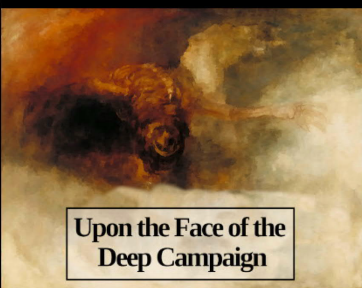


Hope Cross Village

An Adventure for Characters Levels 1-3 set in the Rosewood Highlands

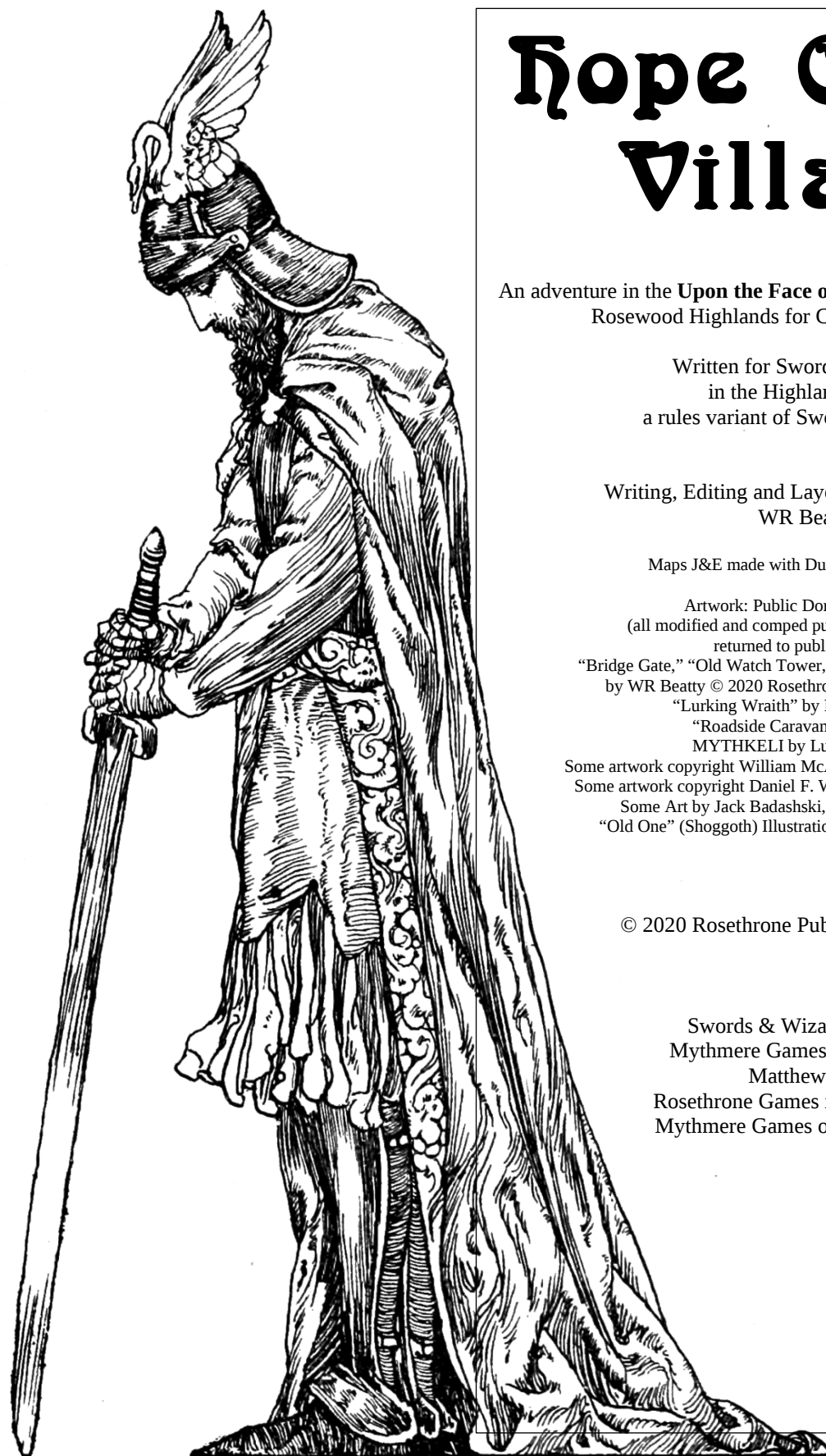


Upon the Face of the
Deep Campaign



WR Beatty


**Rosethrone
Publishing**



Hope Cross Village

An adventure in the **Upon the Face of the Deep** campaign set in the Rosewood Highlands for Characters levels 1-3.

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in the Highlands rules,
a rules variant of Swords & Wizardry

Writing, Editing and Layout and Cartography:
WR Beatty

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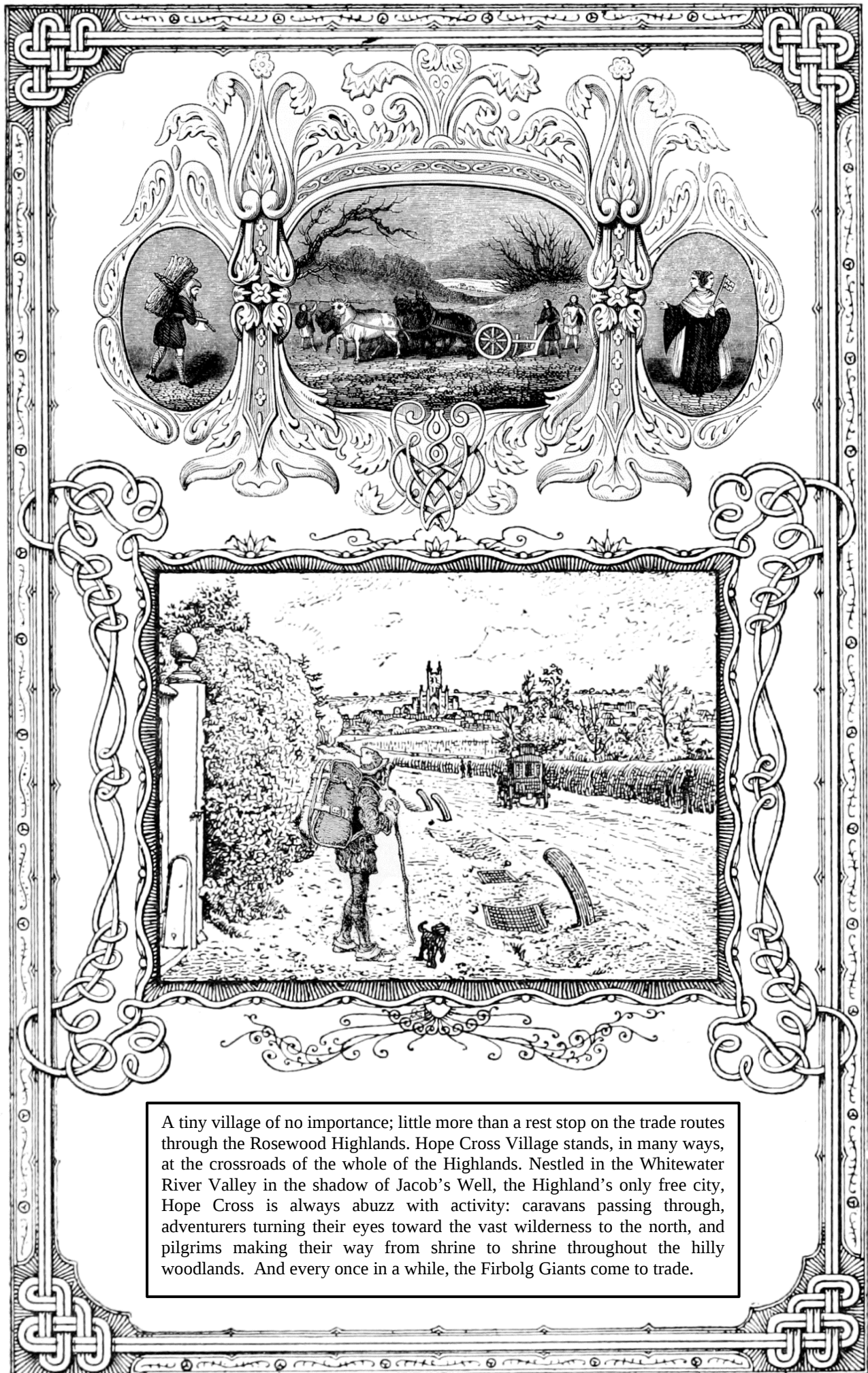
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A tiny village of no importance; little more than a rest stop on the trade routes through the Rosewood Highlands. Hope Cross Village stands, in many ways, at the crossroads of the whole of the Highlands. Nestled in the Whitewater River Valley in the shadow of Jacob's Well, the Highland's only free city, Hope Cross is always abuzz with activity: caravans passing through, adventurers turning their eyes toward the vast wilderness to the north, and pilgrims making their way from shrine to shrine throughout the hilly woodlands. And every once in a while, the Firbolg Giants come to trade.

Village Background

Hope Cross is home to about 200 people, most of whom live on farms and homesteads within a mile or so of this crossroads village. Caravans from all corners of the Rosewood Highlands pass through Hope Cross so the tiny village is always bustling with activity.

“Up the hill,” as the locals say, is Jacob’s Well, the only Free City in the Highlands and the political center of this region. Locals distrust the people of Jacob’s Well, the “city folk” and the “villains” and the “High King’s cronies.” As such, the people of Hope Cross tend to be self-reliant and provincial almost to the point of isolationism. Many folk who live in this region have never been even as far from home as Jacob’s Well.

Across the Fairy Bridge is Stanfor’s Mill, the walled compound where the villagers took refuge during the last Goblin Incursion years ago. Beyond the mill, the north road is blocked by a log palisade and a wooden gate. Beyond the palisade is the land of the Firbolg Giants. Mortals are not welcome.



Commerce

- Travelers, Merchants and Caravans – caravan fields
- Monthly Market with goods from surrounding villages and some wandering traders such as Steffian the Tinker
- Sheepherding – communal herds number in the thousands providing wool, cheese, milk and hides/leather for trade
- Cattle – Three families have herds of cows and oxen in the Southdowns alongside the herds of sheep (about 350 cows and 95 oxen)
- Farms – most of the farms in the region grow wheat, rye, barley and hops and much of the grain is traded. These Farmsteads line the road to the east and the west.
- Stanfor’s Mill – north of the Fairy Bridge, the mill is always busy
- River Catch – fish, crayfish and eels are harvested by the two fisher families in Hope Cross

Justice

The Warden, Constable Arten Waller, metes out justice in the village, breaking up fights, settling disputes, walking drunks home.

Crimes are rare and usually petty. Most of Waller’s judgments are reparations for some stolen item or some broken deal, or a night in jail to cool off.

Any serious infractions are dealt with quickly and decisively: murder, rape and arson are capital crimes in Hope Cross.

Adventure Background

About two weeks ago a once in a century storm blew through the area, knocking down trees, blowing off roofs and dumping so much rain that roads were washed out, fields were flooded and Seven Stone Creek washed out half the valley. The cattle in the ‘Downs rode out the storm just fine, but the sheep scattered and too many of them haven’t come back.

Two days later, a stranger wearing a black, hooded robe came into town. He was looking for “the darkening of the day” and he asked if anyone “felt the call to the night.” Most people thought he was crazy.

The stranger was **Laciar Doran**, a minor priest in the New Cult of the Old Gods (Druid) who felt the call of the Old One who has been sleeping deep beneath the an old Temple to the Old Gods that the people of Hope Cross never knew existed. The Old One cradles the Stone of Eternal Night, an ancient artifact that draws mortal beings toward it. Empowered by the chaos of the Outer Darkness, the Stone of Eternal Night first draws the willing, those already drawn to the power of Darkness. Once a willing host arrives (in this case, Laciar Doran), the host becomes an **Avatar of Darkness**, possessed by the power of the Stone and directed by the will of the Old One.

Having a connection with the mortal realm through the Avatar, the Stone begins drawing more and more mortals into the presence of the Avatar, to be drawn into worship of the Old Gods (or, more specifically, the Old One) or to be sacrificed as infidels.

Adam Shepherd has become the first victim of the Old One, his blood still wet on the dais before the Face of Darkness.

The Draw of the Darkness

The Stone of Eternal Night channels a powerful summoning magic through the Avatar of Darkness. Mortals within 500’ must begin making a save vs. Death Magic or move toward the Avatar. The move is not conscious on the part of the victim. Often, they will simply change their course slightly without even noticing. With each failed save, the ability to resist weakens (simulated by a cumulative -1 on save attempts). A new save must be attempted each round. Failing with two natural ones in succession means the victim has become wholly dominated by the power of the Stone of Eternal Night.

Magic such as Protection from Evil and Bless will temporarily block the victim from the Draw of Darkness. Remove Curse or any magical healing spell or similar magic will remove any accumulated penalties to saving throws (in essence, “resetting” the Saving Throw to normal).

Rumors, True and False

“First there was that storm. Old Gorby says he ain’t never seen such a fuss kicked up, and he’s near a hundred years old. So many lightning strikes, trees burning in the woods for days. If it hadn’t been for all the rain that came, sure there’d be no Hope Cross left today.”

“Then the sheep ran off, and that’s ain’t supposed to even be possible, what with the Witchwoman’s charm at the Shearing Shed.”

“Then that... stranger came to town. Said he was looking for something in the darkness. Came at full noon, he did. Probably mad. No one was unhappy to see him leave.”

“And now Adam Shepherd is missing.”

“I bet the old Hermit in the Grove knows what’s what. He ain’t as friendly as old man Calan was, Saints rest his soul. Still, if anyone knows about the stuff of the woods, it’s the Hermit, right?”

“Seen a Black Robed stranger come into town a while back. Didn’t talk much. Said he was from some monastery or another, didn’t catch the Saint he was a follower of. Gave me the shivers up my spine! Glad he came and went the next day. Waller says he weren’t nobody to be worried about, but he don’t ever worry about strangers.”

“That storm a tenday ago about ripped the roof of my house. The ford was flooded for two whole days, I hear. And they say not a fleck of gold was found, neither.”

“Them sheep got all spooked during that big storm last week. Adam says he wandered all up and down Seven Stone Creek looking for stragglers. Ain’t supposed to happen what with the Witch’s charm up on the Southdowns. Something spooked them good.”

“Lightning hit the Fairy Bridge the other night. Flashed the whole length of the bridge it did. Went up the next day and didn’t see where it hit the bridge. I swear I seen it, but there was not even a mark on the stone.”

“Went to the Fairy Cove and tossed in my silver for good luck. Them water sprites was all churned up. Something bad is on the wind.”

“I hear young Adam Shepherd is up and gone. Say he went looking for the stragglers down Seven Stone and ain’t been home in two days.” (Similar rumors about “them Homesteaders from the east” having gone missing)

“Old Waller’s out looking for his woman again. You’d think he’d see what’s going on under his own nose.”

Hooks/Getting the Party Involved

Campaign Hook:

In the *Upon the Face of the Deep* campaign, this adventure is set to immediately follow the events of **The Storm’s Impending Rage**. Baron Wyrmslayer sends the party to meet with Constable Arten Waller about the recent events at Wyrmslayer Keep (coordinated bandit and goblin attacks, the betrayal by Salan Greenthumb and, potentially, the theft of the Black Opal of the Apostate). They are to find out if any of the surviving traitors (Greenthumb, his apprentices, any of the Night Guard, Berach the Captain of the Watch, Allan Kielles the Overseer, Delair the Smith or Mistress Garland) have come through the area to ascertain where they went and, hopefully, root them out. Constable Waller is too distracted by the disappearance of Adam Shepherd to be of much help... (all of that assumes things went “to plan” in the previous adventure so... maybe that will work)

Non-Campaign/Alternate Campaign Hooks:

Caravan Guards:

Tried and true! Since many caravans come through Hope Cross, this would be an easy slot in.

- Maybe Adam’s wife Danla is wailing about her lost husband and someone in the party takes pity on her.
- Maybe somebody in the Caravan (or in the party) gets a little too friendly with Waller’s wife Sessila. Regardless of who the offender is, someone in the party will be accused of “attacking my wife,” and the Constable demands service out of the offender (the Caravan Master will comply with the demand).
- Maybe the caravan is stuck in town for an extended period (the Caravan master died, three wagons broke down, all the mules got dysentery) and there’s a desire to make a little coin on the side. That being the case, Waller can offer 1000 gp for recovery of Adam Shepherd (see Mercenary below for full information about reward).

We’re the Good Guys:

The party is in town, probably traveling through to somewhere else (maybe on their way to Baron Wyrmslayer’s Keep or maybe they just faced down the wicked children eating Goblins in the magical Goblin House), when Danla comes wailing about her lost husband, inconsolable. Constable Waller forms a search and rescue party and looks at these strangers, “You look like you can handle yourselves. We sure could use some professional help.”

Mercenary:

A call has gone out. People are disappearing from Hope Cross Village and a reward has been set for their recovery, 1000 gp! In this scenario, Adam Shepherd has been missing a week and two other people (random folk from the surrounding Farmsteads) have gone missing. Recovery of the bodies brings the full reward. Proof of rooting out the beginnings of an evil cult forming in the region will bring triple the reward (3000 total).

Village Key

1. Caravan Fields

Area A on the Large map.

About three acres of fairly level ground has been cleared here for use by the caravans that travel through this area.

2. Shepherdher Circle

Each of these hovels is a dirt floored, mud and daub walled, thatch-roofed one-room affair. The shacks surround the "Poor Well," a shallow well fed by an underground spring.

The sheepherders take care of the communal flocks, some 4800 sheep who roam the Southdowns (See 2 below).

Unless noted, there is a 20% chance that any of the men or women will be here, 40% chance that the children will be here. Otherwise, they are likely in the Southdowns.

A. Adam Shepherd (missing) and Danla and infant son Myles
(90% Danla and Myles will be here)

B. Damran and Seva, daughter Mika, daughter Tila,
daughter Mina, son Dael

C. Tevan and Missa, son Gile, son Barran, son Arron,
son Damron, daughter Tilla

D. Baen and Lana, son Kylan, son Manal, daughter Tessa
(85% chance Tessa will be here as she is too young
to be in the fields yet)

E. Doen, widower, no children

F. Bassal and Tila, no children

G. Angal and Denna, son Gil, son Donal, son Philos

H. Garan, widower, son Adam, son Tristal, daughter Misa

I. Doogal and Myra, no children

J. Anders the Left-Handed

K. The Poor Well

Strangers are not particularly welcome around the well. The Sheepherders have hidden their meagre fortunes down the well, 99 gp, 343 sp

L. The Common Shed: tools and supplies



3. Tax Assessor

A simple two-room wood frame house with a second story loft. This is the office of the local Tax Assessor, **Morten Sirall**.

The front room is the Tax Assessor's office with a desk, four chairs and a strongbox full of paperwork.

The back room has a couple overstuffed chairs, a deep carpet on the floor and a large fireplace. On a small table next to one of the chairs is a pipe and tobacco pouch.

Morten lives in the loft above the Assessor's Office where he keeps a locked strongbox with 340 gp in it under a simple wood framed bed.

4. Warden (Constable)

This tiny two room shack is the home of Constable **Arten Waller** lives with his wife **Sessila**.

The front room is the kitchen and living area while the back room is their bedroom. They keep a brass-hinged locked teakwood box in the bedroom with 84 sp and 119 cp in it.

Waller is rarely home Rather he is usually out patrolling, drinking at one of the local establishments or sitting in his "office" in the Common Hall (12).

Hope Cross Village

5. Money Exchanger

Byros Hill, the money exchanger, lives and works in this modest wood framed, slate shingled, four-room house.

There are two doors at the front of the house. One, a heavy oak door with lead pane glass windows, has a sign above the door announcing, "Wealth Exchange." The other door is rather non-descript save for the fact that it is painted deep blue.

The office is a claustrophobic room in the front with a separate outside and (locked) inside entrance. The office is a mess of dust covered papers and books. Hill keeps an iron bound, locked trunk in the office that has about 200 sp and 100 gp within. Also in the trunk are 15000 counterfeit gp and 25000 counterfeit sp (bait for would-be thieves – Hill is honest in his dealings).

Hill exchanges foreign (and ancient) coins for Highland coins (at 15%).

The rest of the house consists of a front living room, a separate kitchen and pantry, and a well-appointed bedroom. In a safe in the bedroom Byros has 1843 gp, 4294 sp, 1321 cp, 4 bars of gold (600 gp each) and several small gems.

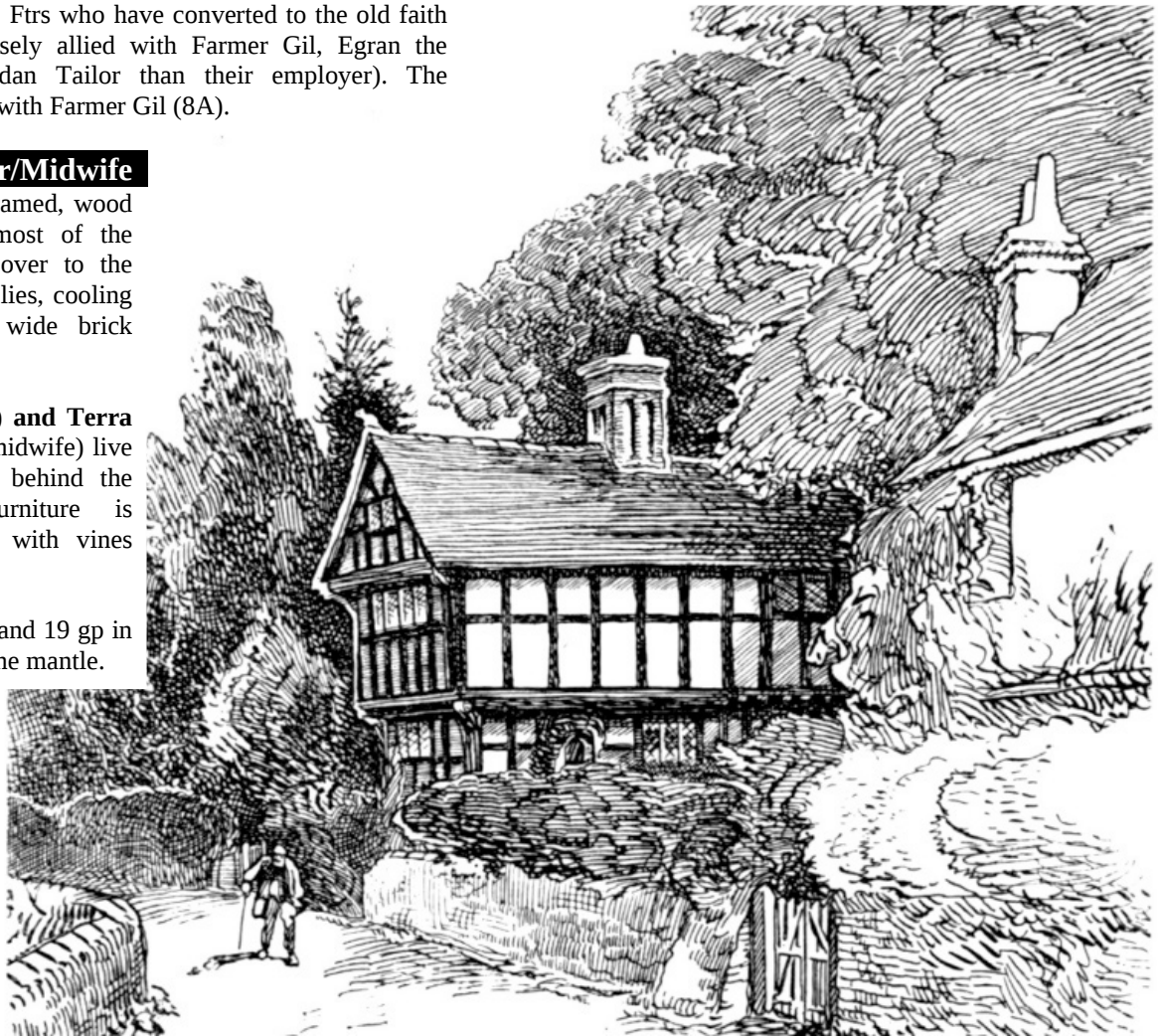
When in the office, Byros has two bodyguards with him (**Mig** and **Firstal** – lvl 2 Ftrs who have converted to the old faith and are more closely allied with Farmer Gil, Egran the Merchant and Jadan Tailor than their employer). The bodyguards board with Farmer Gil (8A).

6. Baker/Midwife

A modest wood framed, wood shingled house, most of the interior is given over to the baker's craft: supplies, cooling racks and three wide brick ovens.

Dellan (the baker) and **Terra Baker** (the local midwife) live in a small room behind the bakery. The furniture is intricately carved with vines and roses.

They keep 127 sp and 19 gp in a wooden box on the mantle.



7. Lady Prisa's Inn

"The Lady" as the locals call it, is a more upscale tavern than Gire's (9) and a little more lively than the Inn (13).

There is a large common room, a private dining room, the kitchen and Prisa's room on the first floor, and 10 bedrooms on the second floor.

There will be 1d4+4 patrons here during the day, 2d4+6 during the evening and 1d8-3 through the night.

Prisa employs a dozen girls, daughters of the local shepherds and area farmsteads, half of whom will be on duty in the main room and in the kitchen at any given time.

She also employs three bodyguards, **Defran**, **Milar**, **Hilliad** (F3, F4, F4 hp12, 15, 19 clubs). Occasionally, someone will come "off the hill" for business of some sort, most of them end up here.

The bodyguards live in with one of the cattle families (8B), four of the girls stay in one of the bedrooms, the others are local girls who go home to their parents when not working.

In her bedroom, under the bed, Lady Prisa keeps a lockbox containing 312 gp and 659 sp.

Hope Cross Village

8. Cattle Ranchers

Each of these wood frame houses has a small garden attached, a shed and outhouse out back.

A. Farmer **Gil**, a widower, lives here with Mig and Firstall, Byros Hill's bodyguards (5, above)

All three men are members of the old faith, with Jadan Tailor (A13) and Egran the Merchant

B. Arron and Tesra, son Milos, son Edros, daughter Dellah, daughter Mila, live here with Lady Prisa's bodyguards, Defran, Milar, Hillliad (F3, F4, F4 hp12, 15, 19 clubs)

C. Jarron, a widower, who lives with his sons Hale and Daman

9. Gire's Tavern

Gire's Tavern is a hole in the wall, a large taproom with dirty rushes and stinky dogs on the floor, rodents running freely, and flies buzzing all around.

Drinks are cheap and watered down, the atmosphere is smoky, food is suspect. Still, Gire's is the place that the farmers, herdsman and fishermen congregate so on most nights the main room is full.

Gire, his wife **Sella** and their 3 daughters (**Amalla**, **Tyrea**, **Fillia**) run the place.

In a bag under his mattress Gire has 3 gp, 23 sp and a small sapphire (worth 22gp).

10. Egran's Dry Goods and Stable

Dalan Egran runs the local general store and stable. A small two-story house is attached to a grand barn and stable.

The entirety of the first floor is devoted to the dry goods store. Since caravans come through town frequently, all normal items are available at Egran's at normal prices. However, the items are of only average to poor quality, with a 10-20% chance of failure on any given item when put to use. Items of vastly superior quality are available at Jacob's Well, but the cost is significantly higher. There is a 20% chance that some unusual items are lurking in the store as well.

The second story of the house is divided in three rooms: a living area, a kitchen and pantry, and a bedroom. Egran keeps a locked strongbox in his bedroom with 300 gp and 900 sp in it, as well as the deed to a piece of property in Camden Village (which he suspects may be a forgery).

The barn and stable is kept orderly and well-stocked by **Doogan the Stump**, the stable-master and his three young stableboys. Doogan lost his left foot somehow when he was younger (he will never talk about it) and his family simply called him Stump for a long time, a title he has taken on in defiance of his alleged disability. In fact, he is one of the fastest runners in town.

Dalan keeps 6 horses here that he might part with (either to rent or to buy) if the price is right as well as grain, hay, tack, etc. Doogan has a mule named Goodboy that he treats like a family member.



Hope Cross Village



11. Lord Stammel's Estate

Garin Stammel is the largest cattle owner in the village. He was once in the employ of the Constable of Jacob's Well and remains on friendly terms with his former employer, so the locals call him Lord Stammel. Stammel owns over 200 cattle that he pastures in fields to the north of Hope Cross. He is the local butcher and ships a fair amount of meat to Jacob's Well and some of the other villages in the area. He ships the hides to tanneries in the south, which has become a very profitable business for him.

NOTE: Stammel is not listed among the NPCs. He is 80% likely to be here on the estate somewhere. Otherwise he is off hunting (60%) or out of town securing business (40%). He does not ever "mingle with the locals" at any of the drinking establishments.

His home, two story wood frame house, with a gabled, slate shingled roof, is the largest in Hope Cross, being fourteen rooms total (seven are bedrooms). In his bedroom he has a strongbox with 2200gp, 7200sp, 8000cp.

He employs a staff of eleven plus four body guards – Dunas, Ediar, Bilian, Dalor (F1, F2, F3 [Str 18], F4 hp 5, 8, 13, 17 – chain, shortsword, shortbow, shield), all of whom live in the basement of his home.

A. Slaughterhouse

Six young men, sons of local farmers and herders, work six days a month here. The remainder of the month the slaughterhouse is fairly quiet, though Stammel plies his trade alone on occasion.

B. Leatherworking

If the party needs any kind of leather work done, Hooper, Stammel's son, is very skilled. Leather items purchased from him will cost 10% more than the standard lists, but will be of vastly superior quality and will withstand 20% greater use/abuse than standard items (that is to say, they gain a +4 on item saves). Hooper is a gruff man, and difficult to please. He criticizes nearly everything. Locked in his desk is 12 gp and 22 sp.

12. Common Hall

This large, two story building is the official town center.

The large central room is used by the villagers for their common meetings (about once a month) and whenever anything important happens.

Off the central room on the first floor are two small rooms that Constable Waller will sometimes use for meetings or to stay in when he's got someone "in the pokey".

The basement of this building has two large storage rooms with iron bound oak doors that Waller sometimes uses as jail cells.

The second floor has three spacious rooms, each with a window (in the front-facing gables) that can be rented by travelers and newcomers to the region. There is a 20% chance that one of them will be occupied by a traveler (see Traveler Encounter Table)

Outside the Common hall is a Pillory, a mild form of punishment used sometimes by Constable Waller to humiliate minor offenders.



13. Hope Cross Inn

Hope Cross Inn, run by **Terrance D'Andral**, is a quiet respite from either Lady Prisa's or Gire's taprooms. The ale is excellent, if expensive and the rooms are safe and clean. Local women cook and clean here and take pride in their work.

The main floor of the inn is divided into a large common room and a smaller kitchen and pantry. The second floor has four rooms to rent.

Attached to the back of the inn is the owner's house, a simple single story, two room wood frame building. Terrance keeps his "fortune" in a leather sack under his bed: 82 gp, 112 sp, 99 cp.

14. Market Square

This is the open-air market for the village and the surrounding farms.

The communal well is located in the center of the market.

The first day of each month this area is abuzz with stalls filled with animals, handcrafts, metalwork, vegetables, and the like.



15. The Bridge Gate

The Bridge Gate is more symbolic than functional, though the Bridgmaster, **Sharn**, takes his job very seriously.

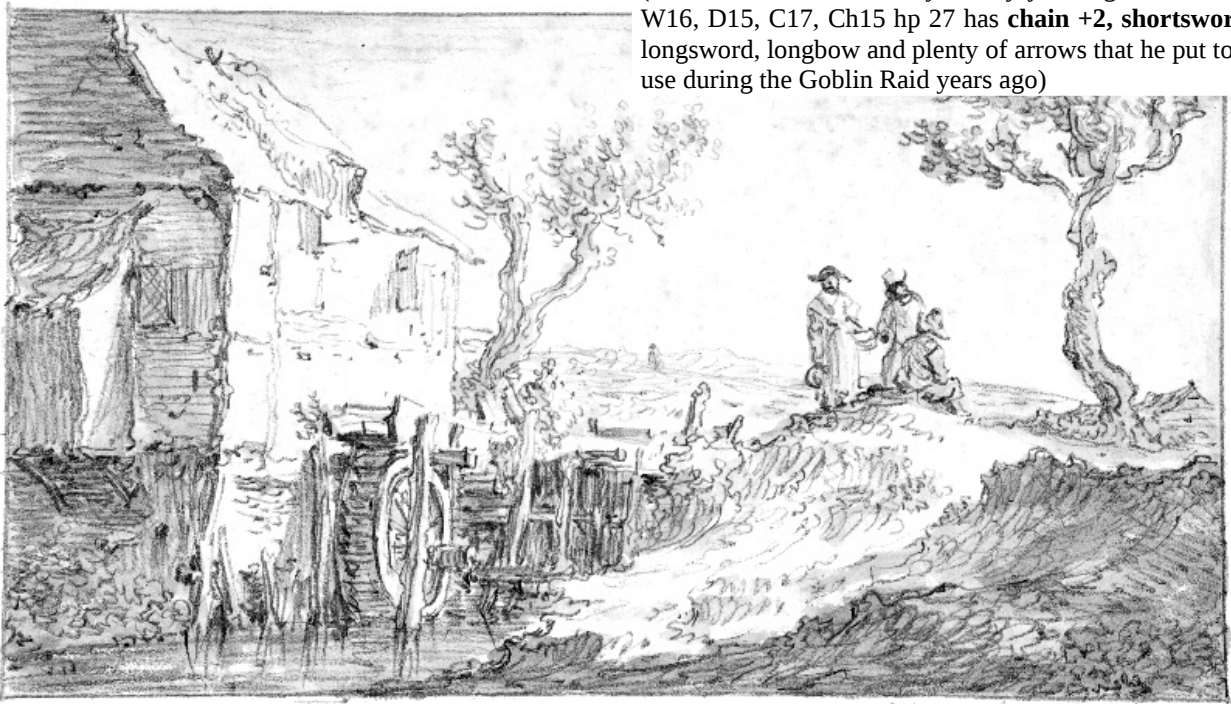
The gate consists of two two-story towers with a second story suspended walkway connecting them. The heavy wooden gates are closed during the night, open during the day.

Each floor of the towers consists of a large open room with. Ladders connect the floors. Sharn lives in and works at collecting tolls from the first floor of the western tower. The other rooms are all empty.

Bridgemaster Sharn is a retired soldier. He is 60 years old, but still in good physical shape. He collects the tolls from caravans that come across the Fairy Bridge. Weekly he turns in the strongbox to the Tax Assessor's office.

Sharn carries a short sword and wears a (dirty and in need of repair) tabard embroidered with the Seal of Jacob's Well. He is amiable and enjoys conversation. He will be eager to hear news from "the world."

Bridgemaster Sharn: S 14, I10, W 9, D 8, Cn 16, Ch 11; Lvl 6 Ftr; hp 41; AC 8 (leather)



16. Fairy Bridge

This white stone bridge is 832' long, 27' wide and crosses the river 40' above the surface of the water. It is an ancient artifact of an age before people moved into the area of Jacob's Well. What civilization constructed it is not of a concern to the day to day life of the people of Hope Cross. The bridge is wide enough that two normal carts can pass one another while crossing.

The toll for crossing the bridge is 1 gp per axle, 1 sp per beast, 1 cp per person. Locals are exempt from this toll.

17. Stanfor's Mill

Stanfor's mill is a palisaded compound consisting of the water mill (grain), a modest two-story wood frame house and a watch tower.

The grain from the local fields is ground to flour here. **Danaras Stanfor** is the Millwright and is the second wealthiest man in town.

Danaras is a very likeable man, generous and talkative. He does guard a secret (he murdered a man when he was very young, and his generosity is probably a form of penance).

The mill is a small walled compound with the Mill buildings, Danaras' large house, servants' quarters, sheds and several silos and barns. Danaras lives here with his wife, Tias, his three sons, Jeras, Kifrold, Ascan, and three servants Dimran, Sisci (husband and wife) and their daughter Timias. They almost never leave the mill.

When goblins threatened the area a dozen years ago, the townspeople took shelter in Danaras' compound and they managed to hold off the goblins until the militia from Jacob's Well arrived. Consequently, Danaras is a bit of a local hero (he even adventured briefly twenty years ago – F5 S17, I13, W16, D15, C17, Ch15 hp 27 has **chain +2, shortsword +1**, longsword, longbow and plenty of arrows that he put to good use during the Goblin Raid years ago)

Hope Cross Village



18. Hall of Tribute

An old log building, mostly open inside. On the rare occasions when the Firbolg Giants to the west come to trade or parley with the mortals across the Fairy Bridge, the negotiations are held here.

The building is unoccupied save for a nest of 7 **Giant Rats** which is under the sway of a **Ratling** who calls himself Gorgeous Garis the Wise. Garis styles himself a swashbuckling bandit in the vein of Robin Hood, though his temperament is darker and more violent. Given the opportunity, he would jump at the chance of joining an adventuring party to gain fame and fortune, bringing along his retinue of loyal Giant Rats as well. Ultimately Garin can't be trusted, he will "switch sides" capriciously, question others' motives, demand to "be in charge," etc.

The nest under the creaky floorboards of the Hall contains 844 sp, 132 gp, and various worthless (mostly broken) household trinkets.

19. The Old Watchtower

A crumbling wooden watchtower from the days of hostility between the people of the region and the Firbolg Giants to the west.

The tower has stood abandoned for the past decade or so, though some months ago three **Birdmen** are using the structure as a base of operations as they scout the area.

There is a 50% chance that 1d3 Birdmen will be here at any given time. They want to avoid confrontation as they are simply to bring back information to their clan about the possibility of the Birdmen reclaiming their ancestral lands. Still, they will fight if attacked, though they will try to fly off if one or more are reduced to 50% hit points or less. If one or more are killed, but a survivor flies off, 12+1d12 Bird Men will swoop into the area in 1d6+1 days looking for revenge for their fallen brother.

20. Fishermen

There are only two men who earn their keep fishing in Hope Cross. They are brothers, and the families frequently work together (all children are in their 20s).

They live in a couple of run-down shacks with their families, fishing from before dawn to late morning and working the pickling shed all afternoon. Once a month they load up a barrel of pickled fish on their rickety wagon, hitch up their two old horses, and sell their wares at the Market in town.

A. Small Stone House: Garrat and Dian and son Tilor

B. Small Wood Frame House: Raman and Solas and the Triplets (Masan, Dalia and Byros)

C. Dock and Boat

D. Pickling Shed

Fish are pickled in this large building, built over top an old salt mine. Rumors suggest that the mine was abandoned and sealed off when the miners broke through to some dark, haunted cavern.



21. The Chapel of St. Ashar The Chapel of the Sun

This small chapel is overgrown with ivy and somewhat rundown (having been abandoned for some years after the previous parson, Venerable Sagar Green-Eye died).

The structure is curious, having a triple arched sluice cutting through beneath the building where once the waters from the Spring of St. Ashar flowed beneath the building. The spring stopped flowing the very day that Venerable Sagar died. Some say the whole region fell under a curse that day.

The main floor is given over to a well-kept chapel with a looming statue to St. Ashar, arms outstretched, looking down from the rafters.

The tower has a bell but the structural integrity of the tower is questionable (in fact, if the bell is rung, there is a 60% chance that the tower will collapse).

The basement is divided in two by the Sluice and accessed from two separate spiral staircases from the sanctuary area.

The East side (under the main entrance) is given over to the Parson's Chambers: sparsely appointed, though a bookshelf on the west wall is groaning under the weight of the many tomes.

The West side, under the chancel, is the Crypt. Herein lie the remains of the previous nine Lightbringers who served the Chapel of the Sun, respectfully sealed in simple stone sarcophagi.

One sarcophagus in the Crypt is much decorated, carved with simple depictions of the life of St. Ashar and a variety of magic runes. Within this stone box, sealed with lead and magically sealed (dispel magic or knock or similar magic to open, unless violent physical means are used), are the remains of **Venerable Sagar Green-Eye** who has held on to unlife in the form of a **Priest Corpse**. The current Lightbringer, Dalfas Ianian, suspects this and instituted the magical protections on the sarcophagus.

The local lightbringer, **Dalfas Ianian**, is a young and inexperienced man (his clerical levels were gained cloistered in a monastery) who is questioning his faith. He is dutiful with services, but he rarely proselytizes any more, even the occasional adventurer who shows up in the chapel seeking healing or a curse removed. As his powers are fairly limited, he generally sends such petitioners to Jacob's Well. He is a generous man and nearly all the monies that come in to the church as offerings and sacrifices are given away.

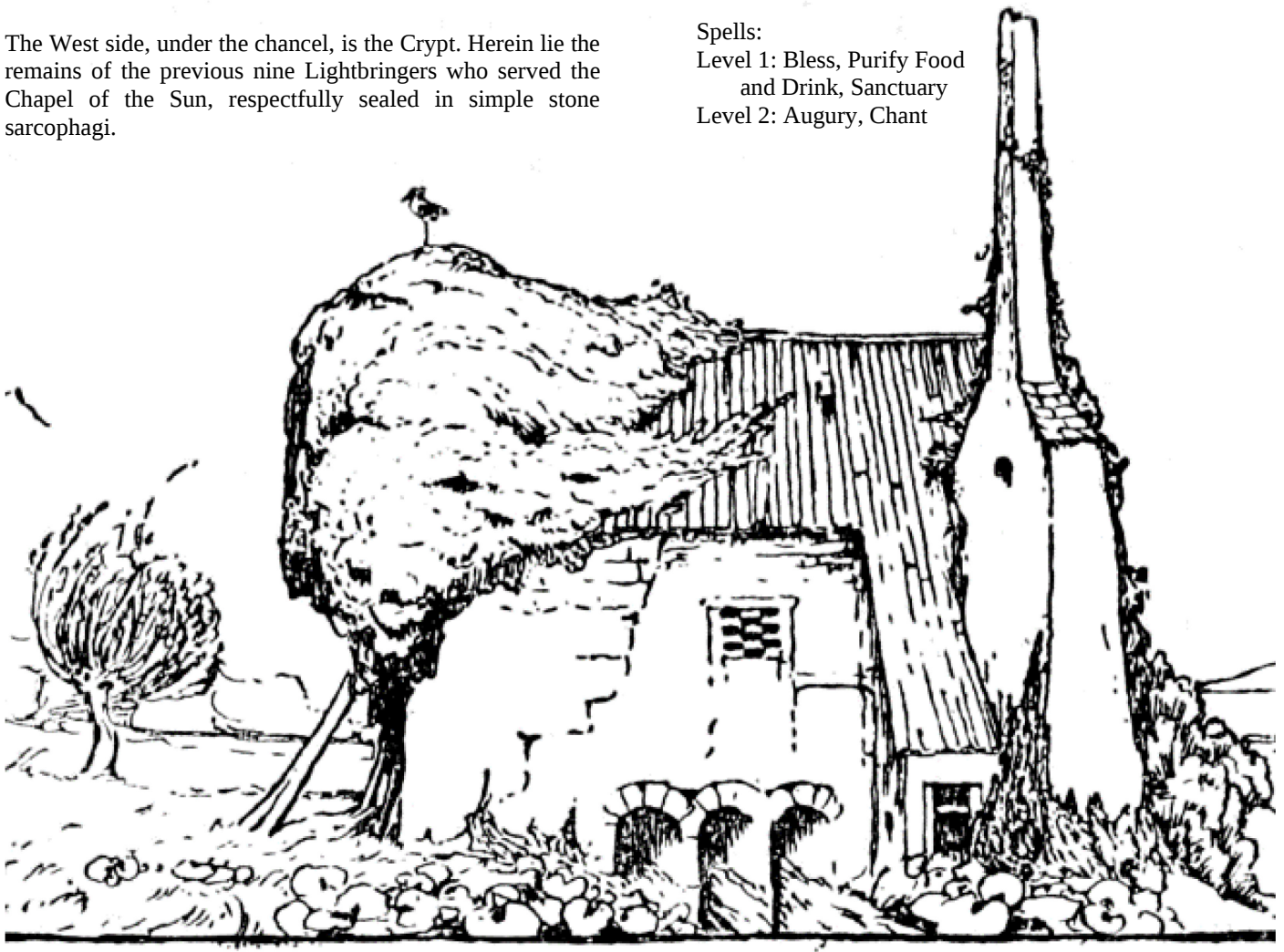
Dalfas holds services every Holy Day, attendance is sporadic at best.

Dalfas Ianian 4th Level Cleric; S14, I13, W18, D15, C12, Ch11; hp 13; Heavy surplice (treat as leather armor) and blessed club (1d6+1)

Spells:

Level 1: Bless, Purify Food
and Drink, Sanctuary

Level 2: Augury, Chant



The Region Around the Village

(Half Mile Hex page 32)

The Roads

West: The locals simply call this The West Road, though the official name is The King's Highway. It follows the Whitewater River through West Wall and Ashton all the way to the Great Hold of the High King, Tamaran on the Moonfall.

East: This road skirts the Briarwood and is universally called the Briarwood Road, though the locals will simply call it the East Road if referring to any of the local landmarks like Three Corners or Wyrmslayer's Keep.

Northwest: This is the Old King's Road, so named as it leads into the old kingdom of the Firbolg Giants and, ultimately, to Eleyershall, the home of the Firbolg King.

Northeast: This is the Old North Road. Long before Newtown was established in the north and King Drummond and Gallien carved a new highway through the wilderness. Some caravans still use this road from the north.

Seven Stone Creek

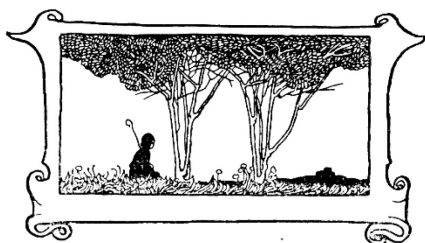
The locals call this stream "Seven Stone Creek" because along the banks, at regular intervals, are seven large boulders. Each boulder has a name based on its shape (these are natural shapes, so, at best, they are impressions of the shape): Bear, Dragon, Skull, Duck, Twins, Tower, Great Face. Thus, a villager might mention that the fishing is really good up at the Tower or that they saw several deer near the Bear.

Local legends speak of the seven stones being placed by some long-forgotten god to mark the way to his home when he visited the valley. Others believe that elves long ago carved the shapes for magical rituals in the valley.

The truth is that the stones mark seven important sites to the worship of the old gods, one of which (the Great Face) is expanded upon below.

The Southdowns

These hilly regions are crisscrossed with wide trails leading from the village to the grassy hills used for pasture to the south (area B on the regional map). The forest here has been selectively harvested for timber and fuel, but much of the area is still wild. The open fields are covered in wandering sheep while a large corral encircles one of the hills fencing in hundreds of cattle.



Random Wilderness Encounters

2d12	Encounter	Notes
2	Giant Eagle	1. Soaring high above; 2. Swooping low, playfully; 3. Hunting; 4. Chasing something large
3	Ratling (see area 18)	1. On the hunt to steal something; 2. Running away from a predator; 3. Stalking the party to steal from them; 4. Looking for more rat allies
4	Wyvern	1. Eating an elk, very aggressive if approached; 2. Hunting; 3. Flying back to roost after eating; 4. Angry and miserable and looking for a fight
5	1d4 Goblins	1. Patrol from near Baron Wyvernslayer's keep, lost; 2. Patrol from the Chantry of the Deepflame, lost; 3. Envoys from the King Under the Water, lost; 4. Hunting for slaves and plunder
6-7	1d3 Pixies (from area D, Seeley's Glen)	They have been chasing butterflies and have wandered far, but are always ready to play tricks on mortals
8-10	Traveler	Roll on the Traveler Table below
11-14	NPC	Roll on NPC encounter Table below
15-18	Townsperson	Roll 1d12, consult the Village key. Most likely hunting and gathering, traveling to a nearby Farmstead, secret meeting with a lover, etc.
19	1d3 Wild Boars	1. Hungry and rooting for food; 2. Feeling threatened, attack; 3. Fleeing from something bigger!; 4. Snoozing in the underbrush
20-21	1d6 Herd Animals	1. Elk; 2. Moose; 3-6. Deer
22	Firbolg Giant	Trying to go unnoticed, a spy for the King of the Firbolg Giants. He will not give any information, not even his name, unless compelled by magic. He will not engage in melee.
23	Faerie Dragon (from area D, Seeley's Glen)	Just swooping around. Will playfully engage mortals for 1d3 rounds and then fly away
24	Weather Event	Roll on Weather Event Table below

Random Traveler

1d6	Traveler	Notes
1	A Lone Merchant, Dunstan Mycol	Trades in furs and leather goods from his mule drawn wagon, experienced with a sword and bow (F4)
2	A Wandering Minstrel, Jasep the Bluecap	An accomplished thief (T4), Jasen is also a wonderful singer and storyteller who only steals from the “rich and them who don’t need it”
3	12 Pilgrims	Starving and exhausted, these faithful of the Church of the Holy Saints are heading toward the reported Shrine of St. Agnar the Green. Any who offer them weal gain the benefit of a Bless spell for 12 hours.
4	Little Boy Lost	3-year-old Mellor wandered away from his parent’s farmstead two days ago. He is terrified and starving and will likely lash out at anyone who tries to help him. The local Pixies have been secretly helping him
5	Wandering Woodcutter, Eldan	Once employed by Baron Wyrmslayer to the east, Eldan felt he could do better for himself “out in the wide world.” He has not been successful thus far
6	Hunters	1. From local farmstead (1d3 adults); 2. From local farmstead (1d4 adolescents); 3. Poachers (1d4); 4. Galdan Deerslayer , a semi-famous hunter (very full of himself)

Weather Event Table

1d20	Weather Result	1d20	Weather Result
1	Wind doubles in velocity for 1d8 rounds	11	Temperature drops 10 degrees over the span of one hour
2	Lightning strikes a tree 1d4 miles away (d8 for direction: 1 North, 2 North East, 3 East, etc.)	12	Wind carries smell of death
3	Clouds cover the sun/moon for 1d4 hours	13	Wind smells of rain/snow
4	A sudden rain shower soaks area 1000 yards in diameter for 1d6 turns (if raining, then 1000-yard diameter break in the rain for 1d6 turns)	14	Wind gusts unpredictably for 2 hours (velocity varies from 2-40 mph, shifting every 1d10 rounds)
5	Wind changes direction every round for 3d8 rounds (d8 for direction: 1 North, 2 North East, 3 East, etc.)	15	Wind changes direction every turn for 2d4 hours (d8 for direction: 1 North, 2 North East, 3 East, etc.)
6	Temperature rises 3d10 degrees over the span of one hour	16	Sun/moon dims noticeably
7	Temperature drops 3d10 degrees over the span of one hour	17	Wind smells musty
8	No wind (or sounds of nature) for 1 hour	18	Temperature rises 5 degrees then drops 20 degrees over the span of two hours
9	Wind blows in opposite direction	19	Lightning strikes a tree 3 miles away, then another tree 2 miles away, then another tree 1 mile away (d8 for initial direction: 1 North, 2 North East, 3 East, etc.)
10	Temperature rises 10 degrees over the span of one hour	20	Wind doubles in velocity for 2d6 turns blowing tiny debris (dirt, leaves, etc) through area

NPC Encounters

1d4	NPC	Notes
1	Goran the Wildman	He has been hunting Goblins unsuccessfully. He is: 1. Frustrated and looking for a fight; 2. Morose and inconsolable; 3. Hungry; 4. Poisoned!; 5. Lonely; 6. Butchering an elk
2	Shiralla the Witchwoman	1. Going to meet one of the Coven of Five; 2. Coming from a meeting with the Coven of Five; 3. Seeking herbs; 4. Tracking a wounded fairy
3	Bistiar Rednose	1. Sleeping off a bender; 2. Just fell asleep from a bender; 3. Barely drunk and looking for something to drink; 4. Blackout drunk but functional
4	Steffian Karian	1. Repairing his own wagon; 2. Delivering a repaired plow; 3. Building a clockwork owl; 4. Etching a plaque; 5. Sleeping; 6. Packing up to leave



Hope Cross Village

A. The Caravan Fields

About three acres of fairly level ground has been cleared here. A spring fed pond at the edge of the field provides ample water for visiting caravans and travelers.

If a caravan has been in town for more than one day, at least one or two of the guards or teamsters has seen a dark-robed stranger in the woods to the east.

NOTE – Every day there is a 20% chance that a caravan will come into town to stay for 0-3 days. If two or more caravans are in town at the same time, roll on the following chart for additional encounters in Hope Cross (1 on d6 per turn):

1d12	Encounter in the Caravan Fields
1-2	Caravan guard
3-4	Caravan guard, drunk
5	Caravan guard, drunk and looking for a fight
6-7	Peddler
8-9	Lesser Noble (traveling with, or owning, the caravan)
10	Circus comes to town (just to really make things insane, add a traveling acting troupe to the mix, with the requisite thieves, prostitutes and charlatans who travel along)
11	False Merchant (actually an illusionist or a disguised monster)
12	Young, spurned lover running away (reward?)

See Appendix for details on rolling up a caravan if such detail is desired or, through roleplay, becomes necessary.



B. The Southdown Pastures

B1. Lower Water Hole and Lower Pastures

Hundreds of sheep wander the hills here.

The water hole is a spring-fed pond and is the primary water source for the sheep in the area. At the bottom of the pond is a **dagger +2** that was lost here by an adventurer decades ago.

B2. Shepherds' common hut and common pen

This is a circular stone hut about 25' across with a thatch roof. Surrounding the hut are low stone walls, forming paddocks for the sheep, one or two of which will always have 50+5d10 sheep in them.

Inside the hut are three shepherds (two men and a boy) and six dogs. They saw a dark-robed stranger wandering through the woods to the northeast. The dogs, who have faced down trolls, were afraid.

B3. Shearing Shed

This is a small, open sided wooden shack with pen attached. Shearing tools hang on the wall. If shearing season, this shed is a flurry of activity, with all the sheep in the downs eventually coming here to have their wool sheared and dozens of men, women and children working long days to complete the task.

Dangling from the ceiling, held in a net cradle of spun wool is a fist-sized smooth, oval blueish stone carved with a small "H" shaped rune. This is a **Calling Stone**, a minor magical charm which imprints itself on herd animals who come within 50' of the stone. These animals will always return to their "home" (wherever the Calling Stone is), no matter how far away they wander or are taken. (Inspired by the Shepherd's Stone from Telecanter's Receding Rules Blog)

B4. Upper Pasture

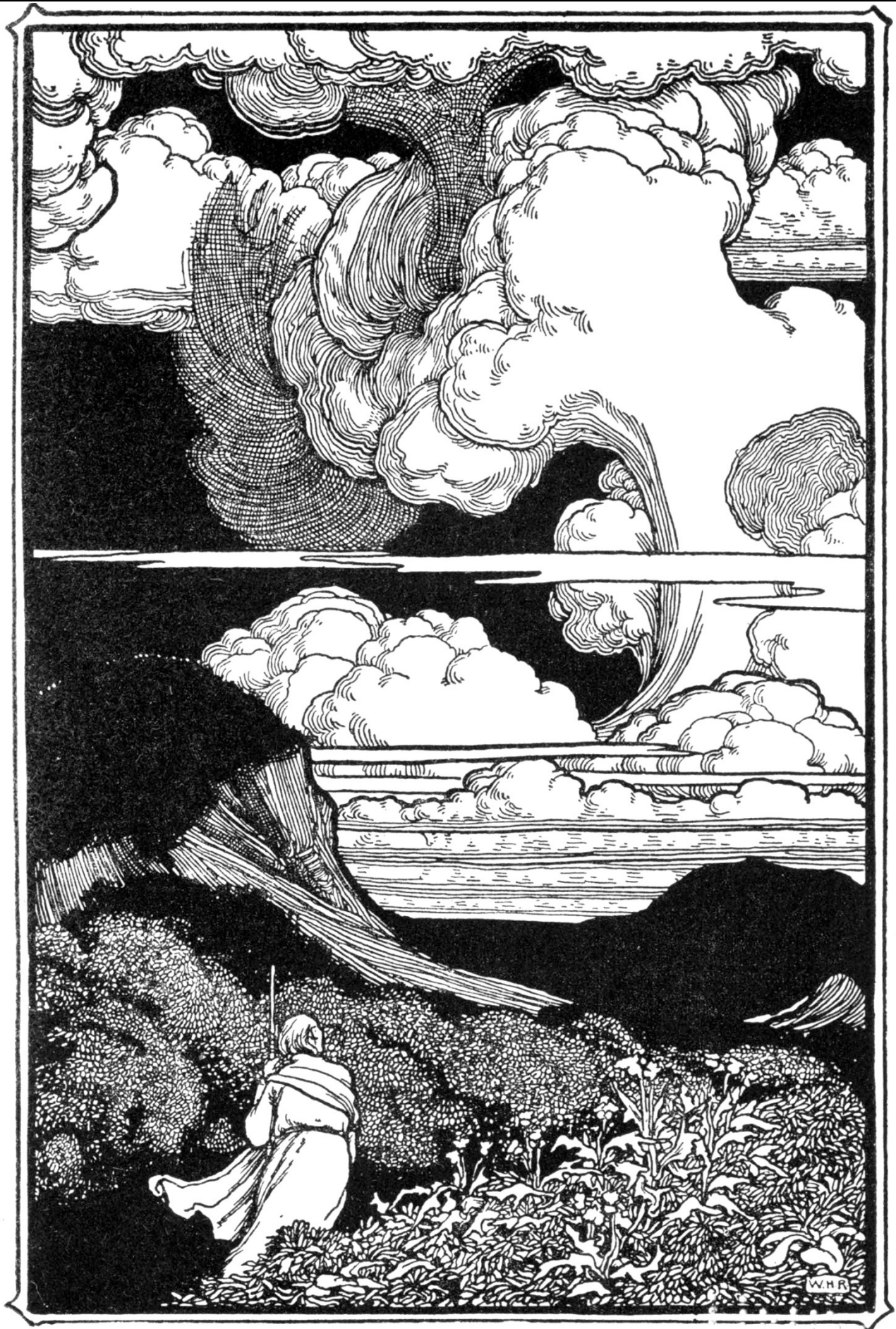
Many hundreds of sheep dot the fields here. A half dozen boys and men tend them as well as a number of dogs. The dogs are very protective of the sheep and strangers cause them to begin to circle and growl in alarm. Half the dogs will herd the sheep away from any threat, the others will snarl and lunge at any approaching strangers, trying to drive them off. The Shepherds can call the dogs off.

B5. Upper Water hole

A stone sided well with a bucket and winch for hauling up the water and two large wooden troughs for watering the cattle and sheep. A thorough search of the area will turn up a couple sheep skulls and a broken leather sling.

B6. Cattle Pastures

Hundreds of cows wander these fields, surrounded by wooden fences. A thorough search of these fields will turn up nothing important but will waste a lot of time.



C. Fallen Tree

A huge oak tree was very recently uprooted, probably the night of the storm.

This is a **Dryad** tree, and as the great oak begins to die, so will the dryad. She will attempt to use *charm person* on the male of the party who has the highest charisma, hoping to influence him to save her tree.

If the party can somehow rescue the tree for the dryad, she will release the *charmed* PC immediately and will aid the party in any way that she can.

She has intimate knowledge of the forest within a 2 mile radius of her tree – so she can tell the party, for example, that “by the stream past the waterfall a stone has been shattered and the darkness has been released” – if they press her, she can give very detailed directions on how to get to the cave of the Temple of Darkness (E), but she knows nothing about what the darkness is, only that darkness has been released. She doesn’t know what that means, but she knows it is true.

She can tell the party that a “winged beast” (a wyvern) and some goblins have been in the area and that the winged beast ate one of the goblins before flying away to the north. The remaining goblins fled east “to where many goblins live”.

She will not reveal the presence of the Pixies and Faerie Dragons in Seeley’s Glen, though she is on good terms with them.

If the party helps her upright her tree, she will give them a charm, an **Eye of the Goddess** (similar to a dreamcatcher) which will mark the bearer as a friend of the dryad and allow them to travel the forest unmolested by the faerie creatures of the woods. If the bearer of the Eye of the Goddess is party to harming a faerie creature, the Eye turns black and marks the party as enemies of the faerie.

Hidden inside the tree is the Dryad’s treasure: 703 gp, (1) 50 gp Jasper and (1) 500 gp very deep blue Spinel.



D. Seeley’s Glen

D1. The Glen

The forest thins here to a large, fairly open meadow dotted with weeping willow trees and a small pond.

This is the home of 14 **Pixies** and 2 **Faerie Dragons** who will use all the magic and ingenuity at their disposal to agitate and annoy the party. The pixies have all three types of arrows at their disposal (d3 for type when hit).

During the day: the pixies and dragons use illusions, invisibility and misdirection to confuse and frustrate mortal intruders, even those who bear the **Eye of the Goddess** from the Dryad in area C. They mean no real harm, unless the Eye is blackened, then they will use even dangerous means to drive off the Faerie Enemies.

At night: the Faerie Dragons sleep while the Pixies chase giant Fireflies (which they call “stars”) in a game they call “Chasing the Night Sky,” an obsession of theirs that so distracts them they are only 20% likely to notice an intruder (or thief!) in their glen. It is considered the highest honor a mortal can receive (from these Pixies, at least) to be invited to the game. Of course, no rules will be explained, and the Pixies will mock mortal participants with tittering laughter.

Information (for a price, usually gems or service):

- The inhabitants of Seeley’s Glenn, the **Pixies** and the **Faerie Dragons**, have seen a dark robed stranger traveling through.
- He came from the Southdowns, past the glen and to the Northeast, toward the Great Face (one of the Stones of Seven Stone Creek).
- The man’s spirit is dark, they say, and his mind is clouded.
- They can give directions to the Great Face, but only if asked.

If the party can convince the pixies that they have helped the dryad (C), by showing them the Eye of the Goddess for example, they will stop harassing the party and actually help them. Their help could include

- one of the faerie dragons accompanying the party
- allowing the party to rest unmolested in the Glen to heal and recover spells
- use of the **Hammer +3 Dwarven Thower** from their hoard (though they will expect it to be returned)
- barter away the **Potion of Speed** or any of the magic items in the Faerie Dragon hoard (they will not reveal exactly what they have or where they keep their treasures, only comments like, “We might have something to make your horse go faster” or “We might have some parchments you magic-obsessed types might like.”)

In addition, the Pixies might be willing to barter items from their hoard. They have a fondness for pearls and opals and other lustrous gems and they appreciate the value of precious metals.

The faerie dragons may also barter for items from their hoard, though take note that while precious metals have no value to the faerie dragons, gems and jewels are highly prized.

Hope Cross Village

D2. The Pond

Unnaturally cold water fills this hollow, fed by an underground spring. The east end of the pond is 60' deep while the west end, between the marsh (F4) and the island (F3) is only about 10' deep. The bottom of the pond is 5-10' of silt and mud.

D3. Faerie Dragon Island

The dragons have built a nest in the weeping willow tree on this island. Their hoard of treasure is hidden in the roots of the tree:

(4) 10 gp Blue Quartz, (2) 10 gp Obsidian, (3) 10gp Moss Agate, (1) 10 gp Turquoise, (3) 50 gp Bloodstone, (2) 50 gp Moonstone, (1) 50 gp Sardonyx, (6) 100 gp Aquamarine, (4) 100 gp Coral, (7) 500 gp Violet Garnet, (5) 500 gp Peridot, (2) 500 gp Topaz, **MU Scroll (Write)**, **MU Scroll (Lightning Bolt, 8th level)**, **Cleric Scroll (Insect Plague)**, **Ring of Djinni Summoning** (Brass Ring with Fire Inscribed in the inside), **Rod of Absorption** (2' long steel rod capped with a brass skull), **Horseshoes of a Zephyr**, **Scale Mail +1** (Red leather and bronze scales)

D4. Marshy Ground

The ground here is unstable, and the mud is deep. Movement is $\frac{1}{4}$ as the mud sucks at the feet. Anyone who stands in one place for more than one round must make a Dexterity Check or be stuck in the mud, slowly sinking. Breaking free of the mud requires a successful Strength check. Each round a Strength check is failed, the next check is made at a cumulative -1 as the victim has sunk about another foot deep in the mud.

The Pixies will try to get intruders stuck in the mud if they have hurt any of their number, the Faerie Dragons, or if they have the Eye of the Goddess (see are C) and it has turned black, to the point of laughing while watching a victim slide under the mud to suffocate.

D5. The Faerie Willow

In the middle of the marsh is the Pixies' home, tiny woven branch huts high up in the branches of the weeping willow tree. The tree is enchanted, swiping at intruders with its long, whip-like branches to drive them off (as F3 for 1d3 hp damage per successful hit).

The Pixies' treasure hoard is hidden in a hollow space in the trunk of the tree which is covered over by an illusion of a healthy section of the tree: 56 pp, (2) 100 gp amber, (12) 100 gp white pearls, (1) 500 gp black pearl, (1) 2,000 gp opal, **Hammer +3**, **Dwarven Thrower** (Bronze head, steel haft, wrapped with red leather, inscribed with Dwarven Runes), **Potion of Speed** (red liquid in a brass flask).

D6. Sick Willow

This tree has become cursed with an infectious disease. Anyone who brushes against the long, drooping branches must save vs. poison or be cursed with a wasting disease which drains 1 hp per day and turns the victim's skin an ashen grey. Remove Curse or Cure Disease stops the infection.

D7. Dragon Skull

Poking up through the loam and grass here can be seen the upper ridges and eye sockets of a 9' long dragon skull.



Hope Cross Village

E. The Great Face and the Temple of Darkness

The ground rises here in a sheer cliff with an outcropping that looks much like a huge face from the profile, one of the namesake stones of Seven Stone Creek.

Directly beneath the Great Face, where the stream bends close to the foot of the cliff, a boulder has dislodged from a crevice in the rock, revealing a heretofore unknown cave system.

Random Encounters within the Temple of Darkness

1d12	Encounter	Notes
1-6	1d6 Rats	Searching for: 1. Food; 2. A lost rat; 3. A new home; 4. Food
7-8	1d3 Giant Centipedes	Hunting for food, will attack automatically
9-11	1d4 Giant Rats	1. Hungry and aggressive; 2. Weary and Wary; 3. Cocky; 4. Afraid; 5. Lost; 6. Eating
12	1 Shadow	Attacks on sight

E1. The Broken Rock

This crevice in the rock was hidden by a large boulder previous to the great storm that swept through the area a week or so ago.

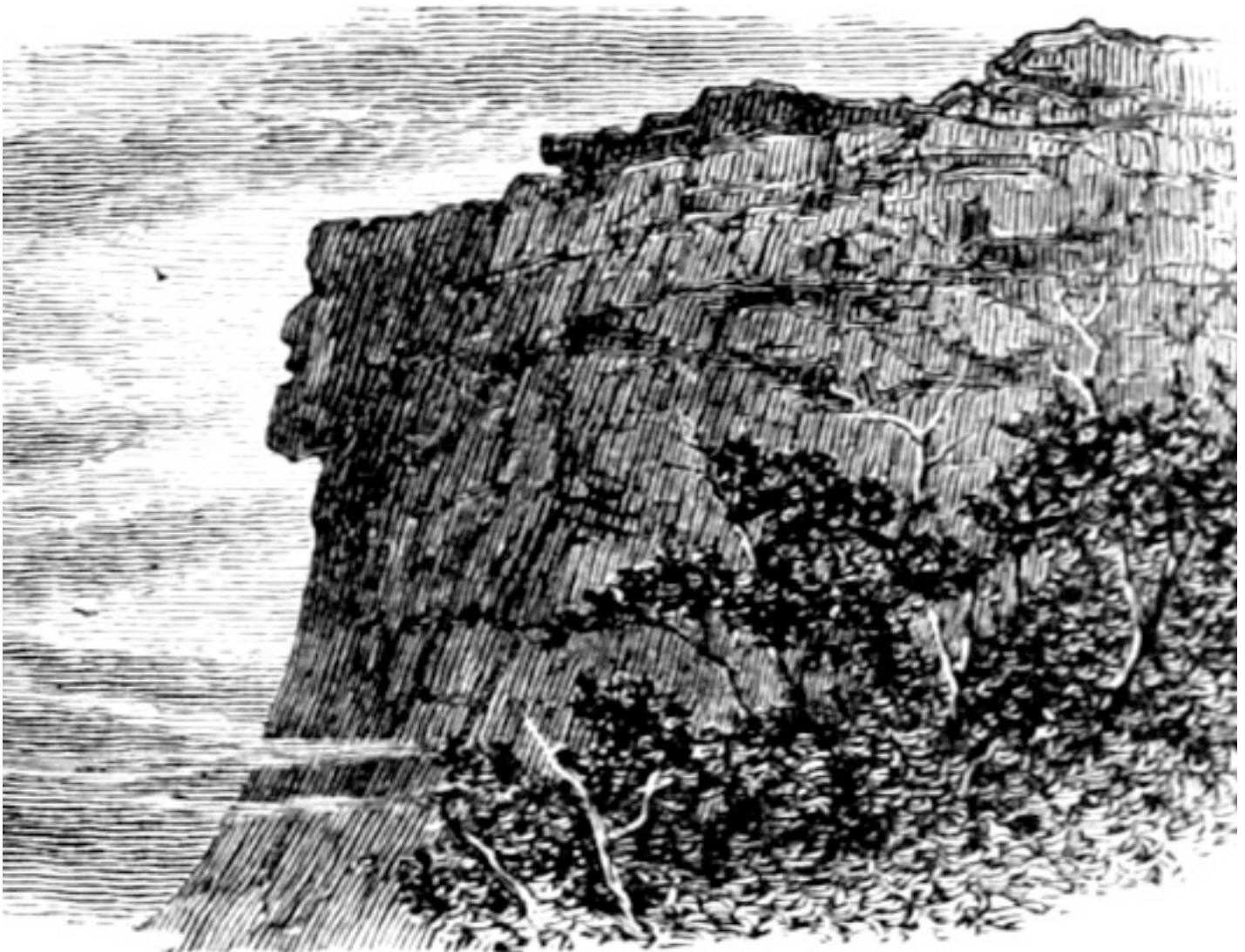
In the cave are 14 clay pots, the seals of which have been opened. Old parchments are scattered about the floor here.

The parchments are religious texts dealing with the Old Gods, elemental powers, really, worshipped ages ago by the people of the area. One of them, crumpled and torn, is actually a **Scroll of Air Elemental Summoning**.

(Note: There are few experts in the language – this particular dialect being over 1000 years out of use - so getting a translation could prove difficult for the PCs)

E2. Low Ceiling

The ceiling in this cave is only 3' above the floor, rough, wet and covered in slimy (harmless) mold. The floor is dry.



E3. Poison Pool

This cave contains a dozen still sealed clay jars, each with ancient parchment scrolls similar to those found scattered about in E1.

In the western most end of this tunnel is a pool of water. Steps have been carved into the rock leading down to the edge of the pool. Two human skeletons lie half submerged in the pool. One has a gold medallion (100gp value) depicting the symbol of darkness. The water here is poisoned by some liquid mercury(quicksilver). The level of mercury in the water is such that it would take years for someone to die of exposure and downstream, where the underground stream meets seven stone creek, the mercury content is sufficiently diluted to not be a threat to anyone downstream.

E4. Worn Stones

The ceiling slopes up from the lowest point of 3' at E2 to 9' at E5. The stone floor has been worn smooth in two parallel tracks, about 2 feet apart (by the faithful shuffling on their knees from 2 to 5). The natural stone walls have tiny gemstone chips that glitter in any light brought into the area.

E5. Frescoes of the Old Gods

The natural tunnel gives way to worked stone. The floor is worn smooth as in E4 above.

The walls of the north end of this space are covered in mosaics depicting acts of the old gods – life and death battling; air, stone, fire and water creating the world; fire and water destroying human beings; etc. The images are primal and depict the old gods' power over all creation and, especially, their dominance over the whole of the mortal realms.

The corridor ends in two sealed doors. They are cast iron and depict the gods again in various activities. These monstrous portals are each 6' wide, 10' high and must be at least 18" thick (if they manage to destroy the doors or open them, they will discover that they are a sandwich of 2" thick cast iron, 6" thick oak timber, 2" thick iron straps, 6" thick oak timber, 2" thick cast iron). The doors are *wizard locked* (at 15th level) and barred from the inside.

Note that from this chamber on, the pull of the Avatar of Darkness (see 15 and New Monster) becomes strong. Characters will have to make will checks (save vs. Death Magic) every round or begin moving toward the Inner Darkness and the presence of the Avatar of Darkness.

E6. Secret Tunnel

The secret door here (normal chance to detect) is very narrow. Fully armored characters might have a chance to get stuck here. Full plate (80% chance), Scale mail (40% chance), Banded, Ring, Splint mail (20% chance).

This would only be an annoyance except that the Avatar of Darkness has summoned a **Shadow** and posted it to guard the secret tunnel.

E7. High Priest's Chambers/servant's chamber

The door to this room is not locked, nor is the door to 7b.

These chambers were the High Priest's chambers. They were opulent, hundreds of years ago, now having fallen to the same decay that has claimed most of this complex.



In the main room, seated on a huge bone throne is a corpse. When the full party is in the room, each must make a save vs. magic. Failure means the character is teleported to a random place (consult the following table) by the **Sepulcher Master** seated on the throne. The undead creature will not reveal its true nature unless attacked.

%roll	Teleport location
01-20	E3 (Poison Pool)
21-40	E5 (Frescoes of the Old Gods)
41-60	E8 (Sanctuary)
61-80	E12a-c (Living Chambers)
81-90	E14. (The Black Pool)
91-95	E21. (The Old One)
96-00	E10. (The Inner Darkness)

7a. Statue

An abstract statue which represents the Face of Darkness (black obsidian in an awkward, curving shape that brings to mind squat flames). Uttering one of the ancient names of the Old God of Darkness will summon a **Shadow** that will do the summoner's bidding for one round per level of the summoner.

7b. Inner Chamber

The door to this room is unlocked. The once expensive furnishings are all broken and scattered. Amid the mess is a silver inlaid rosewood box (300 gp) which contains a ruby (200 gp). If the Sepulcher Master in the main room sees the box or the gem, it will go berserk and attack mercilessly.

Hope Cross Village

E8. Sanctuary

This room, the shaded area on the map, is under the effects of *continual darkness* (cast at 20th level). Since the room is completely dark, unless they can dispel the darkness, PCs will need some kind of magical method of seeing or they will have to feel their way around in the dark.

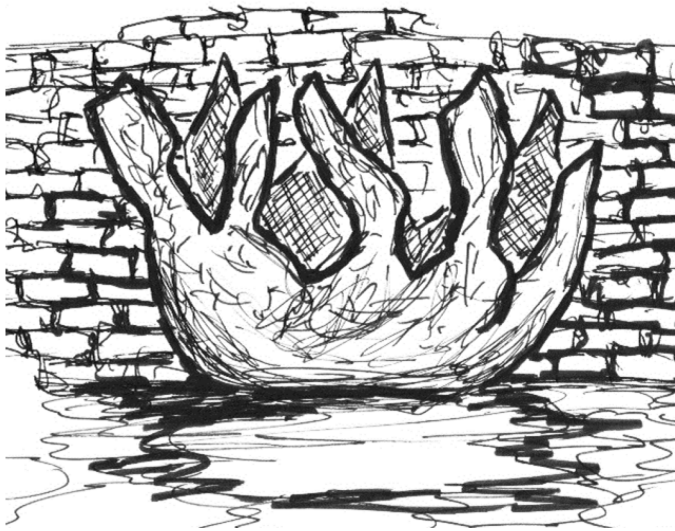
Secret doors will be virtually undetectable in this darkness.

The door to area E16 is locked and magically locked.

Hiding in the darkness is a **Shadow** under commanded by the Avatar of Darkness to destroy any mortal being who enters the Continual Darkness. This Shadow gains +2 bonus to attack and AC because of the complete darkness.

Eight statues were once arrayed around the room. Now seven of them are little more than rubble scattered about the floor (see map). They cannot be reassembled to any recognizable form. They were each carved from a different type and color of stone.

One statue remains unbroken in the center of the raised platform that forms the northern part of the room. It is an abstract representation of the Face of Darkness, similar to, but much larger than, the statue in 7a, it is about 12' wide and 10' tall, obsidian carved in awkward, flame-like curving shapes.



The stone floor beneath the statue is stained dark and there is a channel cut into it to a drain hole in the floor. There is also a small (about 1' in diameter) hole in the floor (down which the priests would throw the remains of the animal sacrifices of old) which drains down to area 21 below, the chamber of the Old One.

In the concave center of the statue is a ball of red and green vines, writhing slowly. This is a **Verdant Portal** growing. If left unchecked, it will grow into a fully functional Portal in four months.

E9. Hidden Sacristy/Sacrifice Room

This hidden room was used for the true sacrifices to the old gods. A huge stone table against the south wall has channels cut in it draining to a small hole in the center of the south side of the table and into a hole in the wall which, as in the Sanctuary, drains into area 21.

Frescoes on the wall reveal the ancient and disturbing rituals – which included human sacrifice and cannibalism.

The room holds the remains of a number of ritual knives, bowls, and the like. In addition, there are 5 amulets hanging on the Northern wall – each a representation of the symbol of darkness, fashioned of silver (about 50 gp each). The leather thongs will disintegrate quickly with use. Also, about 8" down the sacrifice drain is a small diamond (worth 500 gp).

The very center of the room (indicated on the map by the dashed line, the small square is a hidden trap door) is dirt covered wood, very old and 95% likely to collapse under any weight. A character falling into the hidden room takes 1d6 damage from the fall.

Disturbing the boards in any way (even by walking on the wood) wakes the bats that live in the chamber. They burst out from under the wooden floor and swoop around the room for 2 rounds before leaving the chamber. The bats will not attack, though they will confuse spell casting, fly into torches, etc

In this **small under chamber** (indicated by the dashed lines on the map), previously accessed via a trap door (square on the map) and a wooden ladder (which has rotted away) is the remains of a bed and a small wooden cabinet.

The cabinet is nearly buried in bat guano and contains 18 gp, 39 sp, and 8 potions. The cabinet is, however, in terrible disrepair. Unless great precautions are made when attempting the access the cabinet, it will fall apart at the first touch, destroying 1-8 of the potions inside (they are all in glass bottles).

Potion	Details
Green Dragon Control	Clear, thick, smells of chlorine
Fire Resistance	Blue, watery, spicy
Frost Giant Strength	Dark blue, cold to touch, salty
Healing	Pale green, watery, minty
Invisibility	Clear, watery, tasteless
Oil of Ethereality	Grey with flecks of black, oily, smells of sulfur
Polymorph Self	Pale green, paste-like (must be chewed)
Speed	Red, thick liquid, smells of smoke



E10. The Inner Darkness

This room is covered in Impenetrable Darkness.

The air in this room is as thick as water and completely dark. Movement rate is slowed by 50%, number of attacks are cut by half (i.e., every *other* round). The slowing effect can be countered by **ring of free action** or a **Potion of Speed** or similar items or spell effects. Infravision and Darkvision do not function in the space of Impenetrable Darkness, though magic like a **Gem of Trueseeing** or similar magic will allow vision to penetrate the darkness. PCs with a constitution of less than 12 will have difficulty breathing in the air in this Darkness (CON 9-12 unable to focus on anything but trying to breathe, CON <9, characters will fall to the floor gasping for breath – save vs. paralysis each round or begin to suffocate losing one point of Constitution each round until rescued or dead).

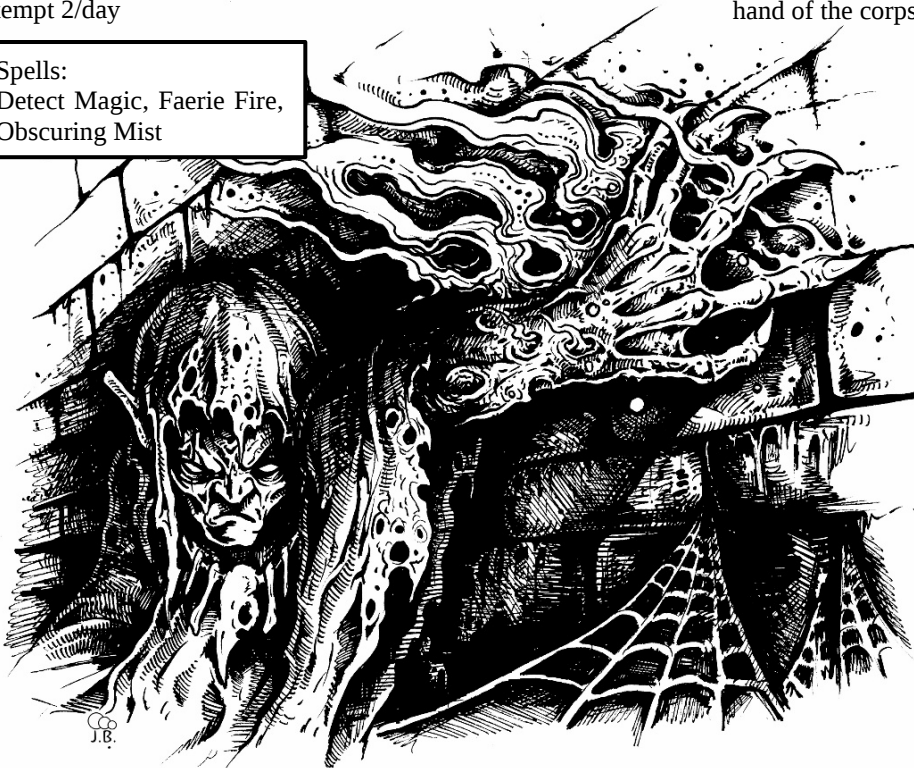
The **Avatar of Darkness** moves freely and can see normally in this darkness. He can attack or attempt possession twice per round. The chaos of darkness is tearing at the Avatar's mortal soul, destroying his body in the process, as he slowly fades into unlife as a Wraith with spell casting abilities.

When the room is breached, the Avatar of Darkness sits on a black basalt throne. He assumes that the PCs are being pulled to him as they enter and he will begin to preen about the power of the "Sphere of Night" and "Darkness triumphant" and so on, so he will lose initiative on the first round. PCs who have continued to make their saves or who are magically protected are free to act as they please. Those who failed their save fall prostrate before the Avatar of Darkness awaiting possession (unless another PC intervenes).

Avatar of Darkness (Laciar Doran)

Wraith, special: Druid Spells (3rd Level Druid), Possession attempt 2/day

Spells:
Detect Magic, Faerie Fire,
Obscuring Mist



E11. A-H: Acolytes' Cells

These tiny cells all have shreds of velvet curtains in the entryway and each contains the rotted remains of a bed and a small table and chair. They are dust covered (though tiny, skittering footprints can be detected in some. Additionally, the rooms contain:

- A human skeleton, a tattered scroll (*light* at 10th level) which is damaged so has a 50% chance of failure and 2 copper pieces.
- A human skull, some broken toys, a cast iron symbol of darkness and a pack of 12 **Rats**.
- Chicken bones, a sketch of Seven Stones Creek on a leather scroll and a piece of brimstone.
- Broken glass, 2 vials of oil and a **Giant Centipede**
- A human skeleton, a brass cup, a loose stone in the Western Wall (treat as Secret Door) reveals a small book titled, *Songs of the King*.

If the book is opened, it summons an **Invisible Stalker** which will attack the bearer of the book after one round unless the proper word is spoken (which can be found in the book, eventually). If the book is closed and set down or dropped, the stalker will disappear, only to reappear if the book is opened. Note, the spell on the book will always summon an invisible stalker unless the correct word is spoken, even if a stalker has been killed. The book is valuable to worshippers of the old gods (perhaps as much as 100 gp) but worthless otherwise.

- The floor is stained and a human skeleton in rusted and broken chain mail (without skull) lies in the middle of the room. A broken mace lies beside the body. On the left hand of the corpse is a ring set with a tiny ruby (50 gp).
- Apart from the general rubble of rotted bed and table, and the dust and cobwebs of the ages, this room is empty.
- A human skeleton.

Note – killing the Avatar of Darkness destroys the Stone of Eternal Night (qv), completely disabling and possibly killing the Old One (area 21).

The Avatar has a satchel at his waist that has five grapefruit sized green and red "seeds". They radiate magic if detected. These are **Verdant Portal** seeds. He planted one in the statue of the Face of Darkness in the Sanctuary (area 8).

Hope Cross Village

E12. Living Chambers

- a. Common Room
(Possible Wraith encounter, see c. below)

This spacious room has tables and benches scattered about. The room is covered in giant spider webs. The webs burn away easily.

There are no spiders here (well, not any longer) but the party will find a couple skeletons (human, human, goblin) bound in silky strands. One of the corpses has an emerald ring (worth 100 gp) and another has a still usable sword.

- b. Kitchen and Dining Hall
(Possible Wraith encounter, see c. below)

This room contains the rotted remains of tables and benches, crockery, a couple rusted cast iron skillets, broken and dented metal cups and pans, broken glass, animal bones, etc.

In the Southwest corner is the fireplace. The area around the cookfire, indicated by a dashed line on the map, the floor appears to be covered in rusty metal rubble.

In fact, the floor is covered in **Brown Rust Mold** (about a 10'x10' patch) which will release spores in an invisible cloud as characters approach and, if the mold is touched, delivers 5-20 hp damage and victim must make save vs. poison or become infected with the mold and die in 2-5 rounds. Characters who die in this way rise up in 2d12 hours as **Mold Zombies**.

- c. Chief Cook's Room
The walls of the cook's room are scrawled with arcane symbols, pentagrams, and the like.

Beneath the remains of the cook's bed is a loose stone (treat as secret door) beneath which is the cook's treasure: a cast iron symbol of darkness, 3 gp, a **Cleric Scroll** (*Slay Living* – that is, the reverse of *Raise Dead*).

The cook of the temple was a crazy half-goblin outcast who dabbled in necromancy, much to the delight of the Old One (area 21). The cook has become a **Wraith** who violently stalks these three chambers, throwing random items and attacking anything that moves.



E13. Giant Rat Tunnels

These tunnels are roughly 2' in diameter.

There will be an encounter every turn spent in the Rat Tunnels:

1d10	Encounter	Notes
1-6	1d4 Giant Rats	They are: 1. Feeding on Giant Centipede 2. Pushing some stones around 3. Herding 1d4 normal rat slaves 4. Fighting with each other
7-8	1d3 Giant Centipedes	They are: 1. Feeding on the carcass of a fallen brother 2. Feeding on the carcass of a Giant Rat 3. Curled in balls, immobile 4. Dead
9	1 Zombie Rat (as Giant Rat, bite drains 1 point of Strength)	This creature terrorizes the Giant Rat colony. If destroyed, all future encounters with Giant Rats in this complex will be met with awe and deference
10	Gorgeous Garis the Wise, from the Hall of Tribute (Hope Cross area 18) if still alive	He is: 1. Recruiting for his retinue 2. Spying on these rats 3. Hiding from the Avatar of Darkness or a Shadow 4. Lost

E14. The Black Pool

The Western part of this cavern is worked stone while the Eastern side is a natural cave that bends off to the south. The Eastern part of the cavern is filled with dark water.

If the water is scooped up, it will be seen to be inky black in color. It also has a slight acrid odor to it. The pool is 60' deep here and the water rushes over the edge (to the South) in a small waterfall that leads down to the Caverns of the old One (E15-21). NOTE: the drop is 50'.

The water is safe but has a foul taste to it.

E15-21. The Haunt of the Old One

E15. The Pool of the Night

The Eastern two-thirds of this cavern is covered in the same inky-black, acrid smelling water flowing down from the Black Pool above via a waterfall. The cavern ceiling glitters like a starry sky, spots of iridescent lichen growing throughout.

Floating in the pool is the eviscerated and exsanguinated body of **Adam Shepherd** (and any others who have disappeared).

The water in this pool is not safe to drink.

E16. Rubble Covered Rock Shelf

A shelf of rock rises out of the water on the Western side of the cavern. Twenty feet above the shelf is a cave entrance, a tunnel that leads off into sheer blackness to the Northwest, to area E17: Entry Cave.

E17. Entry Cave

The floor here is smooth. Two small black pools flank the entryway from area 15.

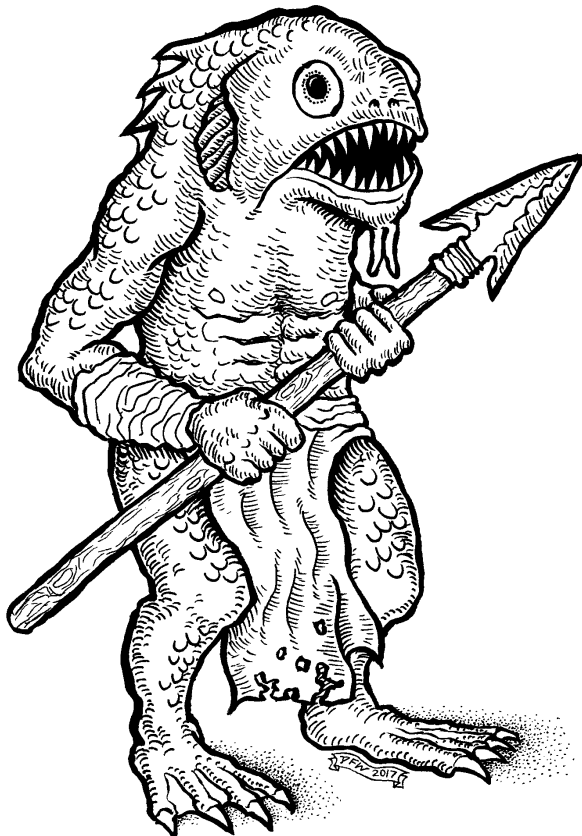
(Very observant characters might note that the water is glassy smooth – nothing causes ripples, not vibrations or even the slight breeze that moves through this cave)

The ceiling is covered in crude paintings of winged creatures and what appear to be demons or gods. From front to back of the cave, the paintings tell a sort of simple story of these demons or gods coming to the winged creatures, the winged creatures bowing down, offering sacrifices, attending the demons or gods. Toward the back of the cave the paintings depict the demons or gods leaving and the winged creatures numbers begin to decline.

The paintings provide a distraction for the guardians of this cave to gain surprise. The cave is guarded by **Oozing Black Deaths**, under the direct command of the Old One in area 21, if it still lives.

If the party is distracted by the paintings, the Oozes will gain surprise on the first attack. They will each sneak tendrils out to ensnare the closest victim (gain +2 on attack for surprise).

Combat here does not attract any of the other denizens of the lair, though it will alert The Old One (if present) to the presence of intruders. The Oozes have no treasure, only bits of bone and fragments of metal lie in the two small pits they laired in (the pools beside the entrance).



E18. Grey Ooze

A **Grey Ooze**, a guardian magically bound to the Old One in area 21, clings to the ceiling here and will drop down on anyone unwise enough to step into this cave.

E19. Green Slime Pit

An iron vein runs through the rock here and a colony of **Green Slime** has been feeding on it for decades. This pit of green slime is 10' across, 12' deep and runs the entire width of this cave.

E20. The Old One's Slave

Chained to the wall is a miserable **Fish Man** who will stop any being who enters the cave by brandishing his spear, questioning them in a hollow, raspy voice (each breath is a wet, sucking sound):

"What is your business with the Lord of the Court of Darkness?"
 "What offering do you bring his humble servant?"
 "What offering do you bring the Lord of Eternal Night?"
 "Have you received the gift of the Darkness?"
 "Does Night rule your heart and your mind?"

Each question is asked in a progressively louder, croaking voice. With each question asked, regardless of the party's answers, there is a cumulative 10% chance that the Old One in the next cave will begin to stir (if it is not stunned or dead, see 21 below).

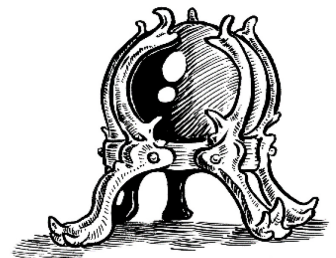
The Fish Man, if freed, will offer up all of his treasures as a thank you:

- Behind a loose stone is a canvas bag with a jade statue of a fish goddess (worth 3500 gp)
- Under his loincloth he wears a lizard skin belt decorated with gold chain (200 gp)
- His spear is **Magon's Tooth**, a Spear +2 that bestows on the wielder the effect of Free Action (as the ring)
- Two of his teeth are gemstones (300 gp Ruby and 500 gp diamond)

The Stone of Eternal Night

This inky black 3' diameter sphere of obsidian polished to a mirror-like shine is a powerful, evil artifact. With the Stone, the wielder can possess a mortal's soul, linking so deeply with this Avatar of Darkness that if the Avatar is killed, there is a 90% chance that the Stone will explode, sending Shards of Darkness in a 50' radius. The wielder of the Stone can do the following:

- | | |
|----------|---|
| At will: | Summon Mortal Beings
Darkness
ESP
Possess Mortal Soul |
| Daily: | Impenetrable Darkness
Crush Spirit |
| Weekly: | Commune with
Outer Darkness
Slay Living
(reverse of Raise Dead)
Summon Shadow |



Hope Cross Village

E21. The Old One's Court

The walls of this cave glisten with moisture and the floor is covered in a greenish, slippery slime.

The roof of this cave has a 3' diameter hole cut in it, beneath which is a huge brass laver, 12' in diameter, on a cast iron stand. The hole in the roof branches out to the various sacrifice areas of the temple above, funneling the blood and remains of the sacrifices to the Old One here.

Beneath the laver is a giant, amoeba-like creature with eyes all over its body and undulating tentacles grasping aimlessly. The creature is holding a deep, black sphere (or looking stunned with the bits of deep black stone protruding from various places – if the Stone has been destroyed).

Blood and entrails are splattered across the concave bottom of the laver. Every so often a tentacle will loop around the top of the frame, feel around the macabre mess and grab an organ or a bit of intestine and drag it to the creature's slathering maw.

This is the **Old One**, a creature from the Outer Darkness who long ago possessed the high priest of this temple and persuaded him to begin human sacrifices as well as the traditional animal sacrifices.

The Old One received the blood and remains of sacrifices dumped down from the sanctuary and the secret chamber of sacrifice, growing in power and influence.

If attacked, the Old One will only respond for a single round (possibly two, but no more) before gating himself away, taking with it the Stone of Eternal Night, an act that releases the Avatar of Darkness from his possession... but drives him completely insane...

If the Stone has been destroyed (by killing the Avatar of Darkness) and the Old One survives, it will be at half strength, will be stunned for 1d4 rounds (even if it is attacked) and will Gate out immediately at the first opportunity, taking with it most of the fragmented Stone of Eternal Night, but leaving behind several **Shards of Darkness** on the wet cave floor.



Hope Cross Village

G. East Road Ford

A wide and shallow ford crosses the Seven Stone Creek here. Whenever there is a major rainstorm, this ford is impassable during the storm and for 1d6-2 hours after the storm ends.

Every time the ford floods, gold flecks and bone fragments are found in the mud and silt. No one has ever been able to find the source, but the folk from Hope Cross come out the day after a rain to pan for gold, usually gaining 1d10+10 gp worth of gold dust and tiny nuggets for an 10d10+20 person hours of work.

H. Giant Eagle Nest

A massive nest sits at the top of a bald hill. If the **Giant Eagle** is present (50% chance), it cannot be surprised.

The nest is made of tree trunks, branches, timbers, hay and at least one broken wagon. Scattered about the nest are bones from hundreds of meals: mostly large herd animals (elk and moose) but if thoroughly searched, the bones of a few humans and goblin-kin can be found too.

Among the remains are:

- a quarter staff festooned with colorful ribbons
- a beechwood staff.
- A 4-gallon barrel of superb Goodberry elderberry wine, some of the best of the Northern Tier
- a bottle of good ginger wine
- a faded map of the local area
- a dwarf-made helmet of good quality (**Dwarfhelm**, +2 saves vs. mind magic)
- a walking stick topped with a small silver skull
- a battle-proven spear engraved with a litany against demonic possession (if recited while in the presence of a demon, gain +3 on saves vs. Demon magic)

I. Nixie Lair

A deep pool in the river here is home to 12 **Nixies** with 3 **Giant Pike**.

It is generally believed by the folk of the area that those who drop coins or other trinkets into this pool will find good luck, so the locals often steal down to the bank of the river and toss in coppers or the occasional silver piece or other valuables. The muck and mud of the riverbed has 589 cp, 123 sp, 8 gp and various other small trinkets that have been missed by the Nixies.

Shiralla the Witchwoman (see NPCs) uses the Nixies as spies. If the PCs encounter the Nixies, Shiralla will know about their presence, their actions, and their apparent intentions immediately (via telepathy).

If the PCs bear the **Eye of the Goddess** from the Dryad in area C, the Nixies will be eager to aid them in whatever way they can. IF the Eye has been blackened, the Nixies will swim away and hide.

If the PCs come to the aid of the Nixies in some way, Shiralla will aid them in some commensurate way for free in the future.

The Nixies have the following treasure in their lair (an underwater maze of tunnels and caves):

- 2344 cp
- 1683 sp
- 9 gems: 4 opals, 10gp each
3 emeralds, 50 gp each
1 ruby, 100 gp
1 diamond, 500 gp



J. The Druid's Grove

Arlin Farmoor (See NPCs) took up the mantle of resident Hermit and Speaker for the Old Gods when the previous Druid of the Grove died. Arlin is 80% likely to be here, he is nervous and a little suspicious of strangers.

Combat, excessive noise, or intrusion without Arlin Farmoor being present, will bring:

- the Black Bear from J4, angry and looking to fight
- the Songbirds from J6, nervous and looking to flee (and probably warn the Master of the Grove)
- the Giant Badgers from J6, confused and wary

J1. The Grove

These 8 Oak trees are sacred, sentient and have a primal connection to the Master of the Grove. Through these trees, the Master of the Grove can sense the presence of intruders up to 100 yards away with a general sense of the type of creature approaching (small or large animal, predator, faeriekin, goblin-kin, giant, mortal, etc.).

If a tree is damaged, the Master of the Grove loses 1d4 points of Wisdom and Constitution for 1 day per point lost (so 3 Constitution and 2 Wisdom is five days). If a tree is destroyed (cut down, burned, etc.) the Wisdom and Constitution loss is permanent, and the Master of the Grove must save vs. spells or go insane.

Note: scores reduced to zero do not kill the Master of the Grove but will render him or her catatonic.

J2. The Pool of Refreshing

The water in this pool is clear and pure and any being who drinks from it regains 1 hp per day. Any being that is already at full hit points when he or she drinks of the water gains +1 on saving throws vs. poison for 2 hours, once per day.

J3. The Hut of the Master

A simple stone hut built into the face of a low cliff. The unlocked door is made from simple bound branches, the roof is sod and covered in wildflowers.

Inside is dark, earthy smelling but cozy. A table and some chairs are fashioned from branches, bent and bound together (no "worked wood" in this hut). A large fireplace to the west and a collection of tall clay jars to the east. A bearskin rug is sprawled out before the fireplace. Thousands of feathers dangle from the ceiling.

The fireplace is only used in the winter. A stock of deadfall firewood is kept on hand.

The bearskin rug is from a Black Bear and is very warm.

The feathers are from a hundred different species, not all native to the Highlands. There are even a couple Bird Man feathers here.

The clay jars contain various foodstuffs: flour, sugar, honey, etc. At the bottom of the jar of flour is a magic ring:

Lightning's Hand: a simple teakwood ring, highly polished and carved with lightning bolts. If the command word is spoken, the ring will shoot a Lightning Bolt (using 1 charge) as the Magic User spell, 9 HD. A second command word allows the wearer to Call Lightning, as the Druid Spell (using 1 charge). While worn, the wearer gains Protection from Lightning as per the Druid Spell. The ring has 9 charges and can be recharged (a long ritual, held on the Summer Solstice during a lightning storm which might recharge 1d12+6 charges).

J4. The Cave of the Bear

On the floor of this unremarkable cave is another Black Bear skin run, only... this is not a rug, but a sleeping **Black Bear** who will not take an intrusion lightly

J5. The Stuff of the Forest

Scattered about, in no obvious pattern, are leaves, pinecones, tree branches, stones, animal skulls, acorns and other tree nuts, dried wildflowers, hanging vines.

Druid magic cast in this room is doubly effective and a Druid who meditates in this room regains his or her spells in half the normal time.

J6. The Druid's Retreat

Furs are piled high in this room that has roots trailing through the ceiling and a small freshwater spring gurgling along the west wall. The sound of chirping birds is loud in here.



There are seven songbird nests in here. If disturbed, the birds will fly off in search of the Master of the Grove to warn him of intrusion.

Among the roots in the ceiling is a nest of 3 **Giant Badgers** who will attack any strangers who enter the cave unaccompanied by the Master.

J7. The Cave of Visions

This cave is permeated with a powerful magic that causes mortal beings who enter to save vs. spells or be overcome by visions of the needs and dangers of the woodlands.

The visions reveal what is happening right now:

dangerous monsters and unnatural predators roaming the wood, uncontrolled fire, poachers, etc.

Appendix

NPCs of Hope Cross Village

Select Townspeople

Byros Hill (5) is the local money changer. He is a proficient fighter/thief himself (lvl 4/6). Byros is an alias, but no one here knows him by any other name as he's wanted in Hamlin for a crime he did not commit.

Byros retired from a life of adventuring to settle down at Hope Cross with his wife, Damalia. Byros is probably the wealthiest man in town. He is a genial, but superficial, man.

Constable Arten Waller (4) is a very stern but fair man with a soft spot for the poor. His job is to keep the peace in Hope Cross Village, an office conferred on him by the Governor of Jacob's Well and a job that he takes very seriously. S 13, I 10, W 16, D 9, Cn 11, Ch 12; Lvl 3 Ftr; hp 17; AC 8 (leather)

Dallan Egran (10) runs the Dry Goods store and the stable. He is a very extroverted and amiable man, usually willing to help out the poor and downtrodden. If betrayed, however slightly, he will shoulder that grudge with passion. He is a worshipper of the old gods and is quietly evangelizing with Farmer Gil (8A) and Bryos Hill's bodyguards Mig and Firstall (5 & 8A)

Dellan Baker (6) is the local baker and his wife, **Terra**, is the local midwife.

Terra is a dark eyed and dark-skinned woman from the far south and, even though she has helped nearly every shepherd in the area at one time or another, some of the local men think she's a witch. However, since most of their wives have trusted Terra with their lives (and with their children's lives), those men usually speak about it in hushed tones. Terra is the closest thing the village has to a doctor (under her care hit points are regained at the rate of 2gp/day).

Terra is quiet and reserved, but strong in character and spirit.

Dellan is well respected for his pastry making, though a vast majority of his business is simple breads. He is an honest businessman, a faithful follower of the Church of the Holy Saints, and utterly devoted to his wife.

"Lady" Prisa (7) is no lady, though she has claimed the title for herself and her tavern. Prisa is haughty, selfish and often acts the fool, though that is truly an act, for she is one of the shrewdest and most accomplished business owners in the region. Prisa, it is rumored, is a lover of the Watchman, the Governor of Jacob's Well.

Morten Sirall (3) is the Tax Assessor. He collects the tolls from Sharn every week, assesses taxes quarterly on the villagers, and gathers taxes from caravans passing through. He, in turn, turns in his books and the collections to the Reeve of Jacob's Well.

Morten is not a native of Hope Cross or even the Highlands (in fact, he is Hamlish) and is hated in town. He is a non-combatant, normal man (though with a 17 Intelligence). He wears an amulet, a bird with outstretched wings, that is a minor charm vs. mental magic.

Sesillia Waller (4) is the Constable's wife. She doesn't love her husband, feeling trapped here in this nowhere town. She spends a lot of time with merchants and caravan guards who pass through.

Terrance D'Andral (13), owner of the Hope Cross Inn, moved from the far west to the area 35 years ago. He had been a merchant, a mercenary and even a traveling performer in years past. Hope Cross became his home when his left leg was shattered in a riding accident and traveling became terribly painful. He walks with a pronounced limp. Terrance is extremely friendly and very generous.

Random Other Villagers

From the Farmsteads nearby, mostly...

1d12	Villager	Doing...
1	Dagough (m)	Carrying a sack of grain that is leaking, leaving a trail from lover's house to spouse
2	Doneen (f)	Searching for lost cat or dog
3	Nolra (f)	Yelling at (another random villager)
4	Ailor (m)	Running away from: 1. An angry dog; 2. An angry weasel; 3. An angry lover; 4. Nothing
5	Conghus (m)	Leading a stubborn mule or a cow or a swaybacked horse
6	Kellaith (f)	Dragging an unruly child by the ear, berating him
7	Eochart (m)	Looking for another random villager
8	Lomough (m)	Looking for: 1. Arlin Farmoor; 2. Shiralla the Witchwoman; 3. Steffian the Tinker; 4. Constable Waller; 5. Lady Prisa; 6. Byros Hill
9	Unla (f)	Looking for a lost coin
10	Gilac (m)	Carrying a bottle of moonshine
11	Lochlin (f)	Angry or panicked, certain she saw a goblin in the village last night
12	Tigla (f)	Walking and talking with another random villager about the weather

NPCs of the Region

Arlin Farmoor, The Hermit (Priest of the Old Gods, Druid)

Late in life, after his wife died, Arlin (who hails from the Frontier lands) became the apprentice of another druid who, five months ago, was coming to tend the grove near Hope Cross following the death of the previous Master of the Druid's Grove, Calan Altas'). The pair were attacked on the way and Arlin's master was killed. Arlin took on the guise of his master and took over care of the grove.

No one has questioned him because of his age (he is nearly 60) and he because he wears his master's **cloak of elvenkind** and carries his **Staff of the Druid (Staff of the Woodlands)** with the ability to cast any first level Druid spell at a cost of 1 charge per spell, once per round).

Arlin is only 2nd level, so he is quite unable to train another druid (and, if pressed by PC Druids who need training, he will make the excuse of being too busy). Arlin is terrified that his secret will be revealed, so he will swing his loyalty to whichever faction or person seems to be the best bet for keeping his secret in the moment.

S 11, I 11, W 16, D 9, Cn 15, Ch 15; Lvl 2 Druid; hp 9; AC 9 [10]. The Staff of the Druid has 13 charges left and Arlin does not know how to recharge it.

Bistiar Rednose

Bistiar is the town drunk. He is an old and grumpy very short man who is usually either at Gire's tavern, wandering in a drunken stupor or asleep in a ditch somewhere. No one knows how Bistiar comes up with the money to pay for his drink. He always pays with ancient copper or silver coins. Occasionally Bistiar disappears for a few days at a time.

Once, Bistiar had been a thief, but drunkenness and age have ruined many of his abilities. If he could be sobered up and given time to retrain he could resume his adventuring days. Note – numbers in parenthesis apply to Bistiar as sober and retrained. Bistiar will loudly embrace the tenants of the Church of the Way in one breath and then lament the loss of the Old Gods in the next. He will loudly complain about the taxes the Governor levies ("blood from a bloody stone" he likes to say). If sobered up and retrained, Bistiar can become a useful ally.

S 9, I 12, W11, D 13(16), Cn 9, Ch 9; Lvl T3(7); hp 16; AC 9

Goran the Wildman

Rumor has it that Goran is part Ogre. He is a giant of a man, standing 7'3" in height, as wide as two strong men. His arms and legs are hugely muscled. Goran wears leather and fur, wields a magical ax (**Skullsplitter**, Axe +1, +3 vs. magical creatures, natural 20 roll are a head splitting cut, causing an additional 2d8 damage) and speaks in a roaring voice. He is standoffish with strangers, but fiercely loyal to his friends. Goran hates fish.

AC 7[12], HD F5, hp 33, #ATT 2 fists at +3 for STR or magic axe at +3 for STR, Dam 1d4+3/1d4+3/1d8+3

Shiralla, the Witch Woman

Shiralla is 280 years old, though she appears to be only in her mid-40s. She is aloof and gruff, but fair and she loves the people of Hope Cross. She was a good friend of the former druid of the region (Calan Altas) and still mourns his death.

S 9, I 16, W12, D 9, Cn 10, Ch 17; Lvl 10 MU; hp 38; AC 9[10]

She carries a **staff of Command** which she uses to influence or intimidate people. The staff has 21 charges remaining, though she can recharge it.

Spells (those with an asterix are memorized when encountered)

- Level 1 Affect Normal Fires, Charm Person*, Comprehend Languages, Dancing Lights, Detect Magic*, Enlarge, Friends*, Identify, Light, Mending, Message, Read Magic, Sleep*, Write
- Level 2 Audible Glamer, Continual Light, Detect Evil*, ESP*, Forget, Knock, Locate Object, Scare*, Strength*, Wizard Lock
- Level 3 Clairaudience*, Clairvoyance*, Dispel Magic, Feign Death, Gust of Wind, Haste, Hold Person*, Slow, Suggestion*, Tongues
- Level 4 Confusion*, Fire Charm*, Hallucinatory Terrain, Massmorph, Minor Globe of Invulnerability*, Polymorph Self*, Polymorph Other, Remove Curse
- Level 5 Contact Other Plane, Feeblemind*, Magic Jar, Passwall*, Stone Shape*, Teleport*
- Level 6 Enchant an Item, Legend Lore, Globe of Invulnerability, Guards and Wards, Project Image, Reincarnation, Repulsion*

Shiralla might aid the party if they are respectful toward her and if they pay her fee. Generally, Shiralla will ask the party to do something for her (obtain a specific herb, bring the blood of a specific creature, take something somewhere) for she is not interested in money. The deed need not be completed before she gives the information to the party, but if they renege on their bargain with her, she will hunt them and haunt them. Use Shiralla's "fee" as a springboard for future adventures.

Shiralla is well respected (and generally feared) among the local townspeople. Her home, Hag Island, is upstream a few miles and is detailed elsewhere.

Steffian Karian, Tinker

Steffian is a traveling tinker. He can fix almost anything mechanical, and many other things besides. He is a metalsmith, though of only fair ability. He is a Lvl 0 non-combatant, but he is full of information on the region.

He has two special abilities, however, that may make him useful to the party (if he joins the party, he will work toward becoming a thief – though "officially" his class will be fighter): Outdoors he can Find the Path (as per 6th level cleric spell) 50% of the time if he is new to an area, 90% if he has been in an area before; he has a base 50% chance of knowing something on virtually any subject (per Legend LoreMU).

S 12, I 14, W 11, D 17, Cn8, Ch 8; Lvl 0; hp 5; AC 9[10]

Random Caravans

Details of the Caravan

Caravan Makeup

1	Wagon Train: 1d4+2 Wagons
2	Long Wagon Train: 2d6+6 Wagons
3	Pack Animal Train: 1d12+4 Pack Animals
4	Long Pack Animal Train: 4d6+10 Pack Animals
5	Mixed Lot: 1d6+4 Wagons, 2d6 Pack Animals, 2d12 Livestock
6	Livestock Drive: 2d100 cattle OR 6d100 sheep and goats

Draft Animals

1	Heavy Draft Horses (2 per wagon)
2	Light Riding Horses (4 per wagon)
3	Mules (6 per wagon)
4	Mixed (33% for each of the above per wagon)

Pack Animals

1	Oxen
2	Mules
3	Heavy Draft Horses
4	Exotic Animals: 1. Elk; 2. Bears; 3. Moose; 4. Barely Trained Giant Lizards

Caravan Goods

Normal Goods

1	Cotton, Wool, Flax.
2	Metal Ingots (Iron, Copper, Lead, Tin, Steel)
3	Logs or Lumber
4	Grain, Fruit, Vegetables
5	Spices
6	Furs, Hides, Skins
7	Wine, Ale, Beer
8	Cloth

Luxury Goods

1	Artwork (statuary, paintings, artifacts of previous civilizations)
2	Rare woods (acacia wood, gopher wood, Great Oaks)
3	Armor and/or Weapons (fair quality)
4	Rare Metals (High Quality Steel from the Hamlish Empire, Precious Metals like Gold and Silver)
5	Religious Artifacts
6	Rare Wines

Caravan Master

1	A Mysterious, Shrouded Figure
2	A Retired Soldier
3	A Religious Fanatic
4	A Drunkard
5	A Spy
6	A Charming Thief
7	An Angry Thug
8	A Disowned Noble

Caravan Guards

1	Hired Thugs (1d6+6)
2	Professional Soldiers (1d8)
3	Wide-Eyed Boys On Their First Adventure (1d8)
4	Disenfranchised Former Soldiers (2d6)

Additional Travelers

1	A Minstrel
2	A Pilgrim
3	A Runaway: 1. Servant; 2. Bride; 3. Groom; 4. Noble
4	A Storyteller
5	A Spy
6	A Wandering Priest

Inspired by:

"Random Tables: Merchant Caravans"

https://www.reddit.com/r/DnDBehindTheScreen/comments/3re16q/random_tables_merchant_caravans/

CDD #4 Encounters Reference (Cargo Commodities)

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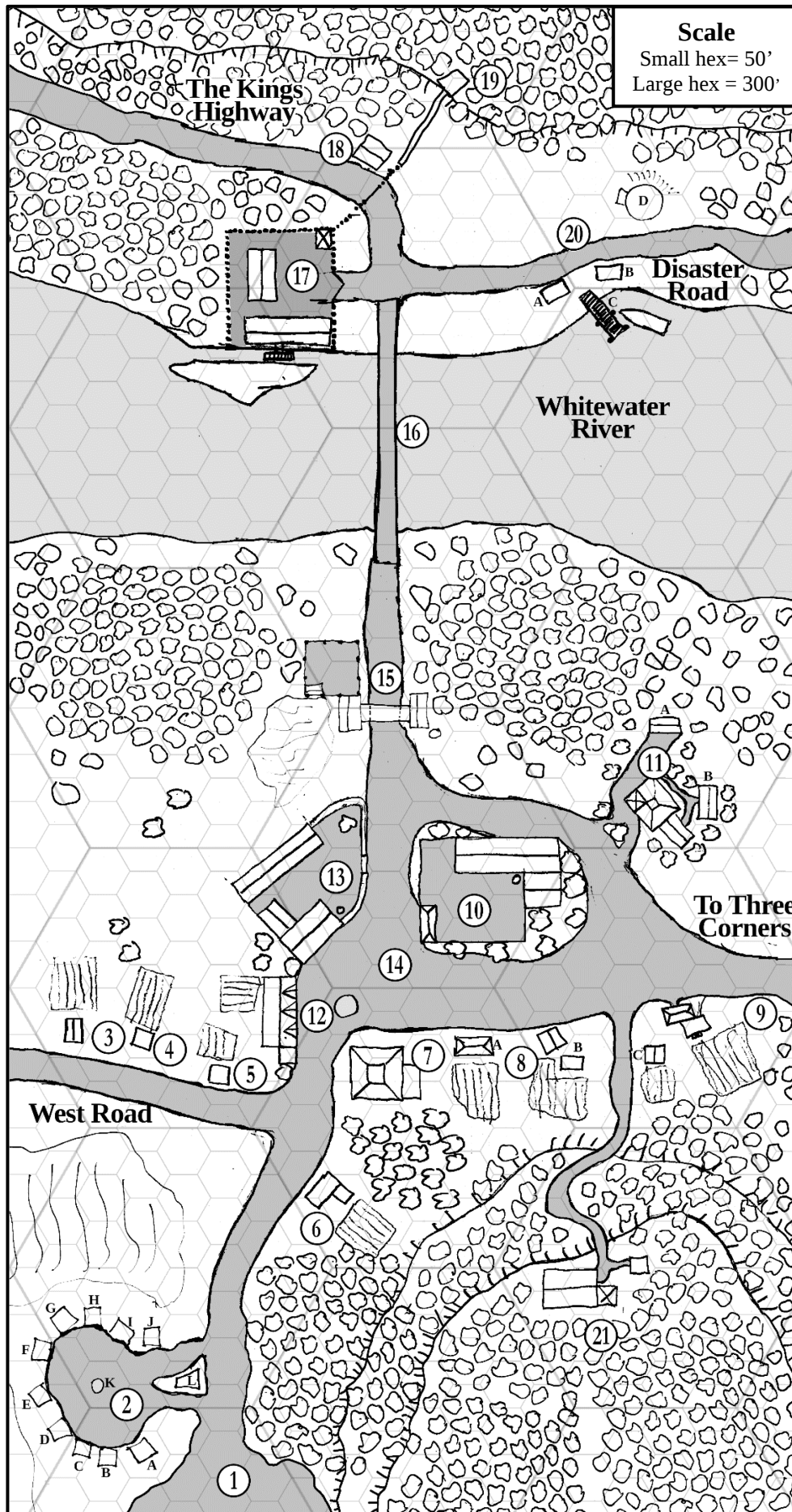


Combined Monster Statistics

Badger, Giant	HD 3; AC 4 [15]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; CL/XP 3/60; Special: None
Bear, Black	HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug
Bird Man	HD 1 to 4; AC 6[13]; Atk 2 claws (1d3) and beak (1d4) or by weapon (1d8); Move 12 (Fly 18); Save 17; CL/XP 2/30; Special: Fly.
Boar, Wild	HD 3+3; AC 7[12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: continue attacks 1d3 rounds after death
Centipede, Giant	HD: 1d2hp; AC 9 [10]; Atk 1 bite (1d6 + poison); Move 13; Save 18; CL/XP 1/10; Special paralyzing poison, latching on
Dryad, Fey Creature	HD 2; AC 9 [10]; Atk 1 wooden dagger (1d4); Move 12; Save 16; CL/XP 3/60; Special: Charm person (-2 save)
Eagle, Giant	HD 4; AC 7[12]; Atk 2 talons (1d4), 1 bite (1d8); Move 3 (Fly 24); Save 13; CL/XP 4/120; Special: None.
Faerie Dragon, Fey Creature	HD 2; AC 4 [15]; Atk Bite (1d6); Move 9 (Fly 36); Save 16; CL/XP 5/240; Special: Breath weapon, spells, invisibility, magic resistance (1d6x10%), telepathy (2 miles)
Firbolg Giant	HD 12+1d6 hp; AC 3 [16]; Atk 1 weapon (4d6); Move 12; Save 3; CL/XP 13/2300; Special: Spell like powers
Fish Man	HD 2+1; AC 5[14]; Atk 1 weapon (1d8); Move 12 (Swim 18); Save 16; CL/XP 2/30; Special: None.
Goblin, Goblin-kin	HD 1-1 to 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.
Grey Ooze	HD 3; AC 8[11]; Atk 1 strike (2d6); Move 1; Save 14; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.
Invisible Stalker	HD 8; AC 3 [16]; Atk 1 "bite" (4d4); Move 0 (Fly 12); Save 8; CL/XP 9/1100; Special: Invisible.
Nixie, Fey Creature (Water Sprite)	HD 1d3; AC 4 [15]; Atk Weapon (1d3); Save 18; Move 15 (swim 24); CL/XP 2/30; Special: Spells, magic resistance
Old One	HD 20; AC 1 [18]; Atk 2 Appendages (3d10/3d10); Move 9; Save 3; CL/XP 22/4100; Special: Immune to weakness, paralysis, and charm; Gate ability
Oozing Black Death	HD 10; AC 6 [13]; Atk 1 attack (2d8); Move 6; Save 5; CL/XP 12/2000; Special: Digestive surface, regeneration, immune to cold, divides when hit with lightning.
Pike, Giant	HD 4; AC 5 [14]; Atk 1 bite (4d4); Move 36 (swim); Save 13; CL/XP: 4/120; Special: None
Pixie, Fey Creature	HD 1d6 hit points; AC 5 [14]; Atk 1 dagger (1d4) or arrow; Move 9 (Fly 18); Save 17; CL/XP 2/30; Special: Invisibility
Priest Corpse	HD 9; AC 3[16]; Atk 1 touch (1d6+ wisdom drain); Move 9 (Fly 24); Save 13; CL/XP 8/800; Special: drain Wisdom with hit, magic or silver weapon to hit, Priest spells
Rat	HD 1-2hp; AC 7[12]; Atk 1 bite (1+possible disease); Move 15; Save 17; CL/XP 1/20; Special: Disease, Swarm
Rat, Giant	HD 3; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; CL/XP 3/120; Special: Disease
Ratling (Ratman)	HD 1; AC 9[10]; Atk 1 bite (1d6+poison) or weapon; Save 17; Move 12; CL/XP 2/30; Special: Diseased bite, Thief Skills
Sepulcher Master	HD 6; AC 2 [17]; Atk 2 claws (1d6); Move 12; Save 11; CL/XP 9/1100; Special: Teleport other, +1 or better weapons to hit, turn as 10 HD monster
Shadow	HD 3+3; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons
Wraith	HD 4; AC 3[16]; Atk 1 touch (1d4+ Constitution drain); Move 9 (Fly 24); Save 13; CL/XP 8/800; Special: drain 1d4 Con points per hit, magic weapon to hit
Wyvern	HD 8; AC 3[16]; Atk 1 bite (2d8) or 1 sting (1d6+poison); Move 6 (Fly 24); Save 8; AL N; CL/XP 10/1400; Special: Poison sting [Paralyzing]



Hope Cross Village



Hope Cross Village Quick Reference

1. Caravan Fields
2. Shepherd Circle
3. Tax Assessor
4. Warden (Constable)
5. Money Exchanger
6. Baker/Midwife
7. Lady Prisa's Inn
8. Cattle Ranchers
9. Gire's Tavern
10. Egran's Dry Goods and Stable
11. Lord Stammel's Estate
12. Common Hall
13. Hope Cross Inn
14. Market Square
15. Bridgemaster Sharn
16. Fairy Bridge
17. Stanfor's Mill
18. Hall of Tribute
19. The Old Watchtower
20. Fishermen
21. The Chapel of St. Ashar/
The Chapel of the Sun

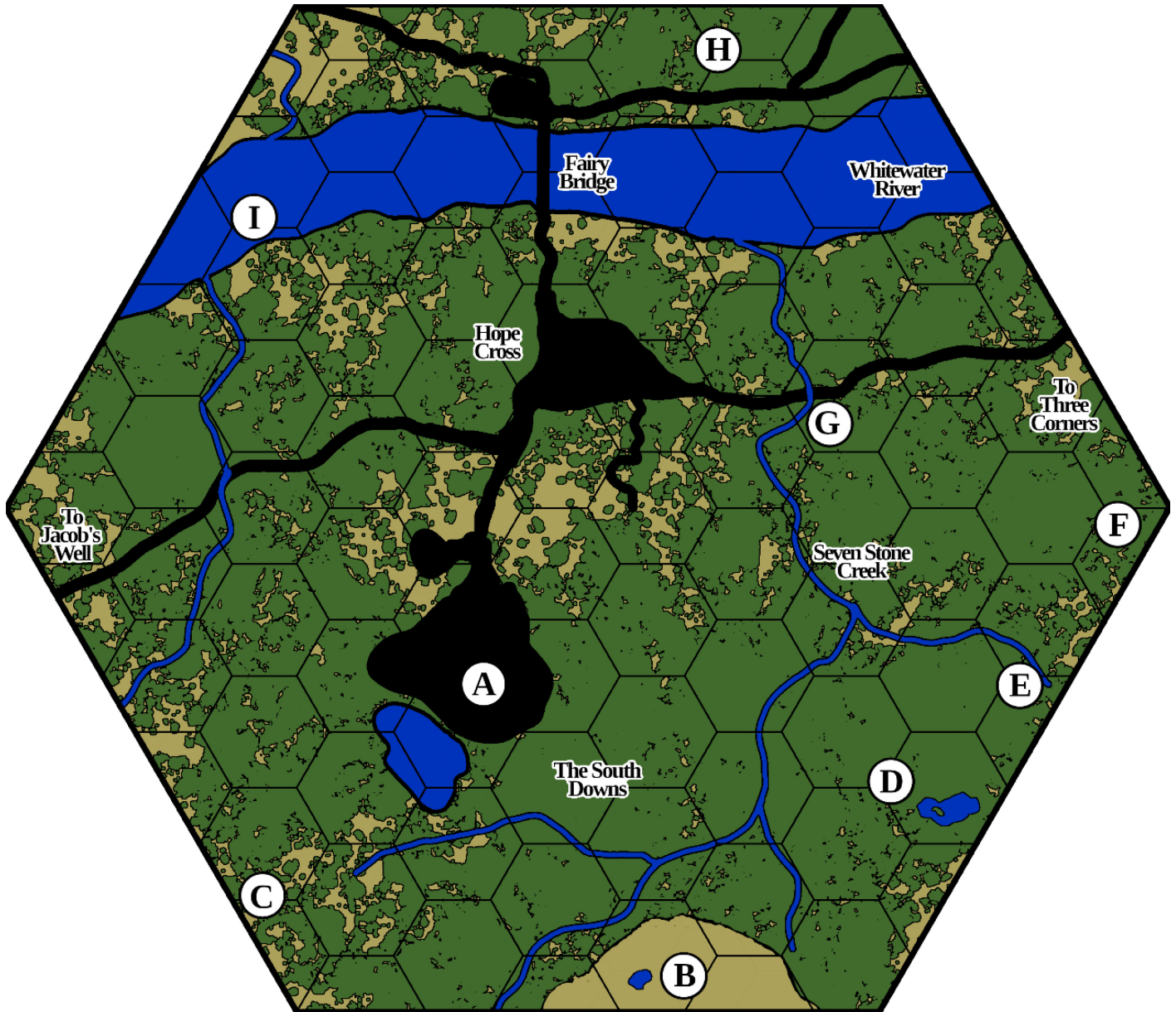
Encounters in Hope Cross Village

d12	Encounter
1	Townsperson (random)
2	Shiralla (see NPC listing)
3	Baker with a load of bread for Lady Prisa
4	Dog – barks incessantly. If the party takes any threatening action toward it, a little boy (the dog's owner – one of the farmer's sons) will try to rescue his pet.
5	Steffan Kirian, the Tinker (see NPC listing)
6	Mistaken Identity – one of the PCs(random) is grabbed by a very old man who has wandered here from Jacob's Well. He is senile and believes the PC to be his long-lost child.
7	Thief – Hale, Farmer Jarron's son (8C) is trying his hand at thievery. He tries to pick a random PC's pocket (Thief Level 1 – thus 30% chance)
8	Traveler
9	Argument between Bilian, one of Lord Stammel's men, and Baen the shepherd (about cow & sheep pasturing)
10	Bistian Rednose (see NPC listing)
11	Caravan Guard
12	Arlin Farmoor (see NPC listing)

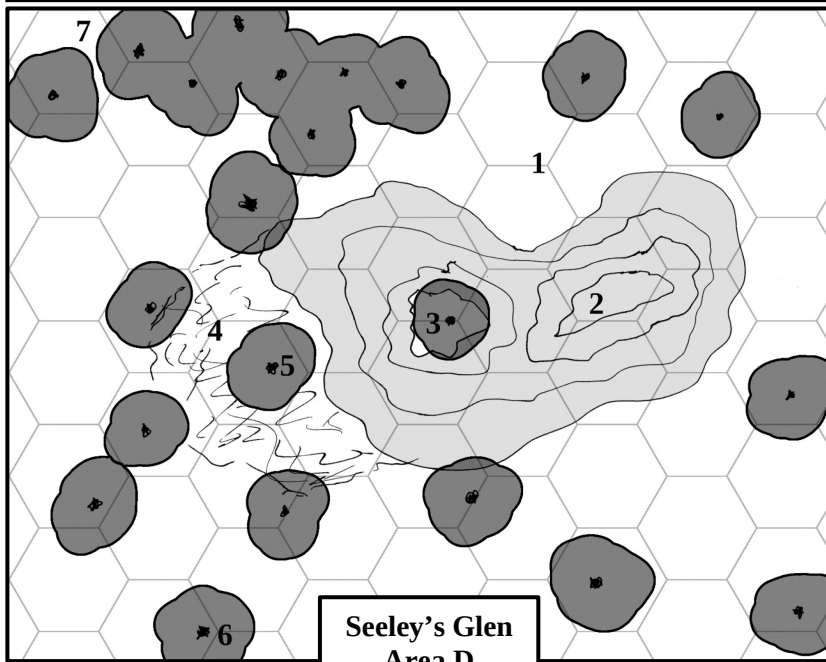
Hope Cross Village

Hope Cross Village Region

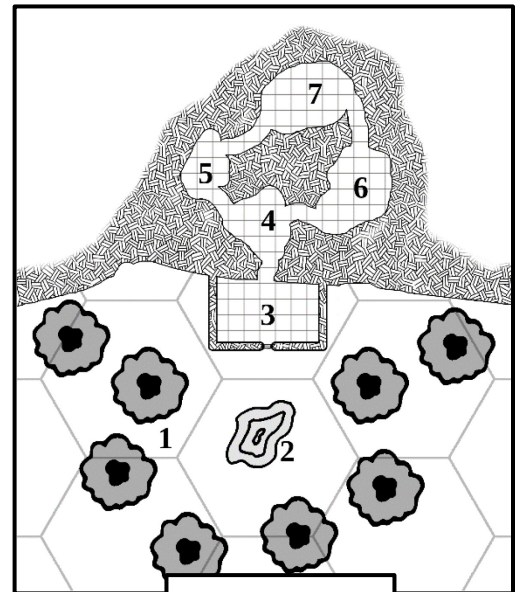
Large Hex = ½ Mile
Small Hex = 100 yards



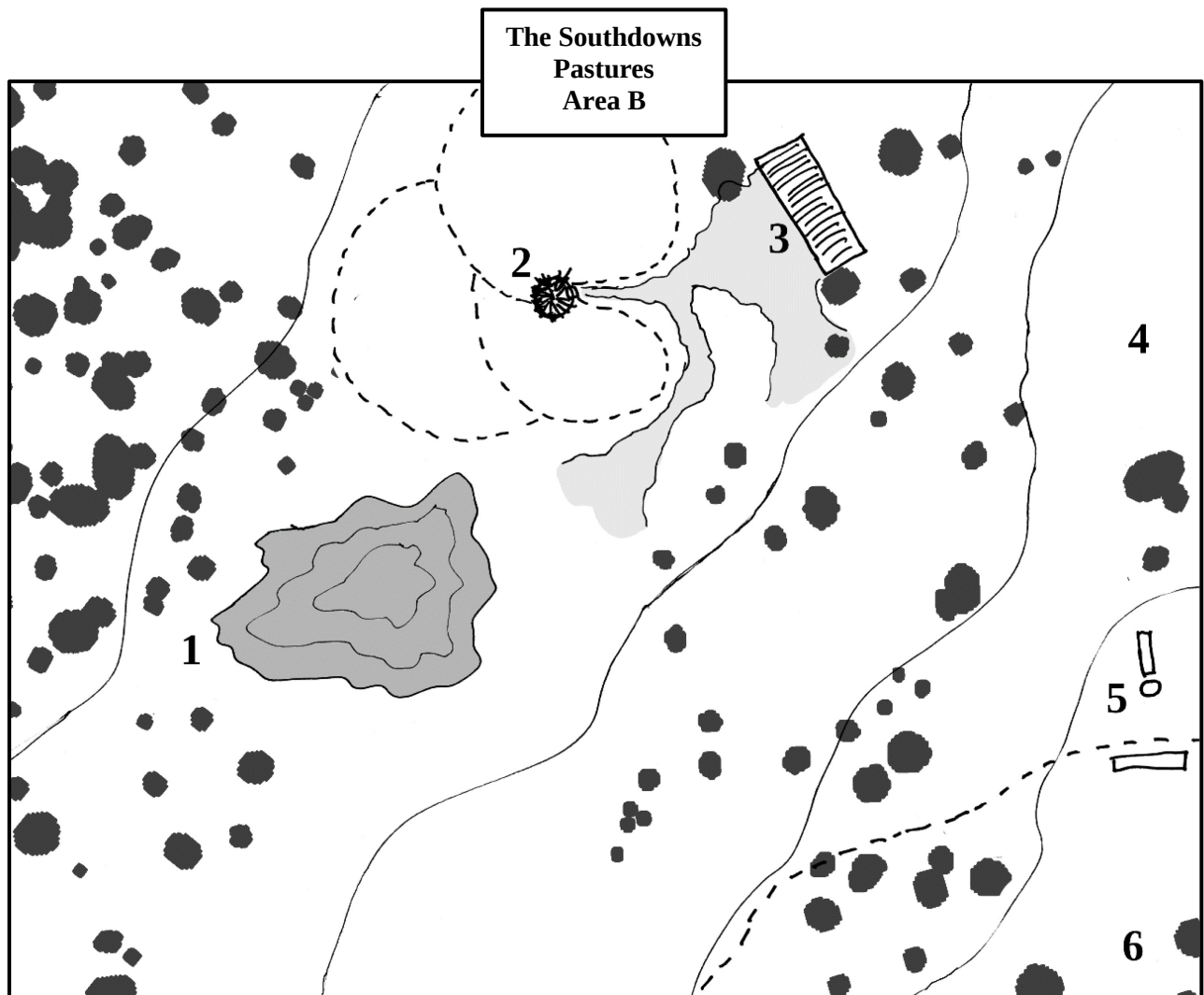
Hope Cross Village



**Seeley's Glen
Area D**
1 Hex = 50'



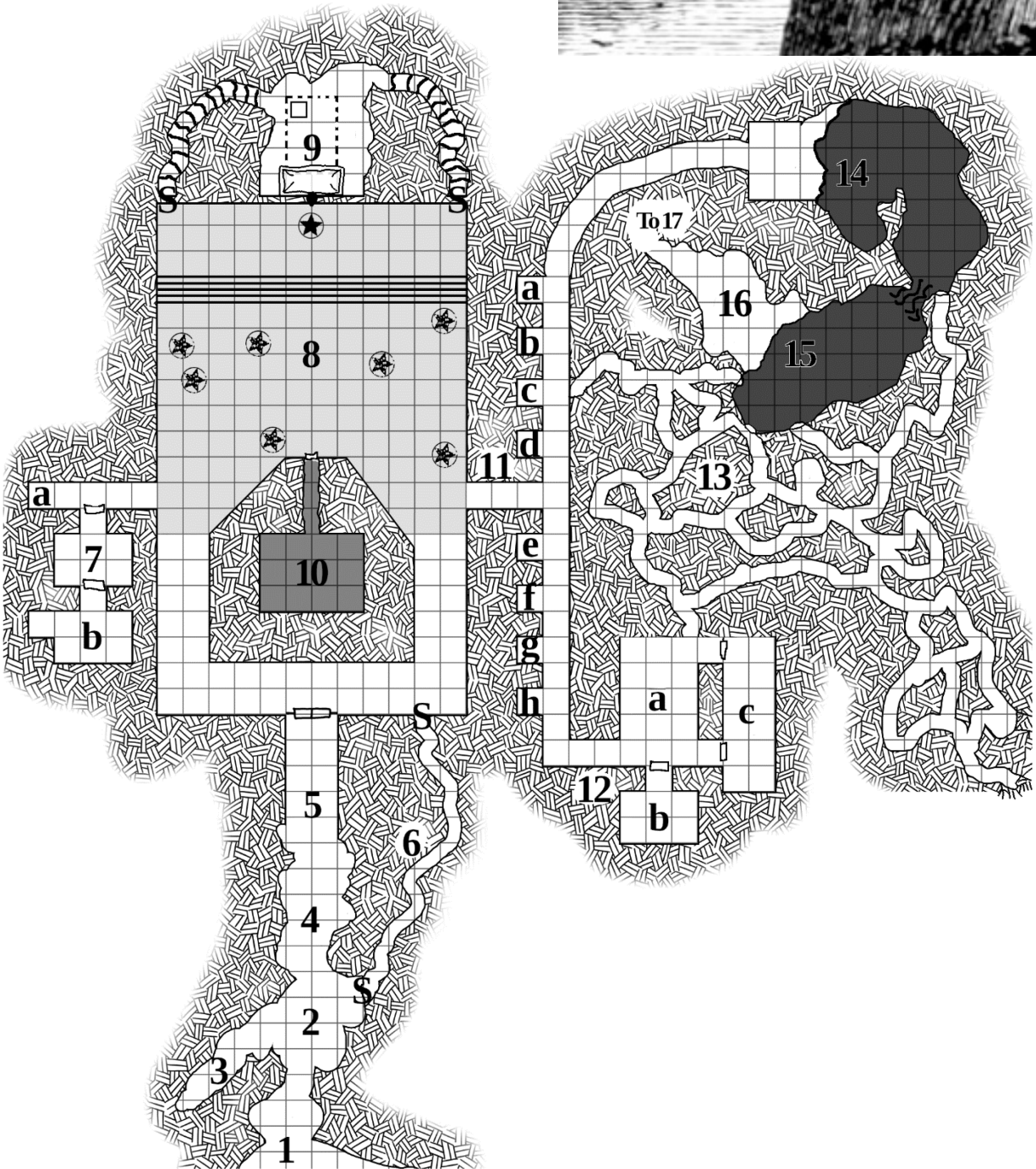
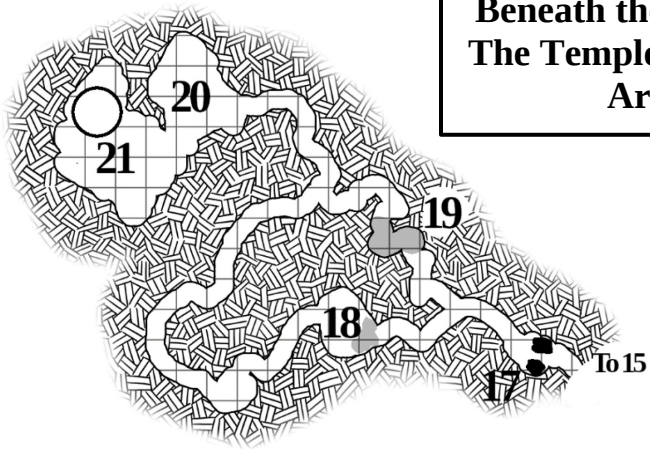
**Druid's Grove
Area J**
1 Hex = 50'
1 Square = 5'



**The Southdowns
Pastures
Area B**

Hope Cross Village

Beneath the Great Face
The Temple of Darkness
Area E



Regional Map

Hex numbers refer to the Rosewood Highlands Campaign Setting map

Scale: Large hex = 24 miles, Small hex = 6 Miles



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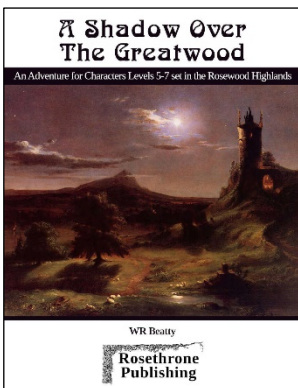
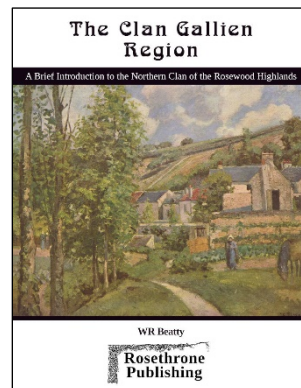
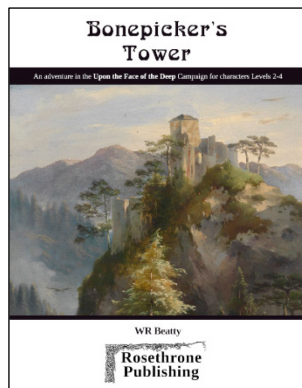
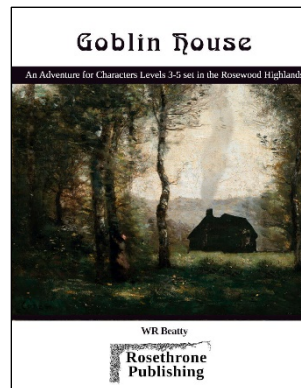
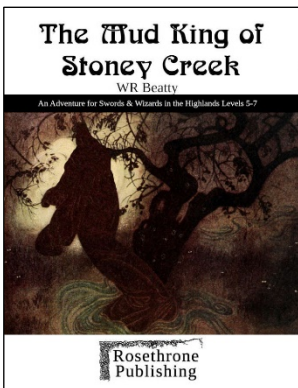
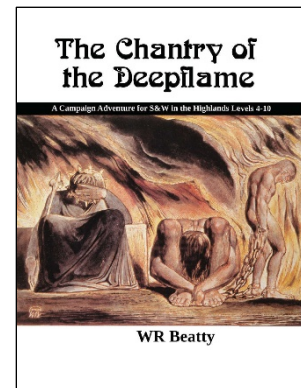
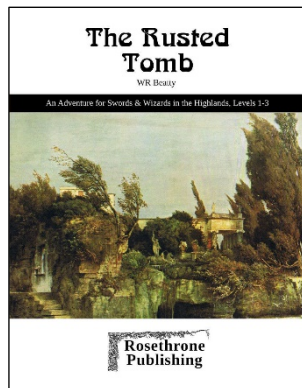
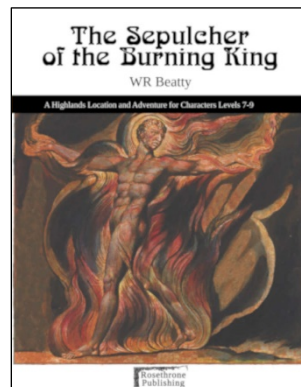
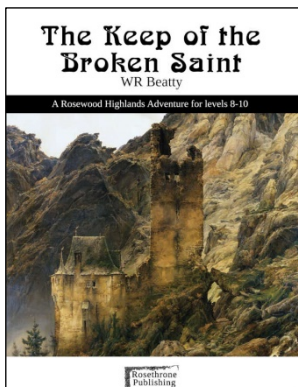
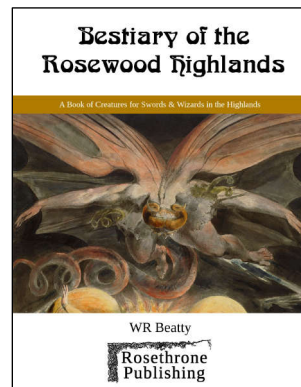
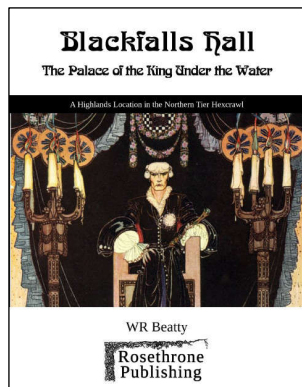
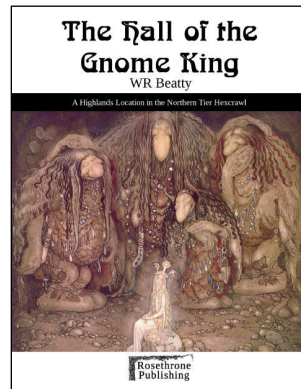
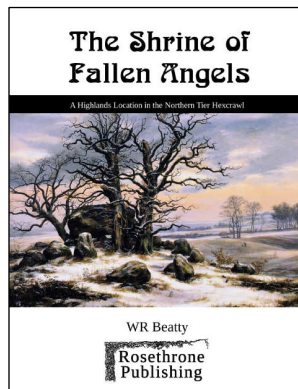
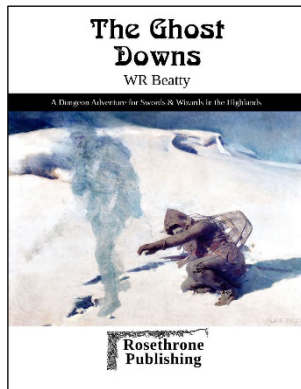
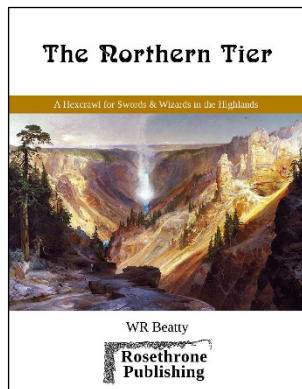
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An Adventure in the Upon the Face of the Deep Campaign, Levels 1-3



First there was a storm. Then the sheep ran off.

Then a dark-robed stranger came to town, talking about darkness and night in the middle of the day.

And now Adam Shepherd is missing.

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