is set in the small town of Canebrake which is located on the Dolm River, but the town may be placed in almost any populated area in the Duchy of Valnwall.

## THE TOWN OF CANEBRAKE

Located upriver from Dolmvay, Canebrake is part of Sir Bolwer's lands (his keep is farther east from the river), but governed by a council of guildsmen. The economy is based largely on river trade, fishing, and cattle.

Canebrake is typical of a prosperous river town. Its buildings are largely timber, with a few stone structures. The town has no wall or fence, lying open on the east to scatterings of cottages and fields before the land turns to forest. The west side is bordered by the river. The current is slow here and the waters deep, making it easy for boats to navigate. A towpath follows the river on both sides. There is no bridge spanning the water, but many small boats make frequent trips back and forth, often ferrying passengers for a few coins.

The permanent population is approximately 5,000, with humans representing over 90% that number. There are few demihuman families, but the town sees enough travelers from the river traffic that they are largely tolerant of other races. Most standard goods and services are available in Canebrake, including normal weapons and armor. The Church of Law and Order is the dominant religion, and there are several small to mid-sized churches and shrines in town that provide magical healing on holy days.

The town's Temple of Law houses the bones of a minor saint—Sir William of Mulberry, a long-dead holy warrior who was martyred defending the town from a hell beast. Every year The Feast of St. William is held on the anniversary of his beatification, culminating in the parading of the reliquary around the town square. The event attracts pilgrims from miles away, even as far as Dolmvay. This adventure takes place the night before the festival (which is known as Saint's Eve).

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## SAINT'S EVE IN CANEBRAKE

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It is Saint's Eve in Canebrake. Most of the town's inns are filled with pilgrims. Vagrancy laws about sleeping in the streets have been relaxed for the past few nights to allow for the faithful who couldn't find or afford lodgings. As a result, there are groups of pilgrims in squares and alleys sleeping or praying.



It is late in the evening when the PCs are sought out by a Friar Dellin. He is an elderly man with a bent frame but a sharp eye. He tells the characters that he has just arrived in town and is acting on behalf of a patron that wishes to remain anonymous. The strange nature of the request requires a bit of explanation. The patron is a wealthy parishioner who is nearing the end of his life. He has confided in the friar, seeking to atone for an old sin.

Long ago, the old penitent had heard legends that the bones of St. Mulberry contained remarkable healing powers. Believing the stories, he craftily took an ancestor's leg bone from the family crypt. In the dead of night, he broke into the temple and swapped out the bones. In the end, the bone of St. Mulberry displayed no holy powers—at least none that manifested to the old man.

Now bedridden, he is terrified of what the afterlife holds for him. Not only did he sin against the Church by violating the reliquary, but he also offended his ancestors by stealing his progenitor's bones.

The faithful pack the town and the festival is set to begin the next morning. The patron wishes to set things right beforehand. He has offered to leave a generous endowment to the Church if Friar Dellin can help him. He wants the relic returned to the saint and his ancestor's bone returned to his family crypt. When those things are done, he can face his end serenely. He has also given the priest something to "expedite the process."

The friar offers each of the PCs a beautiful tourmaline gem worth 100 gp as "earnest money." If the bones are exchanged before the morning's ceremony, he is authorized by the patron to give each character an additional gem worth 1,000 gp (fire opals). The friar warns the PCs that the thing must be done quickly, quietly, and without violence. Bloodshed during the holy day would not only be sinful, but would bring the Church and the town watch down upon the lot of them mercilessly. This festival is a major holiday in Canebrake and local businesses rely on the income from the pilgrims.

If the PCs agree, the friar takes out a small bundle of cloth and lays it before them. He unwraps it reverently, revealing an ancient thigh bone. He tells them in hushed tones that it is the left femur of St. Mulberry. Once the exchange is made, they are to bring the phony bone back to the friar, and he will see to its proper interment.

Friar Dellin tells the PCs that to meet this challenge, they will need their wits more than their swords. A thief or other character with good stealth abilities is likely to be essential. That is not to say other classes aren't without their uses. There may be few monsters to fight, but confrontations are quite possible, and a fighter-type can be handy, especially if things don't go according to plan. Clever use of spells can also be a great help.

Lawful PCs and devout followers of the Church of Law and Order may be horrified by the theft and the deception. If so, Friar Dellin insists that the patron is trying to atone for his past mistakes. That, coupled with the patron's overwhelming generosity (he makes mention of this several times), should be enough to quell any doubts.

If the PCs decide to betray Friar Dellin by reporting him to his superiors in the Church, the bone is confiscated, and Friar Dellin is relocated to the Valenon in Dolmvay and reassigned to another task. The PCs are ordered not to speak of the incident to anyone to avoid a scandal. They are given 100 gp each for their dedication to the faith.

## SET PIECE ENCOUNTERS

Since it is largely up to the players how they approach the task, this adventure is presented as a series of set-pieces laid out in one possible sequence. The PCs probably encounter at least some, but not necessarily all of them. These encounters and challenges are designed to provide chances for different character types and play styles to enter the narrative.

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## SET PIECE 1 - PUGILISTIC PILGRIMS

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The streets of Canebrake this night are crowded, even well after dark. In addition to the pilgrims sleeping in the square and alleys, there are impromptu services being held in the streets. Itinerant priests lead the faithful in prayer to St. Mulberry and the powers of Law and Order. Some of the less pious have been enjoying the taverns and brothels, and slurred singing of psalms can be heard through the streets.

A large group holy revelers is winding its way down the same street of the PCs. They try to engage the characters in a round of song, prayer, and the passing of a bottle. If the party tries to move along, the pilgrims block their progress, but not in a hostile way. They simply are oblivious to any disinterest. If the PCs play along, they would be free of the group within a few minutes of laughing and taking sips of cheap wine. If it weren't for the zealots, that is.

An ascetic group of flagellants rounds the corner just after the revelers and the PCs encounter one another. At the sight of this apparent debauchery, the zealots paint the PCs with the same brush as the drunks and chastise the lot of them. The party is between the two groups of pilgrims with no easy side alley to take out of the way. Screaming of sin and hellfire, the flagellants shake their scourges at the drunks and stamp their feet, gradually working themselves up into a frenzy.

Unfortunately, that's when one of the revelers throws a bottle, striking the lead zealot square in the face.

The flagellants go *berserk* and attack the PCs and drunks indiscriminately. They are not striking to kill, but seem intent on punishing everyone there, themselves included.

The drunks respond with fisticuffs. Any PCs in between the two groups at the start of the fight are a valid target for the first three rounds and each is the lucky recipient of 1d3 nonlethal attacks per round.

If the PCs respond with magic or lethal force, the drunks flee. The flagellants continue to attack, but scream for the law as they attempt to subdue the party. The fight could have lasting repercussions in an ongoing campaign.

**Drunken Pilgrims (12):** treat as 0-level humans with AC 9, hp 3, and Dmg 1d2 (fists). The pilgrims suffer a -1 penalty to all rolls for drunkenness.

**Flagellants (8):** treat as 0-level humans with AC 9, hp 3, and Dmg 1d3 (scourge, non-lethal). *Berserk* flagellants receive a +2 bonus to-hit.

**Watchmen (2):** treat as 0-level humans with AC 7 (studded leather), hp 3, and Dmg 1d4 (club) or 1d6 (short sword).

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## SET PIECE 2 - THERE'S THE CHURCH, AND THERE'S THE STEEPLE

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There is only one acolyte (see below) at the Church of St. Mulberry, finishing the cleaning and decorating for the next day's ceremony. Father Bryant (a 4th-level cleric) is asleep in the rectory next to the church (see **Set Piece 3 - The Rectory**).

The church itself is a modest but well-maintained building. It is one of the few all-stone structures in Canebrake. It faces the town's central market square. A small graveyard is attached to the back. The main doors are typically left open to the faithful, but tonight they are closed as the chapel is cleansed for the next day's ceremony. Currently, the only unlocked door is the lychgate. It leads out

to the graveyard. The acolyte comes to the door every 1d4 turns to empty a bucket or shake out a broom.

Fenry the acolyte is a normal human male in his early twenties. He is wearing robes (AC 9) and carries a broom. He is a local boy who hopes to be accepted into the clergy and become a priest of Law and Order. Fenry is pious in his duties, but not a fanatic. He runs or raises the alarm before fighting.

The PCs might try climbing the outside of the church to gain access through the steeple. Most people aren't watching the roof in the dark, but any excessive noise or falls attracts attention from below. The edge of the roof is 40' high, but the peak is another 20'. The angle is steep enough to necessitate climbing. Non-thieves require equipment. The bell tower is 30' above the roof's ridge (90' total to belfry). Inside, a narrow ladder leads down to where the bell ropes hang to the balcony (see Map **area 1.**).

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## SET PIECE 3 - THE RECTORY

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A small wooden cottage stands to one side of the graveyard (see Map **area 2.**). This rectory is the home of Father Bryant, the temple priest. He has retired for the night by the time the party gets the job. The rectory consists of only a couple of rooms: a parlor, a small kitchen, and sleeping quarters for the priest.

Father Bryant is a former adventurer and a staunch cleric of Law and Order. Although approaching middle age, he is still physically capable and would make a dangerous foe for low-level PCs. Any commotion from the graveyard or the temple has a 1 in 6 chance of rousing him per round. If he feels he has time, he takes one turn to get his armor. If not, he grabs his holy symbol and magic hammer and hurries to investigate.

The priest is not a cruel or bloodthirsty man, but if there is trouble, he is not squeamish about taking the fight to the wicked. He calls for the Watch (as any Lawful man would), but intervenes directly if he feels the situation is urgent.

**Father Bryant (4th-level cleric):** AL N; MV 120' (40'); AC 3 (plate mail) or 9 (unarmored); C4; hp 22; #AT 1; Dmg 1d6+2 (*warhammer*+2 + Str); S 15, D 10, C 13, I 13, W 15, Ch 11; SV C4; SA spellcasting; ML 10; XP 465; silver Holy Hilt, white cloak, 5 gp, 22 sp, 4 cp.

Spells prepared: *Bless*, ~~*Cure Light Wounds\**~~, *Detect Evil*, *Know Alignment*, *Light*

\*used earlier that day.

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## SET PIECE 4 - THE GRAVEYARD

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The lychgate is at the rear of the church near the altar (see Map **area 3.**). A path to it leads through the graveyard (see Map **area 4.**). The graveyard is surrounded by a 6' iron fence. It is climbable, but requires two rounds and a Dexterity check (thieves can traverse it in one round with no check needed) to avoid getting stuck and making noise. There is a locked gate (see Map **area 5.**), but a normal *open doors* or *pick locks* check will bypass it, though forcing the gate is noisy and prompts a wandering encounter check (1:6).

The graveyard is old and not actively used except by Church officials and wealthy families. The grounds are maintained, but many of the stones and markers are well worn with age. It's a spooky

### GRAVEYARD ENCOUNTERS

#### Roll Result

1-2	Grave Robbers (see below)
3-4	1d4 Flagellants (see <b>Set Piece 1</b> )
5	2 Watchmen (see <b>Set Piece 1</b> )
6	Father Bryant (See <b>Set Piece 3</b> )

place, but nothing supernatural is here. That is not to say that if the PCs go this way, they are alone here.

Two grave robbers are taking advantage of the activity in the streets to cover their attempt at looting a mausoleum. Their efforts may alert the nearby PCs. Likewise, if the PCs make much noise, the grave robbers hide and keep an eye on them until they pass. If the two groups meet, how the interlopers react to one another is largely up to the players. If discovered, the robbers flee if possible. One of them (Bill) knows a secret entrance into the crypt under the temple (see Map **area 6.**), but would want something for the information. The second robber (Simon) is more suspicious and wants only to flee from the PCs.

**Bill and Simon, Graverobbers (2):** treat as 0-level humans with AC 9, hp 3, and Dmg 1d4 (daggers). The graverobbers possess digging and burglary tools.

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## SET PIECE 5 - CREEPY CRAWLING

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There is an empty grave covered with a gravestone. The slab is loose and can be easily moved. A small tunnel leads from the open hole toward the church. It comes out below a grating in the crypt. The tunnel is only 2' in diameter, so even small characters must crawl. The tomb robbers know of the tunnel, but never use it, since they think it too risky to rob the church itself. Dwarves can use their search rolls to notice the tunnel's hollowness beneath their feet. Elves can roll to notice the gravestone "secret door."

A swarm of *giant centipedes* has taken up residence in a recent grave above the tunnel (see Map **area 7.**). They have eaten through most of the corpse and the bottom of the casket. Anyone passing under that section of the tunnel has a 1 in 3 chance of dislodging the thin layer of earth below the nest and dropping the invertebrates (and a rotting partial corpse) on themselves. The centipedes attack furiously for two rounds, then scatter in both directions of the tunnel, biting at anyone or anything in their path.

The tunnel's cramped quarters prevents using any weapon larger than a dagger. There is also a -2 penalty to AC due to lack of maneuvering space.

**Centipedes, Giant (6):** AL N; MV 60' (20'); AC 9; HD 1d2 hit points; # AT 1; Dmg 1; SA Non-lethal poison, +4 save; SV 0-level human; ML 7; XP 6.

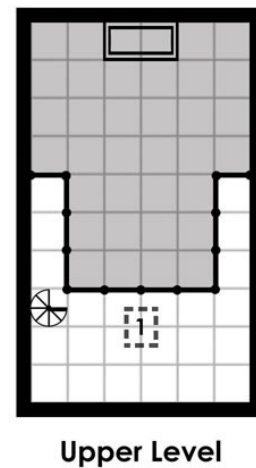
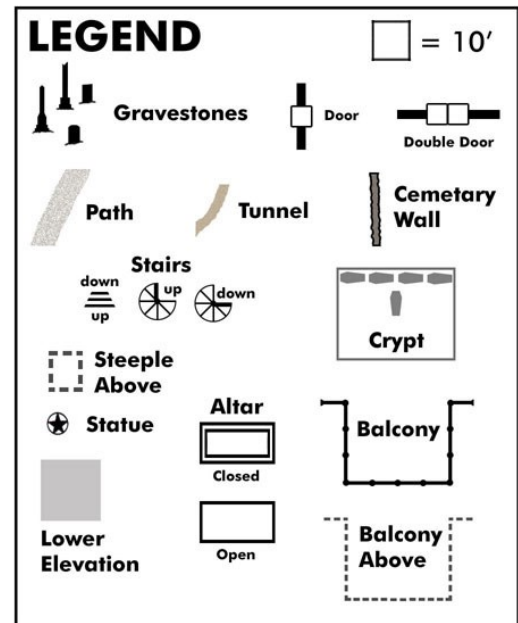
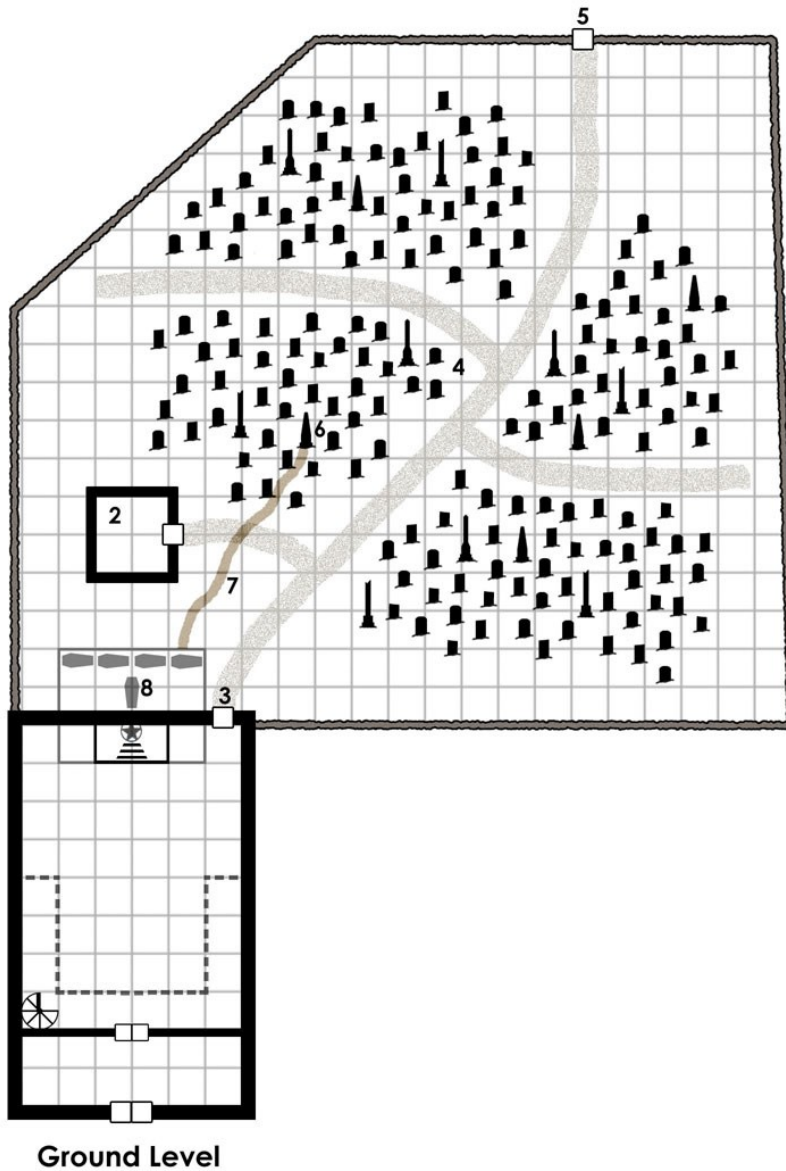
The corpse is disgusting, but poses no immediate threat. The smell, however, will cover the unlucky PC that caused the cave-in and make stealth and reaction rolls incredibly difficult. Anyone within 10' must save vs. poison or become nauseated by the stench, vomiting for 1d2 rounds. The smell persists for a full day or until the character bathes and changes armor and clothing (or washes them thoroughly). The body was buried wearing a silver chain and pendant (a holy symbol of Law and Order). It is worth 100 gp. To a graverobbing heretic.

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## SET PIECE 6 - THE CRYPT

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The reliquary is in the crypt beneath the altar (see Map **area 8.**). It is a stone sarcophagus with a massive lid and a marble effigy of St. William of Mulberry carved on top. It is far too heavy for a normal person to move, let alone lift up: over eight hundred pounds of granite and marble. Heavy iron rings are bolted to the lid's sides. Sturdy poles lean against one wall that are inserted into the rings by the workers who are to open the reliquary the next morning. Usually it is four lay worshippers chosen for their brawn. (It is considered an honor to be picked and offers a level of bragging rights for the men to be considered so muscular.)





The bones of St. Mulberry lie inside on the wooden stretcher which is carried during the ceremony. The skeleton is wrapped in a homespun shroud and a bastard sword of antique design rests on its chest.

The sword, *Faith's Razor*, is magical and part of the saint's legend. It is considered as much a holy relic as the bones. It is also sapient and guards its master, even after his death. Anyone approaching the bones with ill intent causes the blade's detection powers to activate. (See *Faith's Razor* for more information.) The light from the sword's activation is visible from upstairs in the chapel. The crypt is normally only lit with a couple candles. The glow prompts a wandering monster check each round for Fenry to notice.

If the sword is touched or picked up by one of the interloping PCs, it forces an influence check (see the *Labyrinth Lord*™ core rulebook). If successful, it compels the wielding PC to run up the stairs, loudly calling out to be arrested. A party that finds itself in this situation must think quickly, for Fenry automatically hears such a clamor and runs to call the Watch the next round. The PC controlled by the sword can do nothing but kneel and await arrest, surrendering the weapon to the Watch. Two guards arrive within three rounds—a patrol is stationed in the square outside and quickly hears Fenry's cries. An unarmored but armed Father Bryant enters from the lychgate 3d4 rounds later.

If a Lawful PC touches the sword and resists its influence check, he has a choice to make: keep the sword and lose any favor he might have with the forces of Law and Order; or return it to the reliquary, leaving behind a powerful magic item.

### ***Faith's Razor***

+2 *Bastard Sword*, +3 vs. extraplanar chaotics

Lawful

INT 8 (Communion)

Psyche 12

Willpower: 20

Motive: Destroy Demons

*Detect Evil or Hidden/Invisible*. 20' range. 3/day total. Detection manifests as a flickering glow arcing along the blade, equal to torchlight. The light will arc and illuminate the target(s) as per the spell *faerie fire* for four rounds. The target can save vs. the spell effect but the sword will glow for the full four rounds.

**Description:** A bastard sword of antique workmanship. Its hilt is heavy bronze. It is devoid of decoration except for a goat's head as its pommel. The blade is wider than modern swords of its type, but the steel is polished and reflects a rosy color in the light.

**Origin:** Several hundred years ago, a knight named Sir William of Mulberry and his men were charged with the defense of Canebrake when a Chaos wizard attacked the region with an army of beastman minions. The mage arrived at Canebrake with a warband of monsters, intent on destroying the local church of Law and Order. The soldiers withstood the onslaught until the wizard summoned a demon to aid his forces. Normal weapons could not pierce its foul hide and the soldiers were overrun.

Sir William and his last few men fell back to the church. His soldiers died under enemy fire, but he was only wounded. As the demon charged, the knight prayed for the strength to protect the church. Witnesses claimed that as the blood flowed from his wounds, it coated the knight's sword in holy flame. Where before his blade had merely glanced off the demonic hide, now it bit deep and slew the creature. Too much of the foul mage's power had gone into the summoning and he was quickly routed.

When the fight was over, Sir William collapsed from his wounds and died. The clergy interred the knight with honor. They also discovered that his sword (which was previously merely a well-forged

blade) now contained a powerful holy enchantment. The hierarchs examined the case and determined that Sir William had, through his faith, put a piece of his soul into the blade to give it power against the demon. This miracle canonized him in the Church's eyes. The sword is kept with the relics, with the idea that it lies ready to defend the town if necessary in the hands of a worthy champion.

## HOT AND COLD RUNNING PURSUIT

If the alarm is raised and the PCs flee, the Watch pursues. It is largely up to the Labyrinth Lord how hard to make things on the party at this point. Perhaps they are quickly surrounded and taken into custody. Or maybe there is an exciting nighttime chase through the streets or over the rooftops, ending with the party's escape.

If the PCs succeed in switching the bones without getting caught, the ceremony is held at dawn. To all appearances, nothing seems amiss. After the displaying and holy service are over, Friar Dellin pays the party as promised and reassures them that they have done a moral thing. He can tell if they bring him the correct bone.

If there was any alarm or violence during the job, the friar suggests the party quietly leave town as soon as possible so as to avoid any embarrassing questions. If all went quietly, he still suggests they might want to move on sooner rather than later. He then takes his leave to return the false bone to his patron.

### EXPERIENCE AWARDS

Successfully swapping the bones	+500xp
Avoiding any lethal force	+200xp
Completing the mission without raising the alarm	+200xp

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## CONTINUING THE ADVENTURE

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If the Labyrinth Lord wishes to include a devious twist, perhaps the wealthy parishioner doesn't exist, and the friar is actually a minion of the archlich Bracol. The lich is undertaking a plot to have pieces from previous "versions" of his body (imbued with forbidden magics) strategically placed at various sites of worship so he can steal the power of the faithful's worship for his own ultimate ascension into godhood. [This scheme is merely the first step in Bracol's endgame, which will be detailed in future products from *Faster Monkey Games*.]

If the party succeeded, will the friar or one of Bracol's other minions seek them out for further missions?

Do the PCs discover the friar's duplicity and pursue him?

Does *Faith's Razor* contact the PCs and warn them about the threat (perhaps even letting itself be taken by a worthy character)?

Does the Church discover the crime and begin a hunt for the PCs or does it allow them to absolve themselves by tracking down Bracol's minions and destroying the archlich in his ancient tomb of horrors?

# THE TOMB OF IMPERISHABLE DARKNESS

*Author: Erik Tenkar  
Cartographer: Dyson Logos*

*The Tomb of Imperishable Darkness is a Labyrinth Lord™ adventure for 3-6 characters of 1st-3rd level. The adventure is nominally set in the badlands of eastern Valnwall, but can easily be dropped into any mountainous region.*

## THE DOOM OF PRINCE CALISHUN

In ages past, the venerable Dwarf Prince Calishun, First Lord of the Imperishable Darkness, knew his day of death was soon approaching. He had created a tomb for himself and his undying servants and for now it served as both temple and residence. Each night he threw the bones of destiny. Each night all they told him was his time was soon. Then, soon became now, and he barred the entrance to the tomb. *His* tomb. He went down to his crypt and started the ritual that would make him one of the undying. He would leave the mortal realm and embrace his destiny. The ritual was completed and life left him. And then there was darkness...

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## THE TOMB UNCOVERED

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*The following series of events have happened over the last few weeks:*

An ogruk (ogre) named Idi and his kobruk (kobold) minions have been raiding nearby human settlements and merchant caravans. One day, Idi's kobruk scouts reported finding strange doors inside a shallow cave. Doors often meant halls and rooms made by the builders, and that meant warm nights and a sleeping mat. Possibly forgotten gold. These things were important to Idi. An ogruk considered large even by his brethren, Idi had learned long ago the secret to survival—let others fight for you and if possible, let others find your food. Finding a leaderless warband of kobruks was a win/win for both. Idi was an able leader and the kobruks had good survival instincts.

Idi arrived at the cave. The scout was right, there were doors, double doors to be correct. Old doors. Heavy and barred doors. It took Idi a dozen swings to bash the doors open and in doing so, he removed the right door completely off its hinges. Inside was a hallway. This was promising. Idi reattached the door as best he could and led his band of kobruks into the darkness beyond.

Tomas the Wolf Hunter came upon a ruined homestead that had been sacked by Idi and his kobruk raiders. He followed the tracks back to a small cave. He didn't get too close, but now he knew where they were based. He knew their ogruk leader couldn't be far and that was an encounter he didn't wish to have. The caravan masters would pay well for this info and bands of adventurers were rarely hard to find.

## BEGINNING THE ADVENTURE

The following hooks could be used to get the PCs to explore the Tomb of Imperishable Darkness:

- The characters may be hired by merchants or perhaps the Adventurer's Guild to seek out and slay Idi and his kobruk minions.
- The characters are seeking revenge for the death of a friend (homesteader, caravan guard, farmer, etc.) killed by Idi's kobruks.
- The Church of Law and Order have been warned of a waking evil in the area of the tomb. The PCs are assigned to investigate.

# THE TOMB OF IMPERISHABLE DARKNESS

The tomb is dug straight into the mountainside. The interior stone floors are covered with large slate tiles. The stone walls are decorated with bas-relief carvings of dwarven death images, providing a sense of uneasiness and dread in dwarves and gnomes. The height of the ceilings unless otherwise noted are 8' tall. The grid consists of 10' squares.

## WANDERING MONSTERS

### Roll 1d12 Encounter

1-4	<b>1d4 Dwarven Skeletons:</b> AL: C; MV 60' (20'); AC 6 (tattered chainmail); HD 1; hp 3; ATT 1; DMG 1d8 (battle axe); SA immune to <i>sleep</i> and <i>charm</i> ; SV F1; ML 12; XP 13.
5-8	<b>1d6 Giant Rats:</b> AL: N; MV 120' (40')/swim 60' (20'); AC 7 (natural); HD 1d4 hp; hp 2; ATT 1; DMG 1d3 (bite); SA disease; SV F1; ML 8; XP 6.
9-10	<b>1d3 Kobruks:</b> AL: C; MV 60' (20'); AC 7 (scraps of leather); HD 1d4 hp; hp 2; ATT 1; DMG 1d6-1 (spear); SV 0-level; ML 6; XP 5; 1d4 cp. These kobruks are returning from foraging - disregard if in a room number higher than 4.
5 11	a moaning sound echoes from the distance
12	there is a sense of being watched from the darkness

## 1. ENTRANCE

This is the entrance to the Tomb of Prince Calishun, First Dwarven Lord of the Imperishable Darkness. The double doors have been breached, and the left one hangs awkwardly on its lower hinge. Lord Calishun's standard, the face of a wizened, hollow-eyed dwarf, is cast in bronze on the door. It is unlikely that any of the PCs recognize the standard.

Above the doors, written in an old dialect of Dwarven, are the words: "Here, Prince Calishun Lies in Wait". If read by a modern speaker of Dwarven, and not by magical means, it translates to: "Prince Calishun Lies in Rest Here".

A halfling or an unarmored elf could enter through the broken doors as is, but anything larger would need to move the doors to open a larger gap and this is a noisy process. Their presence will be heard and expected by the ogruk and kobruks within.

Anyone pausing at the doors for any length of time will smell acrid smoke (from torches burning within) and hear the sounds of guttural (kobruk) voices coming from within.

## 2. GUARDROOM

There is a single kobruk on guard here. If entry is made without moving the doors and the party makes a basic attempt to be quiet, he is found sleeping just inside the doors. Otherwise, he has already gone to alert the other members of the tribe.

**Kobruk:** AL: C; MV 60' (20'); AC 7 (scraps of leather); HD 1d4 hp; hp 2; ATT 1; DMG 1d6-1 (spear); SV 0-level; ML 6; XP 5; 1d4 cp.

## 3. OGRUK'S LAIR

The door to this room is closed, but raucous sounds can be heard from behind the door without much effort. The door is not locked and opens with ease. In the room are eight (8) kobruks, playing cards and rolling dice. They all have weapons nearby and grab them, but do not attack unless the players do.

After a round, the door to **area 3b.** opens and a very large, corpulent ogruk, Idi by name, emerges. If the kobruks are involved in a fight with the party, he engages, swinging a two-handed sword in one hand. Idi fights until reduced to less than 1/2 his hit points before retreating back to his chamber and barring the door. If cornered in his chamber, he fights to the death.

If the party has not engaged the kobruks, Idi introduces himself as chieftain of this band. Idi is smart enough to know that adventurers are tougher than your average homesteader or farmer. He asks why the party is in his home and demands a small tribute (2 gp per head, but willing to go down to 1 gp apiece) if they wish to explore beyond. He points out the large doors with runes leading to **area 6.** and that occasional "stuntie" skeletons have wandered down from the doors leading to **area 7.**

Idi assesses the characters when (if) they return this way. If they look noticeably injured or weary, he and his kobruks attack as above.

*a. STOREROOM:* Dried meats, dried fruits, 2 casks of wine, 3 barrels of beer, 20 pounds of salt, 15 spears. Assorted scraps of stolen clothing and household items.

*b. CHIEFTAIN'S ROOM:* Pile of semi-soiled furs for bedding, small wooden chest (not locked) containing 200 cp, 85 sp, and 17 gp.

**Kobruk (8):** AL: C; MV 60' (20'); AC 7 (scraps of leather); HD 1d4 hp; hp 2; ATT 1; DMG 1d6-1 (spear); SV 0-level; ML 6; XP 5; 1d4 cp.

**Idi (ogruk):** AL: C; MV 90' (30'); AC 5 (bearskin + natural hide); HD 4+1; hp 21; ATT 1; DMG 1d10+1 (two-handed sword); SV F4; ML 10; XP 215.

## 4. FOUNTAIN

This alcove has a fountain with running fresh water. The kobruks use this as the band's water source. It is safe to drink.

## 5. CENTRAL CHAMBER

Doors to the west are a set of double doors. They are engraved with ancient dwarven runes. Above the door, Dwarven runes read: Here Lies Lord Calishun in Wait.

A riddle is inscribed below these runes: Up goes Down and Left is Right. There is a Dwarven rune for "UP" carved in bas-relief on both doors. If the rune on the Left Door is pushed in, the doors swing open. Otherwise, it takes some time with a crowbar or two to pry the doors open.



The double doors to the north are slightly ajar. Above the doors, engraved in ancient dwarven runes is the phrase: We Live. We Worship. We Die. Such is the Cycle.

## 6. CRYPT HALL

Beyond the double doors is a large room supported by two reddish pillars. There are 7 doors (aside from the doors the party entered from) lining the walls. The room is lit by a reddish glow that emanates from the two pillars in the room.

*a. CRYPT:* This room holds a single dwarven skeleton. This skeleton holds a dwarf-sized halberd and is clothed in tattered chain mail armor. If the door to **area 6g** is opened, the skeleton animates and the door to this room swings open. Given the opportunity, the skeleton forms ranks with the skeletons from the other Crypts (see below), two wide by two deep, with one in the lead. They advance slowly on the PCs, uttering a rhythmic shout and slamming the pole of their halberds on the floor with each step taken.

**Dwarven Skeleton (5 total, 1 in each Crypt):** AL: C; MV 60' (20'); AC 6 (tattered chainmail); HD 1; hp 3; ATT 1; DMG 1d8+1 (dwarf halberd); SA immune to *sleep* and *charm*; SV F1; ML 12; XP 13.

*b. CRYPT:* see **area 6a**.

*c. CRYPT:* see **area 6a**.

*d. CRYPT:* see **area 6a**.

*e. CRYPT OF SECRETS:* This room holds a stone statue of a dwarven warrior holding a halberd in its right hand. The statue stands atop a short pedestal. The halberd is NOT part of the statue and is obviously made of wood and steel. If the halberd is removed from the statue's grip, which requires lifting the halberd straight up, a small, circular depression is noticed where the halberd rested on the pedestal. Applying pressure to the depression opens the secret door to **area 9**.

*f. CRYPT:* see **area 6a**.

*g. FALSE TOMB:* Inside this room is a stone coffin approximately 6' long and 2' wide. The top of the coffin is a stone slab that requires two humans/demi-humans/humanoids to lift (one from each end) or one using a crowbar to lift the slab and slide it off. When the coffin's lid is removed, a dwarf-sized ghoul wearing a copper crown rises up and attacks the PCs. In the coffin are 267 cp, 145 sp, 24 gp and 2 gems (they look like possible diamonds but are really glass)

**Dwarven Ghoul:** AL: C; MV 90' (30'); AC 5 (tattered chainmail); HD 2; hp 10; ATT 3; DMG 1d3 (claw)/1d3 (claw)/1d3 (bite); SA Turned as 3 HD undead, paralysis, immune to *sleep* and *charm*; SV F2; ML 12; XP 13.

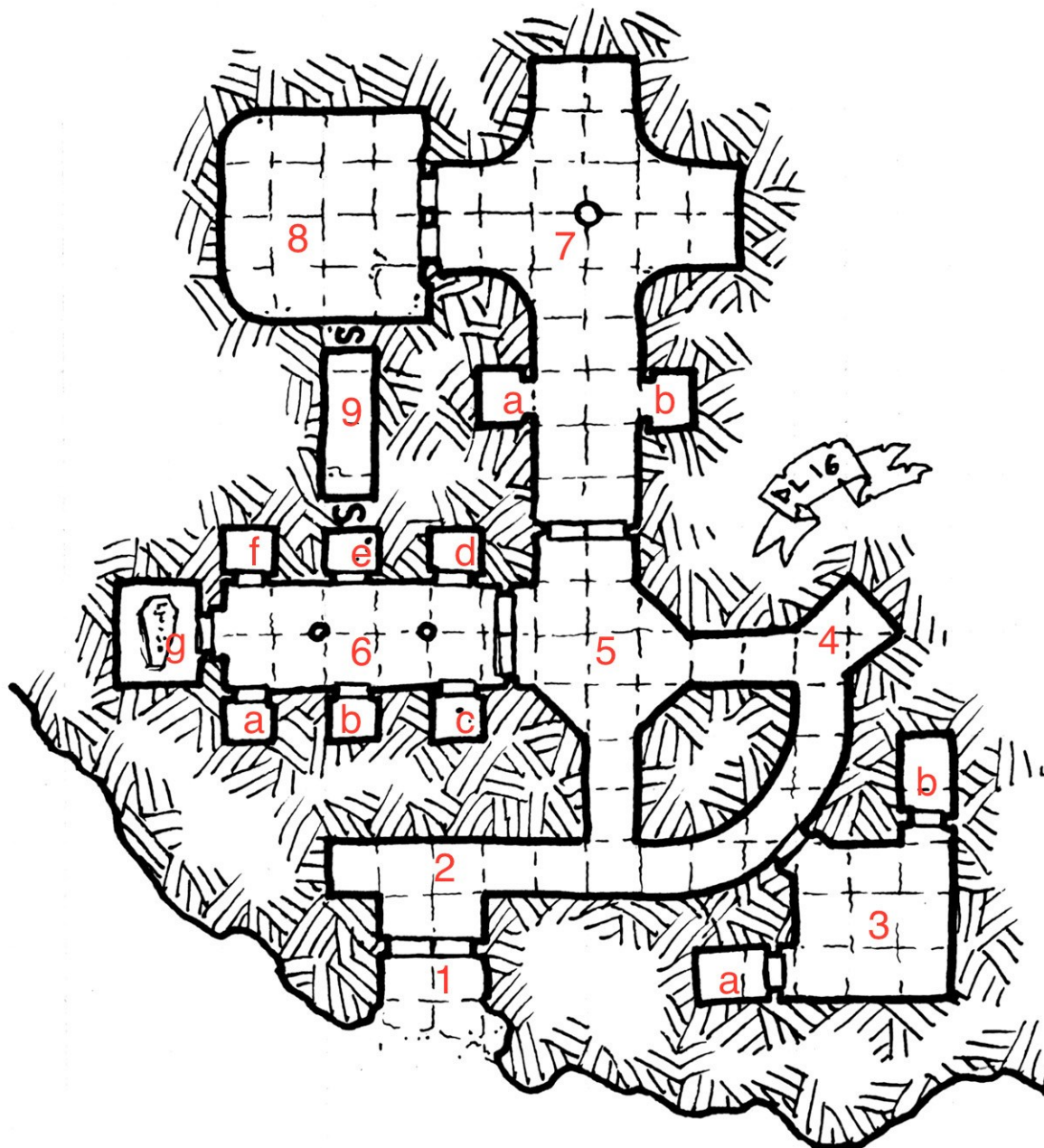
## 7. ORNATE HALLWAY

This hallway has a tall (25') vaulted ceiling. Just inside the doorway is a crowbar lying on the floor, dropped by a kobruk who fled in fear. There is a slight red glow from the walls and ceiling, emanating from what appear to be cracks, but upon closer look resemble veins of a living creature. The more worshippers in **area 8**, the brighter the glow (**area 8** currently only has undead worshipers so the glow is small but enough to see by).

*a. ALCOVE:* This alcove holds a single dwarven zombie, formerly a guard when living. It (and its companion in **area 7b**.) attacks as the party enters from the doors to the south. It does not pursue beyond the south doors.

**Dwarven Zombie:** AL: C; MV 120' (40'); AC 6 (tattered chainmail); HD 2; hp 8; ATT 1; DMG 1d8 (battle axe); SA always attack last, immune to *sleep* and *charm*; SV F1; ML 12; XP 29.

*b. ALCOVE:* see **area 7a**.



## 8. DARK CHAPEL

This chapel was used to worship a being known as The Darkening God. It is occupied by 10 dwarf skeletons and 6 dwarf zombies, all moaning softly and swaying as if in a trance. When the PCs open a door to this room (either the secret door to the south or the double doors to the east) 1d3 skeletons and 1d6 zombies advance to attack. Roll at the start of each round until either all the undead have engage the party OR all of the undead have been defeated OR the party flees to **area 5**. The undead cannot go beyond the doors that lead to **area 5**.

**Dwarven Skeletons (10):** AL: C; MV 60' (20'); AC 6 (tattered chainmail); HD 1; hp 3; ATT 1; DMG 1d8 (battle axe); SA immune to *sleep* and *charm*; SV F1; ML 12; XP 13.

**Dwarven Zombie (6):** AL: C; MV 120' (40'); AC 6 (tattered chainmail); HD 2; hp 8; ATT 1; DMG 1d8 (battle axe); SA always attack last, immune to *sleep* and *charm*; SV F1; ML 12; XP 29.

## 9. TOMB OF CALISHUN, FIRST DWARVEN LORD OF THE IMPERISHABLE DARKNESS

The room is lit by four stones, one set in each corner of the room. They glow with a blood red light that discolors everything. In the center of the room is a large sarcophagus, marble with silver-inlaid dwarven runes on all sides. In the light, they glow and ebb like flowing blood.

The sarcophagus lid is heavy and tight—it needs to be pried off using either a sword (Labyrinth Lord decides if it is damaged in the process) or a prybar.

When the lid is lifted, there is a “whooshing” sound as air is sucked into the sarcophagus. Inside is the Dwarflord Calishun, long dead and now a wight. He wields a battle axe (that glows if there are any elves or half elves in the party) and wears a silver crown highlighted with gold. He attacks the party without hesitation, screaming the following repeatedly in Dwarven: “Life is not life and death is not death!”.

Calishun pursues the party as far as the doors to **area 5**., but no further. He is bound to the chapel area.

The axe he wields is *Elfbane*. It's a *battle axe+1, +2 vs. elves and half elves*. It glows with a red light as bright as a torch if elves or half elves are within 100'. There is no way to control the glow beyond staying away from elves and such.

The crown is well made and worth 200 gp. In the sarcophagus lies a *shield+1* that bears Lord Calishun's wizened-dwarf standard, 380 sp, 450 gp, and 3 gems worth a total of 350 gp.

**Dwarflord Calishun (Wight):** AL: C; MV 90' (30'); AC 5 (tattered chainmail); HD 3; hp 16; ATT 1; DMG 1d8+1 (*battle axe+1*); SA level drain, only harmed by silver or magical weapons, immune to *sleep* and *charm*; SV F1; ML 12; XP 29.

# HOLY KNIGHTS AT THE COURT OF SUMMER WINES

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*Holy Knights at the Court of Summer Wines* is a *Labyrinth Lord*™ adventure designed for 3-6 characters of 3rd-5th level. A cleric of Law and Order would be particularly helpful.

*The situation at the Court of Summer Wines is as follows:*

The Court of Summer Wines is an expensive inn and tavern that can be dropped onto any major trade route in the Duchy of Valnwall. Yesterday, a knightly order named the Holy Knights of St. Tallhelm arrived at the tavern. The leader of the knights claimed to have received a vision that an unnatural evil was lurking in the Court of Summer Wines. The knights forbade any of the staff members or patrons to leave the tavern. A Lawbringer has been sent for and was expected to arrive in three days to investigate.

However, last night, the stablemaster Kristoff was caught trying to sneak out of the tavern. The knights took this as a sign of guilt and have decided to execute him at noon. The tavernkeeper Haspar Ruggles believes the knights are insane. During the confusion of Kristoff's arrest, Haspar sent his stableboy Cecil to fetch help from the first soldiers, clergymen, or adventuring company he encounters.

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## BEGINNING THE ADVENTURE

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The characters are traveling to a destination of the Labyrinth Lord's choosing. They have just broken camp for the morning and started out upon the road when a young boy named Cecil comes running towards them. Flushed and out of breath, he stammers:

"Please, good sirs. They're going to kill poor Kristoff. You must help him. You must!"

Once Cecil catches his breath, he quickly explains the situation to the PCs. He describes the Holy Knights of St. Tallhelm as crazed warriors who are thirsting for blood. He says that Kristoff is a stablemaster who could "tame horses for any king". He does not know why Kristoff attempted to escape, but can hardly blame him. He believes the knights are mad.

"He's a good man, my lords," Cecil says. "I've known him for the better part of a year now and he's never harmed a soul. They plan to kill him when the sun is highest in the sky. You must save him."

If the characters agree to help, Cecil leads them back to the Court of Summer Wines. If not, Cecil denounces them as cowards and sets off again in search of help. In this case, poor Kristoff is murdered by the Holy Knights of St. Tallhelm and the PCs are unlikely to be welcome in the area.

## ENCOUNTERING THE KNIGHTS OF ST. TALLHELM

When the PCs arrive at the Court of Summer Wines, the grim-faced Sir Kelvin Barrow is posted in front, just outside the courtyard. He challenges the characters, informing them that, “by order of the Church, no one may enter or leave this place”. Any PC cleric of Law and Order knows that the Knights of St. Tallhelm are no longer officially recognized by the Church. Other characters must make an Intelligence check.

If the PCs attack, Lord Vincent val Lyre and Sir Miles val Fallon join the battle in one (1) round. They are prepared to fight to the death in the service of their holy mission. However, after three (3) rounds of combat, the knights drop their weapons, clutch their throats, and then fall to the ground, dead. They have been poisoned. This should prompt the PCs to investigate the situation further.

If the characters do not attack Sir Kelvin, Lord Vincent and Sir Miles arrive to back him up. Lord Vincent calmly and respectfully explains the situation to the PCs. If Cecil is with the party, he thanks them for returning the boy to be judged. If one of the PCs is a cleric of Law and Order, Lord Vincent asks the character for help. The knights possess what they call the *Elixir of Sight*—a holy potion that allows a Lawbringer to “pierce the magic veil of unholy deceivers”. (see **New Magic Items** for details)

If the PCs agree to help, Lord Vincent leads them into the courtyard of the Court of Summer Wines. The following people are present in the courtyard:

- A despondent Kristoff is chained to the drinking well.
- The serving girl Jennofer “Goldy” Summerral is nervously serving drinks and cleaning tables
- Old Man Pickins is already extremely drunk and rowdy
- The tavernkeeper Haspar Ruggles is also present. His right eye is swollen shut—punishment from Lord Vincent for helping Cecil the Stableboy escape justice.

The other staff members and patrons may be found in the following locations:

- Anddrew the Cook is in the Kitchens cleaning up after the morning meal.
- Stevan the Cobbler is quietly getting drunk inside the Common Room.
- Elana of Fivestumps is sobbing in the Common Room.
- Henry of Wolford is in the Expensive Guestroom, attending to dark business (see below).

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## KRISTOFF EXPOSED

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If Kristoff’s true nature is revealed, he breaks into tears and tells the story of his death and reincarnation by the Druun. He swears he never intends to hurt anyone and just wants to live in peace. Lord Vincent refuses to be swayed by his lies. He again references his holy vision which showed him “an ancient evil lurking at the Court of Summer Wines”. He feels this vision led him right to Kristoff the Stablemaster.

As the Holy Knights of St. Tallhelm prepare for Kristoff’s execution, Haspar Ruggles and Cecil the Stableboy speak up on his behalf. When their pleas fall on deaf ears, Haspar begs the PCs for help. Old Man Pickins calls the knights a bunch of cowards. Goldy flees the courtyard in tears.

If the PCs do nothing, Lord Vincent says a prayer to St. Tallhelm the Seeker. Sir Miles then blinds the screaming Kristoff with a hot knife, after which, Sir Kelvin beheads him with a swing of his battle



axe. With justice served, Lord Vincent announces that the tavern staff and patrons are now free to leave. The knights prepare to ride out, but succumb to the poison that Henry of Wolford slipped into their food. Their bodies are found in the stables. This may lead the PCs to believe that something is still amiss at the Court of Summer Wines.

If the PCs attempt to stop the execution, Lord Vincent warns them not to interfere with the quest for Truth. If they persist, the Holy Knights of St. Tallhelm attack. As mentioned above, they are fanatics who are prepared fight to the death. However, after three (3) rounds of combat, the knights drop their weapons, clutch their throats, and fall to the ground, dead. They have been poisoned.

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## HENRY OF WOLFORD EXPOSED

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The effects of the *Elixir of Sight* last for one (1) hour. If the characters think to check the other patrons and staff members, they see Henry of Wolford in his true reptilian humanoid form. As this happens, the Holy Knights of St. Tallhelm succumb to the poison Henry secretly slipped into their morning meals.

Henry utters a deep, throaty growl (similar to that of a bull crocodile), and a foul wyvern suddenly appears overhead. The wyvern attacks anyone in the courtyard. Once the courtyard is clear, Henry leaps upon the wyvern's back and flies off.

Henry fights if attacked, but his primary goal is escape. If slain, he reverts to his humanoid reptilian form.

**Wyvern:** AL C; MV 90' (30')/fly 240' (80'); AC 3; HD 7; hp 30; ATT 2; Dmg 2d8 (claw)/2d8 (claw)/ - (tail stinger); SA poison; SV F4; ML 9; XP 1,140.

# THE COURT OF SUMMER WINES

The Court of Summer Wines is a well-to-do establishment that offers a wide selection of wines imported from near and far as well as fruits, breads, and sweets to be paired with such.

The food menu varies daily based on what is available locally, but Haspar Ruggles (the owner) works hard to maintain a constant supply for his wine and drinks menu. The venue stopped serving liquors and brandies after one too many occasions where people would move on from wine to hard drink late in the night, causing any number of brawls, damages, and general unruliness.

During the summer, much of the drinking and eating takes place in the courtyard of the structure, with the fountain in the center bubbling away quietly. During the hottest months, canvas coverings are pulled over much of the courtyard to provide shade from the hot summer sun (because drinking in the sun often results in headaches and stomachaches).

The Court maintains a few rooms for rent at most times. Haspar Ruggles and his cook live in the tavern; Kristoff the Stablemaster and Cecil the Stableboy live in a partitioned loft in the stables. The serving girls Elana of Fivestumps and Jennofer "Goldy" Summereal come in to work every day.

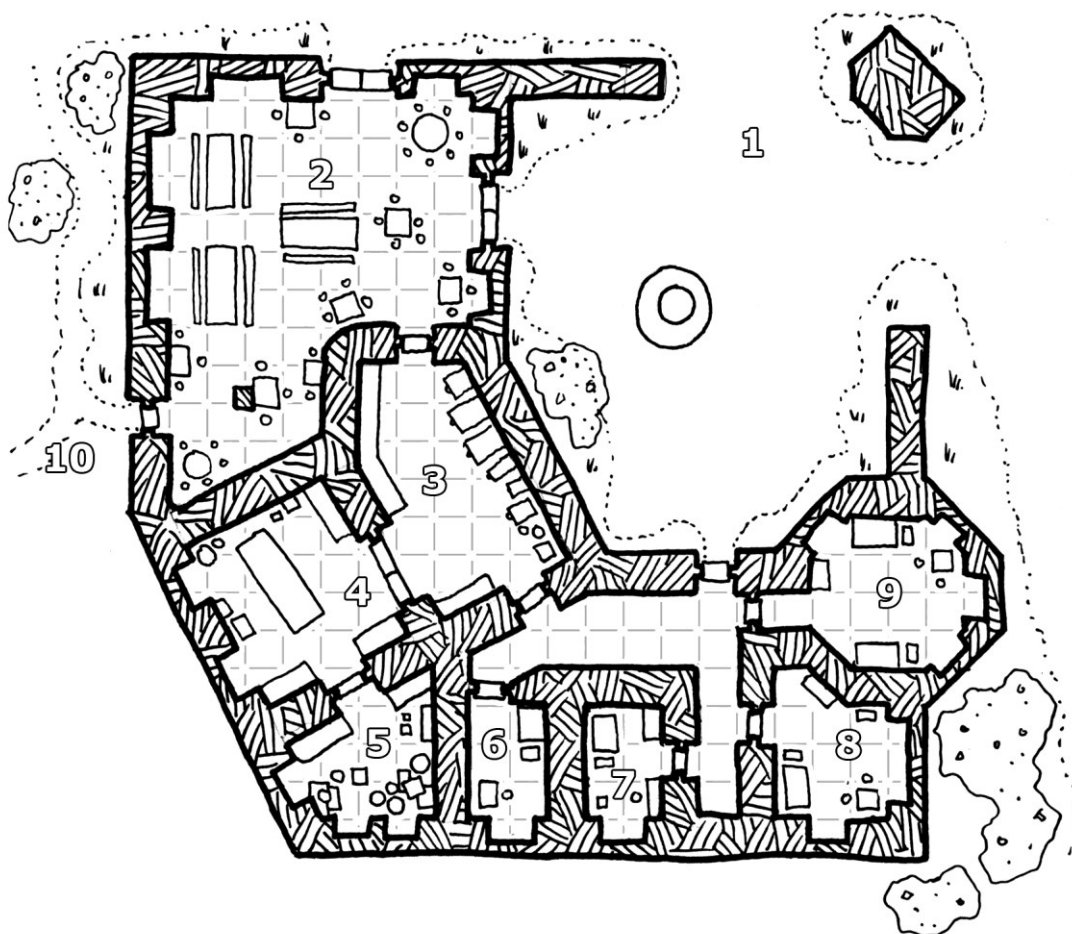
### 1. COURTYARD

The courtyard is overhung with canvas coverings to block the sun. It contains several tables and chairs. Kristoff the Stablemaster is chained to the drinking well.

### 2. COMMON ROOM

This room contains tables and chairs. Stevan the Cobbler is getting drunk here, attended by the serving girl Elana of Fivestumps.

# THE COURT OF SUMMER WINES



### **3. WINE-TASTING ROOM**

This room contains a bar and stools for tasting wine.

### **4. KITCHENS**

A well-stocked kitchen. Anddrew the Cook is here, busy cleaning up after the morning meal. He gets defensive if questioned. He may mention that Henry of Wolford helped him prepare breakfast, depending on what questions are asked.

### **5. PANTRY**

This pantry contains non-perishable foodstuffs. A trapdoor in the floor (not shown on Map) reveals wooden stairs leading down to a combination larder and wine cellar.

### **6. ANDDREW THE COOK'S ROOM**

This bedroom is modestly furnished and decorated. It contains Anddrew's personal effects. Hidden among his belongings is a folded banner emblazoned with a stylized white swan (the standard of a nationalist group known as the Society of the Swan).

### **7. SIMPLE GUESTROOM**

A simple guestroom filled with moderately expensive furniture and decorations. It is currently being rented by the traveling craftsman, Stevan the Cobbler. It contains the tools of his trade (worth 150 gp) and his personal effects. A small pouch hidden in his toolbox contains 17 gp, 30 sp, and three (3) sapphires (175 gp each).

### **8. EXPENSIVE GUESTROOM**

An expensive guestroom filled with lavish furniture and decorations. It is currently being rented by the Hessara assassin, Henry of Wolford.

A locked chest containing his personal effects is located beneath the bed. A sack containing 136 gp, 30 sp, 19 cp, and ten rubies (450 gp each) is tucked away beneath expensive clothing. A hidden compartment protected by a poison needle trap (saving throw vs. poison or die in 2d4 hours) is located on the side of the chest. It contains a map of the area, the name and itinerary of his target, several vials of exotic ingredients (Labyrinth Lord's choice), three (3) bottles of poison (the same found on the trap), and a piece of parchment containing the recipe for the poison (written in the language of the Hessara).

Henry has been busy this morning. He secretly poisoned the food prepared for the Holy Knights of St. Tallhelm with a slow-acting poison. He then began an ancient ritual of reptile summoning. When the PCs first arrive, Henry is in his room, completing the ritual. The door is locked, and it takes him a few moments to stuff the ritual items back into the trunk. If the characters barge in, they catch him in the act. Otherwise, he opens the door in two (2) rounds. He complies with the PCs unless his true nature is revealed. (see **Henry of Wolford Exposed**)

### **9. HASPAR RUGGLES'S ROOM**

Haspar's room is modestly decorated. It contains his personal effects. Haspar regularly invests his wealth in trade ventures and land purchases, so keeps little treasure on hand. A lockbox concealed beneath the floor contains 75 gp, 100 sp, and 17 cp.

### **10. PATH TO STABLES**

This path leads to the stables (not shown on Map) located behind the Court of Summer Wines. The stables consist of unremarkable horse stalls and a small attached smithy. The loft above is accessed by a ladder. It is divided into sections by hay bale partitions. These sections contain the personal effects of Kristoff the Stablemaster and Cecil the Stableboy.

The stables house three (3) fine warhorses belonging to the Holy Knights of St. Tallhelm. Their saddles, gear, and barding hang on the walls.

**Warhorse (3):** AL N; MV 120 (40'); AC 7 (natural) or 5 (barding); HD 3; hp 23, 21, 20; ATT 2; Dmg 1d6 (hoof)/1d6 (hoof); SV F2; ML 9; XP 50.

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## CONCLUDING THE ADVENTURE

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If the PCs save Kristoff, Haspar and his staff members are extremely grateful (with the exception of Anddrew, who is indifferent). They promise to keep the centaur's secret, but Kristoff knows he is no longer safe at the tavern and must leave.

Old Man Pickins respects hard work and Kristoff is one of the hardest workers he knows. He also promises to keep his secret. Stevan the Cobbler wants to get as far away from the Court of Summer Wines as possible. He packs up and leaves as soon as the Knights of St. Tallhelm have been dispatched.

Haspar offers the PCs free room and board whenever they are in the area. He may try to hire the PCs to scout a ruined keep or piece of frontier property he just purchased. He may even attempt to hire them to escort Kristoff (and possibly Cecil) to one of these remote places to escape the scrutiny of the Church.

If the PCs are present when the Lawbringer arrives, they must decide whether or not to reveal Kristoff's secret.

The Holy Knights of St. Tallhelm likely count the PCs as their enemies and the Order may return to take revenge at a later date. If Henry of Welford escaped, he might also return to trouble the PCs one day, especially if the PCs end up in the service of the nobleman he was sent to assassinate.

## MAJOR FACTIONS AND NPCs OF NOTE

The following factions and NPCs of note may be encountered at the Court of Summer Wines.

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### TAVERN PATRONS

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Three patrons are present at the Court of Summer Wines. Old Man Pickins is a regular at the tavern. Stevan the Cobbler was just passing through and had rented a room for the night. Henry of Welford had been renting the expensive guestroom for the past few nights.

#### EDWORD "OLD MAN" PICKINS

"Old Man" Pickins is a venerable old farmer who, years ago, uncovered an ancient dungeon while ploughing his fields. Pickins wisely hired a band of adventurers to explore the dungeon, and his share of the treasure they brought back was more than enough to fund his retirement. Old Man Pickins is brash and outspoken and the Holy Knights of St. Tallhelm are growing weary of his insults.

**Edword "Old Man" Pickins:** treat as 0-level human with Wis 15, AC 9, hp 2, and Dmg 1d2 (cane).

#### STEVAN THE COBBLER

Stevan the Cobbler is a traveling shoemaker who wanders the road, plying his trade to travelers, soldiers, and adventurers. He is a short man with a taste for fine drink. He is fearful of the knights and does his best not to attract anyone's attention.

**Stevan the Cobbler:** treat as 0-level human with Dex 13, AC 8 (Dex), hp 2. He possesses 16 gp, 7 sp, and 12 cp in coins.

### HENRY OF WOLFORD

Henry is an unassuming young man who claims to be from Wolford. He is actually one of the reptilian Hessara who has shapeshifted into human form. He is a killer-for-hire who has come to assassinate a local lord (of the Labyrinth Lord's choice). Henry has been staying at the Court of Summer Wines for the past few nights, preparing for the job ahead. He is the true evil sought by the Holy Knights of St. Tallhelm.

**Henry of Wolford (4th-level Hessara thief):** AL N; MV 120' (40'); AC 5 (natural + Dex); T4; hp 27; #AT 1; Dmg 1d6 (quarterstaff), 1d4 (silver dagger), 1d3 (claw); S 12, D 17, C 16, I 14, W 13, Ch 12; SV T4 or MU2; SA shapeshift to human form, backstab, thief skills; ML 9; XP 300; pick locks 31%, find/remove traps 23%, pick pockets 47%, move silently 37%, climb walls 90%, hide in shadows 32%, hear noise 1-3; thieves' tools, 30 gp, 28 sp.

## TAVERN STAFF

Haspar and his cook Anddrew live in the tavern. Kristoff and Cecil occupy a partitioned loft in the stables. Elana and Jennofer live together in the nearest town.

### HASPAR RUGGLES (TAVERNKEEPER)

Haspar Ruggles is a short, pudgy tavernkeeper and owner of the Court of Summer Wines. Haspar is no hero, but he is a devout follower of St. Valen who believes in standing up for what is right and just. He knows the Holy Knights of St. Tallhelm are a disgraced Order and was willing to wait for the arrival of a Lawbringer until they decided to execute his stablemaster Kristoff.

**Haspar Ruggles:** treat as 0-level human with AC 9, hp 3, and ML 8 (ML 10 when defending friends).

### ELANA OF FIVESTUMPS (SERVING GIRL)

Elana is a pretty, but shy young girl who was born near the Fivestumps Swamp. She is intelligent and well-read, and frequently chats with scholars and adventurers who pass through. Elana and her friend "Goldy" live together in a small cottage at the edge of the nearest town.

**Elana of Fivestumps:** treat as 0-level human with Int 14, AC 9, and hp 2.

### JENNOFER "GOLDY" SUMMERAL (SERVING GIRL)

"Goldy" has bright blonde hair and a stunning smile. She is friendly and outgoing, and has plenty of would-be suitors.

**Jennofer "Goldy" Summeral:** treat as 0-level human with Cha 15, AC 9, and hp 3.

### ANDDREW THE COOK

Anddrew is a dour, privileged youth, who studied at Broscetti's—one of the greatest culinary schools in the City of Dolmvay. He was forced to flee the city one step ahead of the Watch after he and his friends set fire to a Valinian nobleman's manor home. His father, the head of a powerful merchant family, has disowned him and refuses to let him return to the city. Anddrew believes the Knights of St. Tallhelm may have been sent to kill him.

**Anddrew the Cook:** treat as 0-level human with Cha 8, AC 9, and hp 3.

### KRISTOFF THE STABLEMASTER

Kristoff is a broad-shouldered, hairy man who has tended Haspar's stables for the past year. He seldom speaks and is only at ease around Cecil the Stableboy. Kristoff is actually a centaur who was killed by an adventuring company known as the Wildland Rangers in the eastern forests of Valnwall.



The Druuns of Pagonnus reincarnated him as a human, hoping he would join their fight against the Church, but Kristoff simply wanted to be left alone. He fled his ancient forest home to escape the Druun, but struggled to fit into human society until he was welcomed at the Court of Summer Wines. His real name is Krivotos of the Bara'gein (Black Mane) Herd.

**Kristoff (Krivotos) the Stablemaster (reincarnated centaur):** AL N; MV 120' (40'); AC 5; HD 4; hp 23; ATT 1; Dmg by weapon; SV F4; ML 9; XP 80.

### **CECIL THE STABLEBOY**

Cecil is a stableboy who was orphaned at a young age when his parents were killed by brigands. He was taken in by Haspar Ruggles, a friend of the family, who has raised him the best he could. Cecil is an honest lad who dreams of becoming a heroic adventurer.

**Cecil the Stableboy:** treat as 0-level human with AC 9 and hp 3.

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## **HOLY KNIGHTS OF ST. TALLHELM THE SEEKER**

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Brefort Tallhelm was a mighty warrior who lived during the Time of the Thirteen Cities. Legends say he was gifted with a holy sight that allowed him to detect shapeshifters, invisible creatures, and all manner of hidden things. He served as one of Lord Valen's personal bodyguards and thwarted several assassination attempts until his death during the Ghouls Wars. Tallhelm was later canonized by the Church of Law and Order, and Knights of St. Tallhelm scoured the land, slaying evil creatures such as lycanthropes, mimics, dopplegangers, and gelatinous men.

Unfortunately, the knighthood was soon corrupted from within, with greedy and overzealous leaders using their "visions" to bring the power of the Church against their enemies and rivals. The Knights of St. Tallhelm were eventually denounced by the Church. Even so, the order continued its mission, hunting down creatures of darkness that dared to lurk among men. The standard of St. Tallhelm is a large eye impaled upon the central tine of a pitchfork, with flames in the background.

### **LORD VINCENT val LYRE**

Lord Vincent is a nobleman of House Lyre in Lockeland. He is a tall, broad-shoulder warrior with a commanding voice and unwavering conviction. A few nights past, Lord Vincent received a vision from what he believes was an emissary of St. Tallhelm. In that vision, he was told that a creature of unnatural darkness was lurking at the Court of Summer Wines. Lord Lyre and his knights rode straight to the tavern to confront the beast. In combat, Lord Vincent attacks the strongest fighter first.

**Lord Vincent val Lyre (3rd-level fighter):** AL L(E); MV 120' (40'); AC 1 (plate mail + shield + Dex); F3; hp 23; #AT 1; Dmg 1d8+1 (longsword + Str), 1d4+1 (dagger + Str), 1d6 (lance + Str); S 15, D 13, C 13, I 12, W 10, Ch 13; SV F4; ML 12; XP 95; *Elixir of Sight*, gold signet ring of House Lyre (150 gp), silver holy symbol of St. Tallhelm (75 gp), 17 gp, 29 sp.

### **SIR KELVIN BARRTOW**

Sir Barrtow is a former adventurer whose companions were killed by a phase tiger. He is a gruff, angry man whose left side of his face is hideously scarred from one of the creature's scaly whips. Sir Barrtow has since dedicated himself to St. Tallhelm. He particularly hates magic and illusions. In combat, he attacks spellcasters first.

**Sir Kelvin Barrtow (4th-level fighter):** AL L(E); MV 120' (40'); AC 3 (plate mail); F4; hp 40; #AT 1; Dmg 1d8+3 (*battle axe+1* + Str), 1d4+2 (dagger + Str), 1d6+2 (lance + Str); S 17, D 10, C 17, I 9, W 10, Ch 7; SV F4; ML 12; XP 245; silver holy symbol of St. Tallhelm (75 gp), 29 gp, 13 sp, 29 cp.

### SIR MILES val FALLON

Sir Fallon is a slender young nobleman from Uthersberg who devoted himself to the service of St. Tallhelm after being betrayed by his lover. His boyish face and waifish figure make him seem like a child playing warrior. However, Sir Fallon is extremely capable at arms and his heart is cold as ice. He is an expert duelist and often serves as the company's champion. He detests lies and deception, and has a deep distrust and resentment towards woman. In combat, he attacks female PCs first.

**Sir Miles val Fallon (2nd-level fighter):** AL N; MV 120' (40'); AC 0 (plate mail + shield + Dex); F2; hp 13; #AT 1; Dmg 1d8 (longsword), 1d4 (dagger), 1d8 (longbow); S 12, D 17, C 12, I 13, W 10, Ch 15; SV F2; ML 12; XP 38; *potion of healing*, gold and silver cameo locket with image of former lover (750 gp—was worth 1,500 but the image has been gouged with a knife), silver holy symbol of St. Tallhelm (75 gp), 17 gp, 88 sp, 3 cp. Sir Miles received +2 to-hit with his longsword because of his skill.

## NEW MAGIC ITEMS

The following new magic item may be found in the Court of Summer Wines.

### ELIXIR OF SIGHT

The *elixir of sight* is viscous potion said to be made from the pulped eyes of a sacrifice to St. Tallhelm the Seeker. It is only usable by a cleric (of any faith). The potion grants the drinker the same benefits as a *True Seeing* spell (see the *Labyrinth Lord™ Advanced Edition Companion* rulebook). The effects last for one (1) hour. There is a 25% chance that a character of Neutral alignment and a 75% chance that a character of Chaotic (evil) alignment who drinks the potion becomes cursed with blindness after the effects of the potion wear off. This blindness may be removed by a *remove curse* spell.

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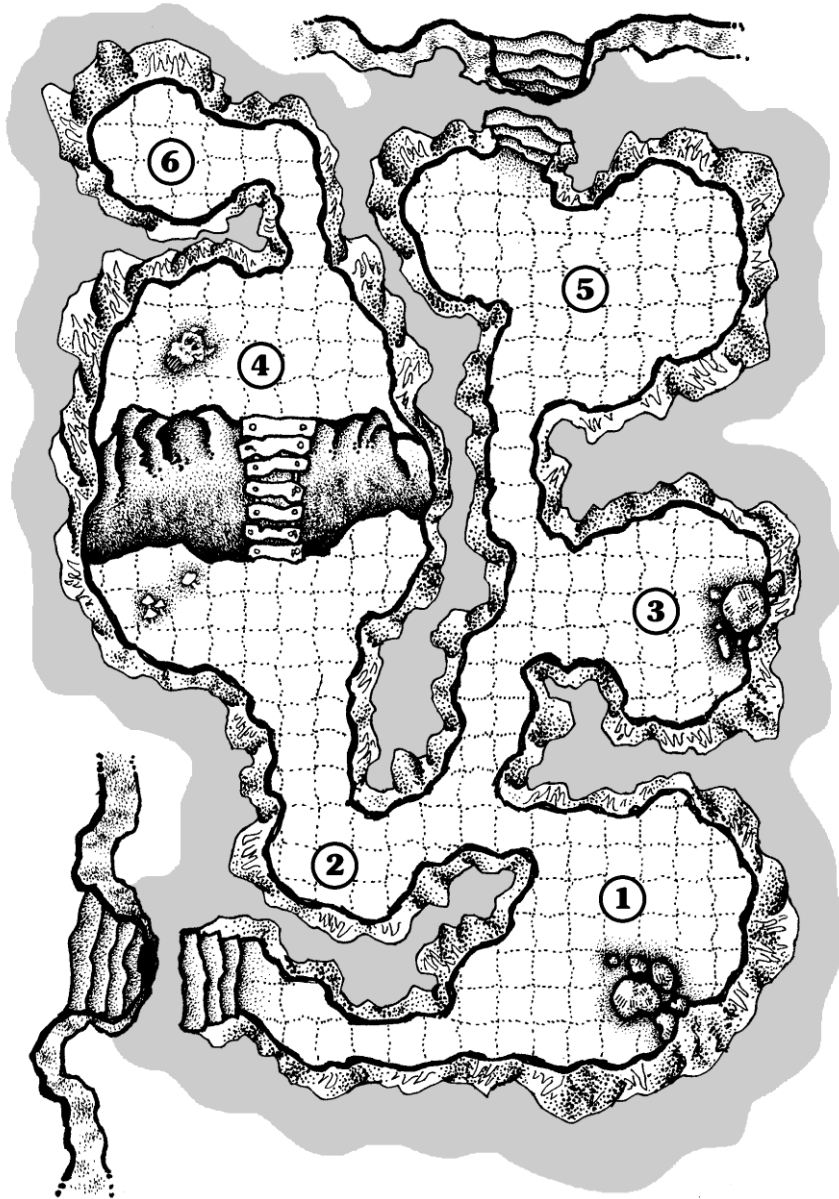
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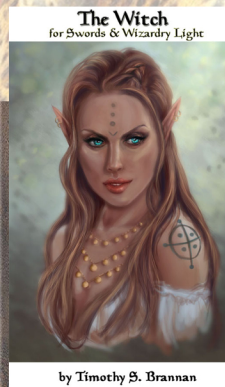
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