

5TH EDITION
ADVENTURE
BENEATH THE
STONE

JASON VEY

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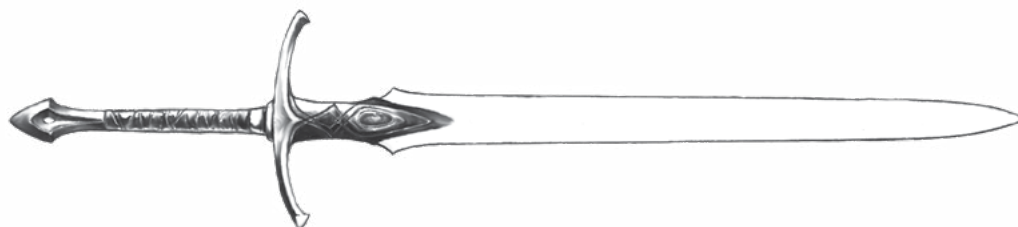
BENEATH THE STONE

BY JASON VEY

EDITOR: TIM BURNS

FRONT COVER: TROLL LORD GAMES INTERIOR ART: PETER BRADLEY

ART DIRECTION/ CARTOGRAPHY: PETER BRADLEY



1818 North Taylor, #143, Little Rock, AR, 72207

email: troll@trolllord.com

website: www.trolllord.com or

www.castlesandcrusades.com

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Printed in the United States of America

A 5th Edition Fantasy Adventure set in Aihrde, for 7th level characters by Jason Vey

INTRODUCTION

Welcome to Beneath the Stone, an adventure for mid-level characters for your Fifth Edition games. This adventure is a dark horror excursion featuring lycanthropes, a dark conspiracy, and a quest to save the life (and possibly soul) of a young girl. In short—it's everything your fantasy heroes should stand for.

It should be noted that there is a significant potential for characters to become infected with lycanthropy in this module. Castle Keepers should consider the ramifications this can have on their games very carefully, and make whatever adjustments you need to make, to ensure that your game and its balance remain intact.

A potential “reset” switch has been built in with the cure the PCs seek. It's worth considering, however, that should your heroes become infected and the cure not work for them, it could open the door for future quests. After all, if one cure exists, why can't more?

NON-PLAYER CHARACTER STAT BLOCKS

This scenario presents a complete writeup of the village of Oleasir, in the county of Ceeana. It will as such include a number of non-player characters who populate the area. For the most part, these NPCs aren't given full stat blocks, as they're not intended for combat. They will, however, receive very basic statistics, with enough information for the Castle Keeper to completely stat them if necessary. This will include all six ability scores, their race (if demihuman), an attack bonus (if any), and any appropriate class and level information. For the most part, such characters will be simple commoners.

Monsters and important NPCs who may engage in combat with the PCs, or who have skills of use, will receive abbreviated stat blocks which nevertheless include all necessary information to run the creature. This is done in the interest of saving space, while still presenting all the info you need to run the adventure without cracking open too many additional books. These quick stat blocks will appear as follows:

WEREWOLF (CE Medium Humanoid shapechanger) HP 58 (9d8+18), AC 12 Spd 40ft. Str 15 Dex 13 Con 14 Int 10 Wis 11 Cha 10. Perception 19 (+4; advantage), Stealth +3. Bite +4 (1d8+2, plus lycanthropy (DC 12 Con neg.); Claws +4 (2d4+2); or by weapon. Multiattack (claws and bite); shapechanger, immune to nonmagical, non-silvered weapons, lycanthropic infection.

It is assumed that most Castle Keepers are aware of the progression for ability bonuses (+1 per 2 points, starting at 12), that teeth do piercing damage, claws do slashing damage, etc. Where this information has been deemed obvious it has been omitted for reasons of space. If you need more information, see the full stat blocks in the Fifth Edition monster book or the end of this module.



ADVENTURE OVERVIEW

The heroes are called before a minor nobleman, the burgomaster of a small village, to undertake an important and very personal quest. It seems that this nobleman's daughter has become cursed with lycanthropy. His scholars and sages have located a potential cure for the girl's condition, hidden several weeks' journey away beneath a sacred stone in an ancient cemetery. He wishes the heroes to find this cure and return it to him.

Unfortunately, the promise of such a cure could bring a high price on the black market, and other factions are doubtless out to retrieve it as well. In addition, there are certainly lycanthropes out there who have embraced their condition and do not wish such a cure to be found. Thus, our heroes must navigate a deadly journey to beat their opponents to the cure, bring it back, and see it administered to the girl.

The adventure will be presented in four “Acts.” Act One introduces the heroes to the problem and gives them an indication that there may be other forces operating against them. Act Two covers their journey to the cemetery, which lies beyond an abandoned village. Act Three sees the heroes obtain the cure and start the journey home, and Act Four sees them battling their final foes in a race against time to cure the young girl before the next full moon.

The scenario is fairly linear, but the journey from the village to the cemetery and back allows for many potential side quests, which the Castle Keeper can fit in as they like.

THE VILLAGE OF OLEASIR

Originally established as a refugee camp during the Winter Dark, the Village of Oleasir is a small community located in the countryside, on the distant borders of the county of Ceeana, on the very edge of the Elithian Wood along the shores of the White River. It's a small, but thriving, village with a tight-knit community and insular economy, except for once per month, during what the locals call "Carnival Week."

HISTORY

Oleasir first begun as a sort of out-of-the-way hidden refugee camp during the hardships of the Winter Dark. Many refugees fleeing the horrors of Unklar's reign bounded together in a sort of caravan under the guidance of an elven cleric devoted to Wenafar, named Oleasir. The community at length came to the very mouth of the White River, just outside the Elithian Wood.

The refugees, mostly human but comprised of representatives of many demihuman races as well, came to realize that this was a relatively remote area; few ships traversed the waterway this far down as there was no reason to, and the uneven terrain made it unlikely to become the location of any sort of major settlement. In short, it was the ideal hiding spot to stay in the shadows beneath Aufstrag's notice.

Though the cleric himself eventually passed on, departing the community when he felt he could no longer remain on the sidelines and dying in one of the many unsung battles of those dark days, the community remained, naming itself Oleasir after its original patron. Over the years, it slowly and organically grew to become a self-sufficient community. Through luck, wits or simply the will of the gods, it remained outside of Aufstrag's influence throughout the Winter Dark, and continued to live on as the County of Ceeana formed around it.

After Winter Dark, when the county of Ceeana was formed, Oleasir fell within its borders and was discovered by surveyors in the employ of the count. The residents had no problem giving fealty to the new count, asking only that they be left to their own devices and their quiet way of life allowed to continue. Thus, while nominally a part of the county, Oleasir has remained relatively free, as it is a self-sustaining farming community that is largely beneath the notice of local nobles. It is a walled village of around 500 individuals and fields a regular defense force of about 25 men, though up to 150 can be called upon as conscripts in time of need, consisting of those aged from 14-65 years.

Oleasir is a place where people go when they're looking to escape from the world, to find a quiet and peaceful life without politics, violence and pressure. People here work and play hard, and just enjoy their lives. In many ways it's quite the idyllic community. Indeed, the Council of Forty that hold sway over Ceeana have realized the value of this community, and have a quiet, unspoken agreement that it should maintain its independent status.

In truth, the Forty all understand the importance of a neutral community in the heavily politic-ridden region, and value its

existence from a strategic stand point. They have agreed informally to all come to the defense of this small community when needed, and to see to its continued success. As such, each quietly funnels money and resources into the community, most through agents like Gruff and Glynnis, who were former adventuring companions that experienced a falling out long ago.

A FLUCTUATING POPULACE

Many of those counted as members of the village own farms in the surrounding region, and for miles out, travelers will pass through these farm lands. As such, the village itself is largely empty from the hours of midnight till twilight, is quite busy from twilight until a few hours after dark, at which point people return to their farmsteads to sleep and prepare the following work day.

During the hours when the farmsteads are in operation, the town sees a population of perhaps 100 people, and forms its own small microcosm of business. That is to say, business owners tend to patronize one another, whether it's having breakfast, lunch, tea or drinks at the local inn, stopping into the general store for supplies, or visiting the crafts stalls to repair equipment or clothing. For the most part, such services are done by way of barter—everyone supports each other—but money is never eschewed.

Though the town is along the White River, this particular river, at its mouth, appears to simply end (where in actuality it flows to the underground). As such, it is not a heavily used locale for merchant traffic, and thus, while the people of Oleasir use it for fishing and the like, they don't see much in the way of merchant vessels, except during Carnival Week (see below).

POLITICAL ADMINISTRATION

The town is run by a burgomaster who serves for a period of ten years, a position which rotates between the heads of families of each family in town. That is, the head of one family serves for ten years, and then the office passes to the next family in line, and so on. No one knows how the order of succession was chosen, as it stretches back longer than anyone can remember. Should a new family join, they are placed immediately before the current family in the order—meaning they will have to wait a full cycle before getting the lordship (which can take many decades).

The burgomaster serves as town constable and administrator, running the finances and administering law and order in the town. They oversee the town guard (which doubles as the defense force) and ensure that everyone essentially stays in line and that the peace is maintained. In return, they are allowed to live in the one lavish estate in town, a large mansion and multi-acre grounds just outside of town, also walled. If the burgomaster shirks their duties or behaves improperly, the town can issue a vote of no confidence, removing them early and replacing them with the next in line. As such, any burgomaster who experiences difficulty with their duties, or who needs advice which way to go next in any occasion, may (and usually does) call a conference of all family heads together to discuss the matter before proceeding. This helps to offset weaker burgomasters by providing guidance from the most wise and knowledgeable.

The current burgomaster is one Pahir Al-Tenetha. He is a respected member of the community, a widower who normally runs the general store in town with his daughter, Alisa Al-Tenetha. A man in his mid-forties, he is well thought of for his clear head and practical way of thinking. He is in his fifth year as burgomaster, and keeps his business running via employees, mostly teenagers apprenticed from local farmers, when his services are needed for the town. He still, however, manages to find the time to run the business on his own most of the time.

Overall, Oleasir is a peaceful community and aside from the (very) occasional raid by small tribes of orcs and goblins in the surrounding countryside, experiences very little trouble. That is, until recently, when the burgomaster's daughter was bitten by a strange beast in the countryside at night, under a full moon, and the murders began...

CARNIVAL WEEK

About once per month, caravans of merchants travel through the area, and small merchant vessels descend along the White River as the town becomes something of a carnival, seeing its population double as a normally empty quarter that serves as a sort of ante-region is filled with tents, booths and the like and bustles with travelers on the road, including agents of the local baron who show up at this time to be sure taxes are collected, and to ensure that any who get out of line and need stronger discipline than what the village can provide, are transported to a larger city where they can stand trial. In fact, this time of month is referred to as Carnival Week by the inhabitants, and it's the one week when work takes a secondary role to play.

On occasion, the governor Kenneth of O'Nesbou or even several of the Forty show up to grace the village with their presence during Carnival Week, both as a reminder that they have nominal dominion over the village, and as a sort of celebrity showing to preside over tournaments, games and pageants. Such an appearance is rare, however, occurring perhaps once a year.

LOCATIONS OF NOTE IN THE TOWN PROPER

What follows are the notable businesses in town, keyed to the map. In general, most business buildings are two-storey affairs, with the business owners and their families living on the upper floor and descending to the ground floor to conduct business during the day. There is a residential quarter, where some folks live full-time, keeping gardens and meager numbers of livestock to sustain themselves while possibly selling wares such as hand-made crafts at the Swap Market on weekends.

It should also be noted that some of the homes in the residential quarter are generally vacant, owned by wealthier farmers from outside the village and maintained as a place to stay when too drunk to get home, or in case they should need a place to retreat when an emergency arises. It is possible (see "Gatherings of Forty," below) that a few members of the Forty quietly own buildings in the Residential Quarter.

With the exception of the building that serves as Gruff's expanded business, the Carnival Quarter itself is noted on the

map, but is not keyed. It should be considered to be a tightly-packed area full of stalls, booths, and narrow alleys reaching between. Most booths are 10 or 20 feet across and rectangular or square in shape.

There is a small fenced-in arena and stage at the direct center of the Carnival Quarter. Here contests of skill and arms are held, including archery, duels, small jousts, wrestling matches, and other games. When such contests are not being held, this is also where musicians, storytellers, and actors perform.

As with the Residential Quarter, it is possible that members of the Forty quietly own structures in the Carnival Quarter, and it has been rumored that if one knows how to get in, there are underground tunnels connecting all of the buildings owned by the Forty. Even still, no resident of Oleasir can definitively say they've seen such tunnels, or reveal how to access them.

Unless otherwise noted, those who run these businesses all share the statistics of a basic commoner, but have proficiency in one or more tool kits and skills as necessary for their profession, add double their proficiency bonus to those skills and tool kits and could be considered to have an ability score in 13 or 14 in those abilities that are most suited to those abilities.

Exceptional abilities, skills and tool kits for those who run businesses will be listed under each business, as will full stat blocks where necessary. In addition, if an NPC is demihuman, they should be considered to have the special abilities of their demihuman race.

COMMONER STATISTICS (*Medium humanoid, any race, any alignment*): HP 4 (HD 1d8), AC 10, Spd 30ft. Str 10 Dex 10 Con 10 Int 10 Wis 10 Cha 10. Perception 10(0). Weapon +2 (1d4). SA as demihuman race (if applicable).

1. BLACKSMITH AND LEATHERWORKER: run by a skilled craftsman named Jean-Paul, this is the place to come if you need weapons, armor, boots or any other metal or leather product repaired. Jean-Paul speaks little and comes off as gruff, but has a twinkle in his eye, delivers quality work and does not overcharge. They say you know he likes you if he claps you on the shoulder. There are whispers that Jean-Paul has something of a dark past which left him emotionally scarred, and that it has something to do with a former relationship with Gruff (see "Night Inn Tavern" and Glynnis (see "Healer") but nobody pushes. After all, a lot of people in Oleasir have their secrets...

JEAN-PAUL: (*N human spy*) HP 27 (HD 6d8), AC 12/15 (*with cloak*), Spd 30ft. Str 10 Dex 15 Con 10 Int 12 Wis 14 Cha 16. Perception 17(+7). Deception +6, Insight +5, Investigation +6, Persuasion +6, Sleight of Hand +5, Stealth +8, Blacksmith's Tools +8, Leatherworker's tools +8. Sv: Dex +5, Wis +5. Shortswords +4 (1d6+2), Hand crossbow +4 (1d6+2). SA Multiattack (2 shortswords), Cunning Action (Dash, Disengage or Hide as bonus action), Sneak attack (1/turn; 2d6).

Jean Paul wears boots of elvenkind and keeps a cloak of protection +3 in a footlocker in his bedroom, along with 250 silver pieces in coin and gem, in case he needs to make a quick getaway.

2. ALEXA'S BAKERY AND COFFEE SHOP: A quaint little establishment with limited indoor seating and a patio outdoor where people sit and enjoy baked goods such as scones, beignets, and cakes while sipping the best coffee in the region. Alexa DuMonde herself is a beautiful young woman in her early 20s who dotes over her customers and is innocently flirtatious with men and women alike. She has, however, never shown any desire to settle down or engage in romantic relationships of any kind, which has led the villagers to dismiss her as "a bit odd."

ALEXA: Intelligence 12, Baking and cooking tools (Total bonus each: +5)

3. THE NIGHT INN TAVERN AND BOARDING HOUSE: Run by Gruff, an old half-orc who is a retired adventurer, and his family: a human wife named Louisa and five children (three girls named Martika, Nena and Selena, and two boys: Donovan and Khalid). The inn itself is a bare-bones, but high-quality establishment. The food, ale, grog and mead are spectacular, and the four rooms he maintains are comfortable enough, but it's definitely straightforward and no-frills. Gruff has a limp and limited motion in his left arm, but that doesn't stop him from pulling the great axe down from over the bar and marching to defend home and hearth if he thinks it necessary. Normally a room at Gruff's, including meals, is 5 silver per night.

During Carnival Week, Gruff expands his operations to the much larger facility located in Carnival Quarter, which can easily host several thousand people—albeit including those crushed in like sardines sleeping on the common's room floor for a copper a night with little security provided. During Carnival Week, actual rooms complete with strongboxes and footlockers go for 5 gold pieces per night.

Gruff and Glynnis (see "Healer," below) are cold towards one another, though they never outright give each other trouble. There are whispers that they were once adventuring companions and very close, but had some sort of awful falling out. Both are dismissive of the rumors, but will not discuss the issue further.

GRUFF (LN Half-Orc Warrior): HP 67 (HD 9d8+27), AC 15, Spd 30ft. Str 16 Dex 12 Con 17 Int 9 Wis 11 Cha 9. Perception 13(+3). Athletics +6, Intimidate +4, Persuade +2, Survival +3. Sv: Str +6, Con +6. Great axe +6 (1d12+3 plus 1d6 cold). SA Darkvision 60ft, Multiattack (2 great axe attacks), Improved Critical (19+), Reckless (Gain advantage on melee weapon attacks, but opponents gain advantage against him).

Gruff wears a +2 ring of protection and bracers of armor that provide him AC 13 at all times, having learned during his career that it's better to be prepared. He's one of the wealthier people in town, with various chests and footlockers secreted in a number of locations with loot totaling at least 500 pp in coin and gem; all, of course, are fitted with deadly magical traps. His axe has the same capabilities as a frostbrand sword, dealing an additional 1d6 cold damage on a successful hit, providing resistance to fire damage, shedding light in freezing temperatures, and extinguishing nonmagical flames when wielded.

4. PAHIR'S GENERAL STORE: Pahir is the current burgomaster

of town, and somehow he still finds time with his daughter Alisa to run a thriving general store business. They and their staff of several apprentices treat customers fairly and deliver dependable, quality goods. Almost any standard common goods can be found here, at roughly a 10% markup from the book listed prices. This expense is due to the cost of bringing goods to an outpost of this variety, and while Pahir and his staff are willing to haggle somewhat, they don't have much room to go before they start losing money on sales.

PAHIR: Intelligence 14, Wisdom 14. Investigate +6, Persuade +4, Insight +6

5. BARBER: Louis D'Auvergne is the barber in the region. A man of Old Aenochian stock, he is very proud of his legacy and lineage, as well as taking great pride in the work he does both for the living and the dead. He claims to have once been a wandering bard, and indeed, he loves to talk and always has a tall tale ready to deliver. He lives with his wife Yvonne and their son Frederick.

LOUIS D'AUVERGNE: Dexterity 12, Charisma 12. Barber's Tools, Perform (storytelling) (Total bonus each +5)

6. CONSTABLE'S OFFICE, BARRACKS, AND ARMORY: Generally speaking, the burgomaster does double-duty as the constable, so this office is not generally open unless there are administrative town affairs to be dealt with. It does house a small jail with four cells, which are rarely occupied, save by the occasional drunk who needs to sleep it off.

Attached to the Constable's office is a barracks and armory, which houses the 25 full-time members of the town guard. Inside the armory is enough weapons and equipment to outfit a 200-strong defense force in times of need. Part of the guards' duties are to maintain the weapons and armor therein, and the armory is always guarded by two soldiers.

7. NASHIDA'S LUNCHEONETTE: Run by a halfling named Nashida, this establishment which is known simply as "The Lunchonette," by locals, serves grilled sandwiches with wild game and goat cheese, and pretty outstanding homebrewed ales. The menu is limited, but the food delicious. It's 3 copper for a sandwich, 5 copper for a sandwich with homemade spiced potato wedges, and 1 silver for sandwich, chips and ale. A mug of ale alone is 5 copper. Nashida is married to the town carpenter, Dugan, and they have two boys together, Hager and Zosar.

• **NASHIDA:** Intelligence 12, Brewing tools, cooking tools (total bonus each: +5)

8. Carpenter, Cobbler, Toys and Games, Undertaker: An aging half-elf named Dugan runs this business. Carpentry and design are his passions and he's a brilliant engineer who nevertheless turns his abilities largely towards producing various toys and games for the children, and in repairing and making shoes for the populace. His brilliance, however, has been applied towards making the walls far sturdier through their basic construction than one would otherwise suspect.

DUGAN: Dexterity 14, Intelligence 14, cobbler's tools, carpenter's tools (total bonus each: +6)

9. TAILOR: The town tailor is Yerko Ludar, a middle-aged man with raven black hair and striking blue eyes. He has two daughters, Luda and Elena, aged 14 and 16, respectively, who have inherited their father's thick black locks, but who both possess eyes of emerald green.

Yerko is a widower whose wife died of lung-sickness not long after Luda's birth. He carries a deep sadness over his wife's passing and never talks about her, but still manages to be ever kind, if a bit overly protective of his daughters, who he claims are each the spitting image of their mother (and who indeed look very much alike). The girls are quick-witted, mischievous, and flirtatious, and are always sneaking out to find mischief. Both, however, are good-hearted and wouldn't hurt a fly.

YERKO LUDAR: Wisdom 12. Tailor's tools +4

LUDA AND ELENA: Intelligence 13, Charisma 15. Persuade +5

10. SWAP MARKET: The swamp market is a sort of farmer's and craft market at the center of town where locals can come together to sell their wares. It is the primary area where farmers set up tables and booths to sell and trade produce. Generally speaking, it operates on Farsday and Luthersday (the Aihrdian equivalents of Friday and Saturday), with Luthersday being the busier of the two days.

11. HEALER: The town healer is a quiet figure, an elf druid in the service of Wenafar who goes by the simple name of Glynnis, and if ever asked about her family, tribe, or clan, simply shows a sad look and refuses to discuss the matter. She is, like most elves, beautiful to look at, aloof and mysterious, but kind to a fault, and her knowledge of the roots, berries, flora and fauna in the region are unparalleled. Glynnis lives in a roughly diamond-shaped grove of oak trees with a tent structure serving as her offices, preferring to be closer to nature at all times.

Gruff (see "Night Inn Tavern," above) and Glynnis are cold towards one another, though they never outright give each other trouble. There are whispers that they were once adventuring companions and very close, but had some sort of awful falling out. Both are dismissive of the rumors, but will not discuss the issue further.

GLYNNIS (NG Elf (wood) druid) HP 27 (HD 5d8+5), AC 12/16 (barkskin), Spd 35ft. Str 10 Dex 14 Con 13 Int 12 Wis 16 Cha 11. Perception 14(+4). Medicine +5, Nature +7, Perception +5, Survival +5. Sv: Wis +5, Int +4. Cudgel +2/+4 (shillelagh) (1d6/1d8 (shillelagh)). SA Darkvision 60ft, fey ancestry (advantage vs charm/immune to sleep), trance (4-hr long rest), proficient with longsword, shortsword, shortbow, longbow, camouflage (hide in only lightly obscured conditions without penalty), wild shape (CR ½, no flying), spellcasting (Wis; DC 14; +6 attack; 8 spells prepared): Cantrips: Druidcraft, Guidance, Mending, Shillelagh. 1-level (4 slots): Cure wounds, detect poison/disease, entangle, goodberry. 2-level (3 slots): barkskin, flame blade, lesser restoration. 3-level (2 slots): call lightning.

Glynnis has a selection of medications, unguents, ointments and poultices at her disposal, some magic. She keeps a small



chest buried beneath the floor of her home which contains 120 silver pieces, and a footlocker with a +2 scimitar, a suit of +2 leather armor, and a cloak of elvenkind. This is her former adventuring gear, kept handy in case she needs to depart one day.

12. TEMPLE OF THE VAL: a multi-denominational temple nominally dedicated to all of the deities of Aihrde: the Val Austlich and Val Tulumph. Very occasionally a lone worshipper of the all-but-forgotten Val Eahrakun will make their way to the temple as well.

The temple is a crude but sturdy structure of stone, strangely beautiful and elegant in its simplicity, into the interior walls of which many worshippers have carved their deity's holy symbol, enshrining their power into a given few feet of space. Equally

simple altars—mostly wooden tables with candles and simple statuary, have been erected before most of the symbols. By and large, only the goodly and neutral gods are represented here; unholy symbols dedicated to evil deities tend to be mysteriously defaced, and even scrubbed or sanded clean.

17. MILLER: The town miller is a young man named Joshua, who has his establishment set up on the opposite side of the river, the only structure located there. It's a large building, housing a water wheel and grain silos for the entire community. Joshua is quiet and keeps to himself, but is generally well-liked by the community.

Josh is very close with Dugan, who has applied his engineering genius to the workings of the mill, so that it is largely self-sufficient with very little maintenance required. Still, Josh Miller will occasionally take an apprentice from one of the surrounding farms to help keep the place operating at peak proficiency. Currently, he has three such apprentices: Hank, Dylan and Lawrence, all teenaged boys who spend as much time chasing after girls (especially Luda and Elena) as they do working the mill.

GATHERINGS OF FORTY

As described in the Codex of Aihilde, p. 140, the County of Ceeana is ruled by a reclusive Count who rules through a governor, and holds the loyalty of forty local nobles, known across the region as "The Forty." It is a tradition for the Count to call for Gatherings of the Forty every so often to reaffirm their loyalty and deal with any local issues. The Count has not called for a gathering in some time, and there are whispers that he has fallen to the depredations of dark magic, and may even have crossed the line to undeath.

On occasion, there are whispers that cloaked men secret their way into the Carnival Quarter during the weeks when it is deserted, and that these men are the Forty themselves, or at least their representatives, meeting to discuss the rumors and plan for what to do, should the rumors prove true, and should the Count continue to shirk his duties. While there is as yet no proof, it is known in town that occasionally, mysterious figures are seen in the Carnival Quarter outside the normal week, and it is an open secret that Gruff has provided accommodations for them.

Thus far, anyone who has asked questions too loudly has been quickly silenced, changing their tune suddenly and completely, then refusing doggedly to discuss the issue further. In truth, nobody in Oleasir wants trouble of any kind, and most people are happy to put their heads down and get about their work. These clandestine meetings, however, could prove a source of further adventure for your heroes, should they make Oleasir a base of operations, however temporarily.

CEEANA, AIHRDE, AND OTHER SETTINGS

The county of Ceeana is detailed in Troll Lord Games' The Codex of Aihilde, on pages 176-177. If you are not running in the Troll Lord Games official campaign setting, this scenario can be situated into just about any campaign setting you like. Note the following landmarks to locate the village and adventure.

1. Oleasir is located near the end of a river which appears to simply end, or at least, flows to an underground source. It is also at the mouth of a wood.
2. The abandoned village is located near a mountain range, roughly 1.5 days' travel to the south. Since the terrain is difficult—many ravines, rocky ground, even rivers to ford, the time it takes to travel is the same regardless of whether traveled on foot or mounted. In Aihilde, it is also near the northern end of the Twilight Wood, a haunted forest home to a twisted subrace of elves and all manner of nightmarish creatures. Having a haunted forest in the vicinity of your village is almost required for this adventure; otherwise, you will need to concoct another reason or the sudden rise in lycanthropic activity in the region.
3. The Val Austlich and Val Tumliph, mentioned above, are two of the orders of deities in the Aihilde campaign setting. In this context, the Temple of the Val in Oleasir is simply a multi-denominational temple to all of the deities in the region where you set your adventure.

ACT ONE

The heroes are hired by the current burgomaster of Oleasir, to seek out a rare item for him. It is quickly revealed that the item in question contains (or perhaps is) the formula for a cure to lycanthropy, and he needs it to save his daughter, who has been turned into a werewolf. It's located in a chapel, in an abandoned boom town about 2 days' ride to the south, at the northern edge of the Twilight Wood. They must get it back to him before the final night of the full moon, a blood moon after which his daughter's curse will be incurable, according to the sages.

ARRIVAL IN OLEASIR

Our heroes, after their latest adventure, have journeyed through the wilds of what once were the lands of Ethrum, to the county of Ceeana. It has been some time since they've seen civilized company, and so when they come upon a walled village upon the shores of the White River which seems bustling with activity, it's a welcome sight.

The guards hail them as they approach, ask their business, and then welcome them into the town of Oleasir. It's notable that there are wagons and caravans parked just about everywhere outside of town, and the guards will gladly inform the heroes that they've arrived during Carnival Week, which takes place over the week of the full moon every month. The PCs are admonished to behave themselves, but to have fun while here.

CARNIVAL QUARTER

There is a temporary boarding house and inn set up in Carnival Quarter, which is largely booked by now (the festival is already a day in) but has bedroll space in the common room to accommodate them. The only other options would be to sleep in the forest outside of town (which isn't recommended), or to see if one of the surrounding farms would be willing to provide room and board.

As the heroes mingle, they can learn all about the town, how it works, and enjoy the carnival atmosphere, which includes a variety of different local human and demihuman delicacies, games, vendors, craftsmen and artisans of all types, and more. It's an ideal place for them to spend hard-earned treasure or even sell off more substantial items, though they shouldn't expect to get outstanding prices here. Castle Keepers attempting to provide the right feel for Carnival Week should consider it like a sort of county fair.

A detailed listing of vendors present in Carnival Quarter isn't included, as it can wildly vary from one month to the next. Castle Keepers are encouraged to fill this area up with whatever kinds of craftsmen, artisans, vendors and traveling merchants they can imagine. The one mainstay is the large central tavern and inn, a permanent structure that operates only during this week. It's run by the proprietor of the town inn, who hires temporary employees for the week to operate both locations. Young people travel from Khemi and Olmutz, both less than 20 miles distant, for the extra work they get during these weeks, and to enjoy the atmosphere.

It's suggested that the GM engage the heroes in some sort of test of arms, sorcery or other means by which they can show off their skill in a friendly contest. This will capture the attention of the burgomaster and lead to their being approached for the quest later in the evening. Otherwise, the burgomaster's employees can simply have been on the lookout for adventuring types and sighted in on the PCs at some point in time.

MURDER MOST BRUTAL

The very night that the heroes arrive, the town is split by screams in the middle of the night, as someone cries, "Murder! Murder!"

The heroes can either investigate or remain quietly in their rooms. Regardless, at this point they will be approached.

IF THE HEROES INVESTIGATE

Should they choose to investigate, they find a crowd of people already gathering around a body in the Carnival Quarter. The body has been savaged; torn to pieces so badly that it is unrecognizable. The sight is a gore-fest of claw and teeth marks, and there's little doubt that at least part of it was eaten. A young woman in tears is speaking to several of the guards, insisting that she saw it happen, but couldn't describe the thing that did it, only that it was huge and covered in bristling black fur with watery, yellow eyes, like something between a dog and a bear. When she screamed it took off and went over the wall, "like it wasn't even there."

Whispers immediately start to circulate through the assembled of a werewolf. Looking up, the vaguely orange moon seems at the end of the waxing gibbous phase, and indeed, tomorrow night would be the beginning of the three days of the full moon cycle. A DC 15 Intelligence (arcana) check will reveal that while most lycanthropes change only three days out of the month, certain factors can increase the lunar energy, causing

them to shift as many as two days on either side of the full moon as well—up to a week of shifting.

Searching where the woman indicates corroborates her story. There are what appear to be massive canine tracks, at least the size of a worg, though a worg shouldn't be able to clamber up and over a wall the way the woman described. There are also claw marks on the wall, and a DC 12 Wisdom (survival) check will indicate that the positioning of the claw marks would indicate rudimentary fingers and a thumb. Outside the wall, the tracks continue, progressing to fully canine (though still huge) tracks, racing off into the forest.

At some point, the burgomaster arrives on the scene, though it takes him longer than one would think it should. He is wringing his hands and clearly distressed. A DC 15 Wisdom (insight) check indicates that he seems distracted, and worried about something other than even a bestial murder in the middle of the night. He listens to the reports, chews on his lip and looks back at the manse where he lives.

Eventually, he wraps up his investigation, orders the guard doubled for the rest of the night, and approves a hunting party for the morning to go after the creature. His rationale is that if it is a lycanthrope, it will be less dangerous to hunt during the day. He calls a young boy of about 14 to him and exchanges words with the boy in a whisper, then excuses himself, perhaps after exchanging a meaningful glance with one of the heroes, though whatever message he is trying to convey is lost.

Not long after, however, the boy approaches the PCs and says, "The burgomaster would like to talk with you, if you are willing."

IF THE HEROES DO NOT INVESTIGATE

It's equally possible that the PCs decide that the issue is none of their concern, and remain in their rooms or asleep in the common area. If they are staying outside of town, they may not even be aware of the murder investigation. If any of these are true, they are nevertheless approached in the middle of the night. The same young boy will approach them in the common area or wherever they are sleeping with the same entreaty: "I'm so sorry to interrupt your sleep, honorable sirs (or madams, as the case may be), but the burgomaster urgently requests your presence. There has been an emergency and your skills would be most appreciated."

Hopefully such a summons will be enough to get the players involved; if the players are intent upon avoiding the adventure, they may, of course, do so. That's their prerogative, but they will then also eventually have to face the consequences of the rampaging packs of lycanthropes all over the countryside. The adventure can progress when they need to save one of their own who has been bitten, or when for some other reason they seek a means to stop the issues.

In this extreme case, saving the burgomaster's daughter will not be the goal of the quest, but finding the information they need will still lead them to the village leader, who by this time may become embittered towards them for refusing to help at the outset.

VISITING THE BURGOMASTER

The PCs are led, not to the administrative offices of the town as one would expect, but to the burgomaster's estate just about a mile outside of town. It's lavish by the standards of the rest of the village, but still a rather simple affair, a two-story building with four bedrooms, a kitchen, dining room sitting room and study. It's surrounded by about 3 acres of cleared land which house gardens and stables and is walled off and gated. It is connected to the village by a cobblestone road.

The PCs are escorted into the sitting room, where the burgomaster awaits them. Pahir Al-Tenetha is a portly man, kind of face with gentle features. He has a nervous disposition, though it's quite possible that comes from the fact that he seems genuinely concerned about something. He does his best to smile when the heroes arrive.

"My friends," he says. "Welcome. I wish it were under better circumstances. Please, be seated. Can I offer you a brandy? I know it's late." His words seem somewhat disjointed, as if he's having a hard time keeping thoughts together.

When everyone is seated comfortably, he dismisses the messenger who brought the heroes and, upon double- and triple-checking to be sure they are alone, he turns back to the heroes, his face pallid in the dim light of the oil lamps. "You're probably wondering why I called you here," he says. Then he laughs to himself and said, "Or perhaps not, given the murder this evening. We don't get many adventurers here, and I fear something dark has befallen our village. Tonight's murder is only the latest indicator, and thus far I've been able to keep things quiet. This time, I fear, that's not possible, and we are expecting the governor by the end of this festival, so I need someone capable of looking into this matter."

The PCs will no doubt have a series of questions, which he holds off with a wave of his hand. "Please," he says. "I'm sure there will be time for questions, but allow me to continue. For me, this issue takes on a much more personal tenor, and in a very real way, you may have been sent as the answer to my most desperate prayers. I believe that the best way to continue is to show you. Would you please accompany me?"

He leads the heroes outside and around the back of the estate, where they come upon a storm cellar that has been triple-locked with heavy locks. A DC 15 Intelligence (Thieves' Tools) check will reveal that these locks are expertly crafted and would be difficult to pick. He produces a set of heavy iron keys and opens the door. From the darkness below, the heroes can hear inhuman sounds—snarling, huffing, snorts—and it's clear that some sort of beast is down there.

"I will descend first," he says, as if to put them at ease. "It should be safe."

Without another word, he descends into the blackness below, his lantern casting an eerie orange glow about him.

Following him down, the heroes find themselves face-to-face with a horror straight out of the Nine Hells. There, before them,

is chained a slaving beast, not entirely human but not entirely canine, either. It doesn't take an ability check to instantly theorize that this creature is a lycanthrope—a werewolf, to be specific. It continuously shifts between wolf and hybrid forms, trying to escape the chains, which through ingenious mechanical design adjust to fit it perfectly whichever form it takes. It's also muzzled tightly.

Pahir steps forward and gently reaches out to touch the beast. It violently jerks away, then lunges against its chains at him. A tear rolls down his cheek. "This is not the beast who committed the murder tonight," he says. "She has been down here, securely chained, since before dusk. You see, this is my daughter, Alisa."

He turns to the heroes, looks them straight in the eyes, and says, "And I need you to procure the cure for her condition."

If the heroes ask why the burgomaster chose them, he simply indicates they are the only adventuring types in town at this particular moment, and that he's been praying for the past two months for a solution like this to show up. He guides the heroes back to the sitting room, making sure to lock Alisa securely once more.

When they reach the sitting room once again, the information he has to deliver is as follows. You may read it verbatim or summarize it as you like.

1. Two months ago, Alisa was out walking in the forests, and didn't come home. A search party was established, but she wasn't found, and they broke off late in the night. She staggered into their home the next morning, filthy and brutalized. Her injuries didn't seem serious, but she told her father she'd been attacked by a beast in the night. Over the next several weeks, her demeanor began to change; her senses became heightened and she developed aggressive tendencies and a taste for raw meat. She became bestial in nature.
2. Some basic research led Pahir to the conclusion she'd been bitten by a werewolf, and he immediately began the search for a cure. He paid for the best sages he could call from the city, working all the while to keep her condition a secret and disguising his interest as academic curiosity. His fears were confirmed when the next full moon came around, and she changed for the first time. Pahir had been intelligent enough to secure the girl before the change, so they managed to get through the nights of the moon without incident. Still, several others were found murdered in the woods after vanishing over those nights.
3. It took the sages several weeks, and drained Pahir's finances significantly, but they found an ancient tale in the libraries of Capua (Ceeana's capital city) which told of a nearby ghost town named Crocha, less than two days' ride from Oleasir, which local lore insisted was an abandoned boom town, but ancient uncovered scrolls indicate may have been the victim of something far more sinister. These scrolls indicate that this village, once a haven to the ancient deity Tefnut, was in fact a boom town, rich in gold from nearby mines. The miners unleashed something dark and sinister from within the mines, however; a spirit of lycanthropy that in-



fected the village.

The priests scrambled to develop a cure for the condition, but it consumed the village before they could complete the process and implement the cure. They hid their cure beneath a sacred stone in the temple at the heart of the town and blessed the temple entrance so that no evil creature could enter.

4. Pahir believes that the creature that bit his daughter is only one of a pack that has moved north from the Twilight Wood, and that he cannot keep the secret much longer. Worse, from his research, this cure only works on lycanthropes that were turned less than three months ago. This means that his daughter has but three days left to be cured, by the end of this cycle, or her condition will become permanent and incurable. He also believes that if the cure can be applied to the spirit of lycanthropy, whatever form it may take, it could be fatal to the source of lycanthropy in the region, destroying all existing werewolves.
5. He is willing to pay the heroes 150 silver pieces each to take on the mission; while he acknowledges it isn't much, the town is not wealthy and it will wipe out his personal savings. He is, as well, willing to allow them to take the cure for lycanthropy to sell and market as they will. It alone should be worth a fortune to sages, healers and alchemists.

Assuming the heroes agree to the quest, they can leave the next morning. The town is roughly 40 miles to the south, and should take just about a day and a half to reach. He stresses that the heroes have four days to return; with the blood moon this week combined with the specific celestial alignment in the skies, lycanthropes (including his daughter) have a five-day cycle of change, rather than the normal three-day cycle, and the cure needs to be applied before the end of this cycle, or it will kill his daughter rather than cure her.

ACT TWO

Overview: The heroes travel to the abandoned boom town where the scroll is located, and come under assault by various groups of lycanthropes, who somehow have gained knowledge that the heroes are after the scroll and are desperate to keep the secret buried.

A DANGEROUS JOURNEY

The heroes' journey begins uneventfully. Most of the terrain is rolling foothills, lightly forested, as they traverse the edge of the Bald Mountains, heading towards the Fushdam Bottoms. The only horses available to the heroes are any that they may have brought with them; Oleasir is not a wealthy town overall, and doesn't have the kind of resources to lend horses to the heroes. Even with horses, however, the terrain is rough enough that they won't make up much more time than had they simply traveled on foot.

The dangers the heroes face on the roads during the day are typical for any forest journey, and are left to the CK's discretion: bandits, humanoid raiders such as gnolls, bugbears, orcs, and the likes, and wild animals can all present hazards. The first true threat, however, arrives in the night, as the heroes bed down for their rest.

At some point during the night, a howl splits the air, and a pack of half-human, half-beast monsters charge into the camp, their black fur bristling and their red eyes glowing in the night. The heroes have come under siege by a pack of werewolves!

WEREWOLVES (4) (CE Medium Humanoid shapechanger)
 HP 58 (9d8+18), AC 12 Spd 40ft. Str 15 Dex 13 Con 14 Int 10 Wis 11 Cha 10. Perception 19 (+4; advantage), Stealth +3. Bite +4 (1d8+2, plus lycanthropy (DC 12 Con neg.); Claws +4 (2d4+2); or by weapon. Multiattack (claws and bite); shapechanger, immune to nonmagical, non-silvered weapons.

As they battle the werewolves, any hero with a passive Perception score of at least 13 will catch a glimpse of what appears to be a translucent, massive version of a werewolf standing on a hill, its gleaming red eyes piercing straight to their soul. It's there for just a moment...then is gone.

This apparition is the spirit of lycanthropy, and under its influence, any character who is bitten by a lycanthrope makes saving throws against infection at disadvantage. Further, those infected will suffer disadvantage to attack rolls against the spirit itself, later in the scenario (this may eventually apply to the entire party).

When the battle ends, the last werewolf to fall, just before dying, reverts to human form and utters, "You will never find the cure. We are rising, and Ceeana will be ours!"

THE ABANDONED TOWN OF CROCHA

At late afternoon the next day, just before dusk, the heroes find themselves on a bluff overlooking the abandoned town of Crocha. The town is a ruin, abandoned at least a century, and is nestled in a rocky valley just north of the Fushdam bottoms, and at the base of the Southern region of the Bald Mountains. As they look down upon the ruins, heroes with a passive Perception score of at least 16 may note movement in and among the ruins, but it's impossible to say what the movement is: dark, hunched, shadowy figures dash between buildings with a fast, lumbering gait.

The one building that is still standing in the town appears to be a chapel surrounded by an old, broken-down cemetery. The chapel is at the far end of the town, nestled right against the mountainside, and the only approach to it is through the town, as the town is surrounded on three sides by the actual walls of the valley. Unlike the rest of the buildings, it seems to be in well-kept condition, and any clerics or druids among the group will sense a powerful divine energy centered upon the temple itself.

Unfortunately, as the heroes enter the town, they will find the odds stacked against them. The town is populated by lycanthropes, ghouls, ghosts and undead, all of which are under the control of the Spirit of Lycanthropy and dedicated to stopping the heroes from achieving their goal.

Not long after entering the ruins, the heroes will find themselves under assault, as a pack of ghouls and ghosts emerge from buildings and attack them with wild abandon.

GHOULS (5) (CE M undead): HP 22 (HD 5d8), AC 12, Spd 30ft. Str 13 Dex 15 Con 10 Int 7 Wis 10 Cha 6. Perception 10. 2 claws +4 (2d4 plus paralysis / 1 minute. DC 10 Con neg.) and bite +2 (2d6+2). SA: Immune to poison, charm, exhaustion; darkvision 60ft.

GHOSTS (4) (CE M undead): HP 36 (HD 8d8), AC 13, Spd 30ft. Str 16 Dex 17 Con 10 Int 11 Wis 10 Cha 8. Perception 10. 2 claws +5 (2d6+3 plus paralysis / 1 minute. DC 10 Con neg.) or bite +3 (2d8+3). SA: Immune to poison, charm, exhaustion; advantage on saves vs. turning; stench (victims in 5 ft. poisoned for 1 turn (DC10 Con neg.); darkvision 60ft.

As the heroes enter the cemetery moving towards the chapel, the sun dips below the horizon and darkness falls; they will be assaulted by a vampire spawn and two wights:

WIGHTS (2) (NE Medium Undead) HP 45 (HD 6d8+18), AC 14, Spd 30ft. Str 15 Dex 14 Con 16 Int 10 Wis 13 Cha 15. Perception 13(+3), Stealth +4. Life Drain +4 (1d6+2 necrotic, plus DC 13 Con save or HP maximum reduced by damage taken until victim finishes long rest. Death if max HP = 0, and rises 24 hours later as a zombie); longsword +4 (1d8+2); longbow +4 (1d8+2, 150/600ft). SA Immune poison, exhaustion; resist necrotic and bludgeoning, piercing and slashing from non-

magical or non-silver attacks); Sunlight sensitivity (disadvantage on attacks and Wis (Perception) rolls based on sight in sunlight).

VAMPIRE SPAWN (NE medium undead) HP 82 (11d8+33), AC 15, Spd 30ft Str 16 Dex 16, Con 16, Int 11 Wis 10 Cha 12. Perception 13 (+3); Stealth +6. Claws +6 (2d4+3 or grapple target); bite +6 (1d6+3 and hp maximum reduced by same until target finishes long rest; willing or grappled, restrained or incapacitated creatures only; target dies if hp max = 0). SA multiattack (2 attacks; one can be bite); resist necrotic, bludgeoning, piercing, slashing from nonmagical weapons; darkvision 60ft.; regeneration (10 hp start of each turn if not in sunlight or running water; holy water or radiant damage negates this turn); spider climb; vampire weaknesses (must be invited in; 20 acid damage from running water; stake through heart while incapacitated destroys; sunlight deals 20 radiant damage and causes disadvantage on attacks and checks).

Of course, werebeasts have overrun the town as well. The following encounters can be arranged by the CK as the heroes make their way to the chapel, or attempt to flee the village with the cure. Note that each group of werebeasts alone should pose a medium challenge for a group of 7th-level characters:

WERERATS (7) (LE M Humanoid shapechanger) HP 33 (HD 6d8+6), AC 12, Spd 30ft. Str 10 Dex 15 Con 12 Int 11 Wis 10 Cha 8. Perception 12(+2). Stealth +4. Bite +4 (1d4 plus lycanthropy; DC 11 Con neg.) and short sword +4 (1d6+2) or Hand Crossbow +4 (1d6+2; 30ft/120ft). SA Darkvision 60ft., 2 attacks, Shapechanger, Advantage on smell checks, lycanthropy.

WEREROARS (?) (NE Medium shapechanger) HP 78 (12d8+24), AC 11, Spd 40ft. Str 17 Dex 10 Con 15 Int 10 Wis 11 Cha 8. Perception 12 (+2). Maul +5 (2d6+3), Tusks +5 (2d6+3 and DC 12 con or lycanthropy) SA Multiattack (2 attacks; 1 can be tusk); Shapechanger (hybrid or boar); Charge (if moves 15'+, target takes extra 2d6 on successful attack); Relentless (1/day; if reduced to 0 by 14 dmg or less, reduced to 1 instead)

WEREWOLVES (4) (use statistics as listed earlier in the scenario).

THE WEREBEAR

There is a single, potentially helpful encounter in the abandoned town. A werewolf named Luther has taken up residence, and has waited for a century for someone to come to retrieve the cure. He knows that the use of the cure will kill him, but he longs for release. Unfortunately, the spirit of lycanthropy is invading his mind more and more every day, and he's rapidly losing his sanity. He can be brought in to help the heroes at a critical moment, holding off their foes so that they can get into the temple.

If the CK wishes to add some drama, Luther can provide some shelter to the heroes, inviting them into his home, which he has warded against the beasts in town, and even offering to accompany them to the temple. He doesn't remember his own past, only that he has been here for many long years, waiting for someone to come and get the cure. He has spent all his mental energies battling against the influence of the spirit of lycan-

thropy that controls the region, but his resistance is fading fast.

This will show itself in sudden bouts of rage, where he just barely gets control of himself before harming someone. He may drop hints of his true past from faint memories that appear, wherein he mistakes one or more of the heroes for people from his past. In truth, Luther was the last of the clerics, the very man who hid the cure and blessed the church before himself being afflicted. His own devotion enabled him to become a werebear instead of one of the evil lycanthropes, but that protection is nearly at an end.

Unfortunately, by the time the heroes emerge from the temple, the mere proximity to the cure itself will drive Luther mad and the spirit of lycanthropy will win. Luther will attack the heroes in a rage, unreasoning and rabid. The heroes will be forced to kill the poor creature before they can escape the town.

LUTHER, WEREBEAR (NG M Humanoid Shapechanger) AC 11, HP 135 (18d8+54), Spd 40ft./30ft (climb). Str 19 Dex 10 Con 17 Int 11 Wis 12 Cha 12. Perception 17 (+7). Bite +7 (2d10+4, plus lycanthropy (DC 14 Con resist)); Claw +7 (2d8+4 slashing). Multiattack (2 claw), keen smell (advantage on perception), shapechanger (action to change shape), immune to nonmagic, non-silver weapon damage.

At the end of this act, the heroes find themselves standing before the doors of the chapel, which to their astonishment, are unlocked, allowing them to simply walk in.

ACT THREE

Overview: The heroes make their way into the cursed chapel at the center, wherein the scroll lies. There, they must face its guardian, a celestial summoned to protect the cure from those who would corrupt or destroy it.

The chapel is a simple structure made of stone, a single room with a stone altar at the front, and four rows of sturdy wooden pews on either side. A statue of Tefnut, Handmaiden of the All-Father, rises tall at the front of the temple, behind the altar, in all her majesty and glory. It's a breathtaking tribute to a deity distant and aloof since days long past.

As the heroes enter the temple, the doors slam behind them, and before them, a golden glow appears, coalescing into the form of a stunning, bronze-skinned woman in gleaming armor, with long, feathered wings stretching lazily behind her. When she speaks, her musical voice echoes throughout the chapel.

"Long have I been bound to this place," she says, "The guardian of what lies within. Only those worthy may accept this gift of the great goddess, and those unworthy will be judged accordingly. What are you willing to give to obtain this cure? Prove your worth, heroes, and show me that you understand the value of sacrifice, of life and right!"

And she attacks.

She is a special variety of Deva, angels that are healers and guardians. Her healing abilities are advanced beyond those of normal Devas, due to her specific purpose being here. As such,

she can use her healing touch an unlimited number of times, and has the ability, once per day, to cure all disease in any creature within 30 feet of her.

ANGEL, DEVA (LG Medium Celestial) HP 136 (HD 16d8+64), AC 17, Spd 30ft/90ft (fly). Str 18 Dex 18 Con 18 Int 17 Wis 20 Cha 20. Perception 19 (+9). Insight +9. Sv: Wis +9, Cha +9. Fiery sword +8 (1d6+4, plus 4d8 radiant). SA Darkvision 120ft; Resist radiant, bludgeoning, piercing, slashing from nonmagical attacks; immune charmed, exhaustion, frightened; telepathic communication; speaks all languages; Multiattack (2 sword); Healing touch (at will; 4d8+2); Mass cure disease (1/day; 30ft circle; cures all diseases mundane and magical); Change shape (humanoid or beast; CR 10 or less); Innate spellcasting (Cha; DC 17; +9 attack): detect evil and good (at will); commune, raise dead (1/day each).

There is a trick, here; the characters have two options: fight or surrender.

FIGHTING THE ANGEL

If the heroes fight back, the battle will rage on, but with a successful DC 15 Intelligence (religion) check, a hero may notice that as someone falls, she uses a bonus action every round to stabilize them so that they don't die (unless the character is evil, in which case she will kill them).

If they kill the angel, they can certainly take the cure and go. Skip to the "Departure of an Angel" section. In this situation, she must allow them to get their prize as they have defeated her, but she will offer no additional help. She will not heal them, nor cure them of any lycanthropy with which they have been afflicted.

THE NOBLE SACRIFICE

If, on the other hand, even a single character refuses to fight her, and is willing to stand and allow her to attack, she instantly breaks off her attacks, and allows that character to move forward and collect the cure. In addition, she will stretch out her hand, heal any injured heroes, and cure any of those afflicted with lycanthropy, congratulating them on understanding that there is a time to fight, and a time to be passive.

If the characters lose the battle, she will allow them to rest and recover, but they must find another way to prove their worth to her, as she will not allow them to collect the cure until she is certain they understand the value of life, and of willingness to sacrifice for the greater good.

DEPARTURE OF AN ANGEL

After the characters obtain the cure, the angel looks to the heavens and closes her eyes, as a golden glow surrounds her.

"My children," she says. "Would that I could remain and aid you further, but my time here has ended. As I am released from the chains that bound me here, I am called home and cannot resist. This place remains a sanctuary; remain as long as you like, but know that the Spirit of Lycanthropy knows you have achieved your goal, and is moving his armies to the town from whence

you came, to take its vengeance upon the people who sent you here, and to destroy the one who has the ritual that can make use of this cure. You must be quick, my friends. Protect the cure, and return with all haste.” She then folds one wing before her, plucks a feather from it with a wince, and hands it to the party leader. “You will need this as part of the ritual.”

And then she is gone.

A TRAGIC DEVELOPMENT

Upon exiting the church, the heroes find one last surprise left for them: Luther has fallen to madness, and is waiting for them with two werewolves, blocking their exit. They must battle the werebear and werewolves to escape the town. Stats for Luther and for werewolves can be found earlier in this scenario.

ACT FOUR

Escaping the ghost town, the heroes are hunted, as the lycanthropes now see a chance to destroy (or obtain) the secret of the cure for themselves, and the heroes must run for their lives to get back to the Oleasir safely. Upon arrival, they must use the cure, and then battle the enraged Spirit of Lycanthropy made manifest!

ESCAPING CROCHA

It is left to the Castle Keeper how much difficulty to provide the heroes as they flee the cursed town to head back to Oleasir. Certainly the town is still inhabited by undead and potentially werebeasts; that being said, the PCs should be struck at just how abandoned it suddenly seems. In truth, the vast majority of inhabitants have been called to a sort of unholy crusade; in vengeance for the heroes obtaining the cure, the spirit of lycanthropy has called his legions to assault the one place that houses someone who can use the cure: Oleasir itself, and the home of Pahir.

The only up side is that the pack has only a few hours’ (at most) head start on the heroes, and it’s still a day and a half to get back. The heroes may decide to push themselves, foregoing rest in an attempt to overtake the pack. It should be pointed out that foregoing rest can lead to levels of exhaustion, which could limit their effectiveness in the battle to come. It’s entirely up to the PCs, however, if they want to prioritize speed over effectiveness.

It’s also left to the GM to determine what happens if the party does overtake the pack. There are dozens of werebeasts and undead gathered under the Sprit’s command, and there are far too many variables to deliver a set solution as to what happens if the heroes come upon them. Certainly a straight-up fight would be a futile effort; the heroes will likely suffer an heroic death without even achieving a pyrrhic victory. The lycanthropes will overrun Oleasir and destroy the cure.

In every way, it’s best for the heroes to simply make their way back as efficiently as possible and hope that they can still make a difference when they arrive (hint: they can).

Certainly, as they make their way back, they will need to con-

tend with assaults from werebeasts and undead sent back to slow them down and cover the tracks of the legion. Nominally, these beasts will have been sent back to the town of Crocha to ensure the heroes don’t get out alive, and to recover the cure, and they encounter the heroes by accident on the way.

If the heroes allow any to escape, certainly the entire pack would be notified of their success in obtaining the cure, which could lead to, at best, a desperate gambit on their part to get back to the town. It should not be understated to the heroes just how much is riding upon their success in returning to town at this point.

THE CURE

It’s very likely at some point that the heroes will want to examine the cure to see if they can somehow use it in advance. They will discover that the cure seems to consist of a blood-red gem, nearly fist-sized, a single vial of greenish fluid, a silver brick hammer, and a vellum scroll. The scroll explains that the cure requires blood from a willing lycanthropic subject midway through their change, mixed with the greenish fluid and a feather from an angel, and the performance of a specific ritual chant, which has been smuggled out of Crocha to keep it safe. It does not say where.

After anointing the gem with the blood and the potion in the vial, the ritual must be performed during a blood moon and a specific alignment of the stars, in the presence of the lycanthrope who gave their blood, and the gem smashed with the silver hammer. This will unleash a mystical wave that will wash over several miles (the author of the parchment is uncertain just how far it will reach), destroying all lycanthropes in the region, and curing those who have been infected for less than three months.

RETURN TO OLEASIR

When the heroes return to Oleasir, the town is already under attack. This is not a traditional siege, as the werebeasts have simply gone over the walls. The town is in chaos as people battle in the streets against monsters that are far superior to them.

Their first impression may be to head for the burgomaster’s estate outside the city, but as they approach the walls, one of the guards frantically calls out to them, beckoning them forward and insisting that the Burgomaster is inside, that they were bade to watch for the heroes’ return and bid them to his home within the walls. Any heroes who have taken any time to explore the village need make no rolls or checks to divine this refers to his general store.

For the maximum drama, the heroes should make the store just as the sun is beginning to set, and the moon beginning to rise; that brief period of twilight where Ea-Raena and Ea-Vette share the sky at the same time. Howls split the air as the lycanthropes’ strength begins to wax.

Alisa has been caged and is valiantly trying to fight the change, but it is slowly taking her over as the heroes arrive. She is an horrific, degenerate blend of human and beast, her skin bub-

bling, hissing, and popping, and she howls in agony. As they enter, Pahir turns to them and says, "Have you brought it? Have you brought the cure?"

If they mention the ritual, Pahir holds it up. "My scouts have secured this from the archives at Capua Castle itself, with the blessings of Brother Kenneth himself. There is no time to explain; quickly, the ritual implements!"

He moves to extract a vial of blood from his daughter, who still fights to maintain control. Just at that moment, an ear-splitting roar erupts from outside, shaking the very ground and walls of the shop, as an earthquake rocks the village. Alicia throws her head back and unleashes a bestial howl, then screams, "It has come! The Spirit of Lycanthropy is here!"

Pahir quickly begins mixing his daughter's blood with the greenish fluid and setting up a ritual. "Please, my friends!" he pleads. "Do what you can to hold that beast off, while I perform the ritual. It could be our only hope! I have prepared for this—" he pulls a flask from his satchel and takes a pull on it, then tosses it to the PCs. "There should be enough there for each of you to take a draw. It should temporarily protect you from the monster's powers. Go, quickly! The fate of the entire region could depend on this!"

The potion, concocted by Pahir, Gruff, and Glynnis, is a Potion of Lycanthropic Protection. See Appendix B for details.

The final battle now begins. As the heroes emerge from the shop (assuming they do) they see a massive, monstrous creature that looks somehow like a hill giant, crossed with every animal they've ever seen in their lives. It rages through the village, and wherever it goes, people it strikes immediately shift into various forms of lycanthrope. As promised, however, the potion given to the heroes by Pahir will render them immune to the shifting effects. In addition, it allows the heroes to add an additional 1d4 radiant damage to all successful attacks, melee or ranged, that they make against the spirit (or any lycanthropes).

The ritual takes five minutes for Pahir to complete, or 50 melee rounds. It is likely that a straight battle with the Spirit will be over long before that time. Encourage the heroes to strategize and remind them that they either need to destroy the monster, or hold it off for several minutes. It is, however, a significant threat that may unto itself be somewhat above their pay grade to destroy. For this reason, it's important for the Castle Keeper to keep this battle dynamic and furious, and roll with whatever strategy the heroes come up with to distract the monster. It will be drawn towards the ritual being performed, as it senses the threat to its very existence that the ritual represents, and the heroes must keep it clear, one way or another.

IF THE HEROES ARE IN TROUBLE

If the heroes are in trouble, some of the village NPCs can be brought in to help—remember, there are a number of retired adventurers among the patrons of the local businesses, and any number could for whatever reason be protected against the creature's attacks. Glynnis, Gruff, and Jean-Paul are obvious choices, and given that Pahir is not a spell caster, but had a po-

tion to give the heroes, it's possible that Glynnis was the brewer of that potion. This would mean she can protect herself and her former companions as well, to join the fray. Kenneth O'Nesbou may be in town for the festivities, and could also be brought in.

If the Castle Keeper decides to bring Brother Kenneth into the fray, he should have the abilities of a 12th-level cleric of Ore-Tsar with the Life Domain.

KENNETH O'NESBOU (Human Cleric 10, NG): HP 61 (HD 10d8+20), AC 16, Spd . Str 12 Dex 13 Con 15 Int 14 Wis 16 Cha 12. Perception 13 (+3). Insight +6, Medicine +6, Persuasion +4, Religion +5. Sv: Wis +6, Cha +4. Mace +7 (1d8+4 plus 1d6 radiant). SA Divine Domain (life) plus extra domain spells (commune with nature, hallow). Channel Divinity (2/rest), Destroy Undead (CR 1), Divine Intervention, improved healing (healing spells grant an extra 2 + spell level hit points), preserved life (channel divinity; heal 5 x cleric level in hp divided among any creatures in 30 ft), self-healing (spells to heal others also restore 2 + spell level hit points to caster); divine strike (deal extra 1d8 radiant damage on a successful attack 1/round). Spellcasting (Wis; DC 14; attack +6): Cantrips – guidance, light, resistance, sacred flame, thaumaturgy; 1-level (4 slots) – bless, cure wounds, guiding bolt, healing word, protection from evil and good, shield of faith; 2-level (3 slots) – aid, enhance ability, lesser restoration, prayer of healing, spiritual weapon; 3-level (3 slots) – beacon of hope, dispel magic, mass healing word, protection from energy, revivify, spirit guardians; 4-level (3 slots) – death ward, guardian of faith; 5-level (2 slots) – commune with nature, greater restoration, hallow, mass cure wounds, raise dead. Equipment: +3 holy mace, cuir boille armor, silver-gilded wooden holy symbol, prayer wheel, 5 sticks of incense, 110 pp.

Alternately, it could be assumed that Gruff, Jean-Paul, and Glynnis are battling lycanthropes across town, keeping the way clear for the PCs to engage the Spirit. Either way, the healing and support abilities that Kenneth can bring to the table, may be of major aid to the heroes in desperate need. It's also worth considering that the Spirit of Lycanthropy (detailed in Appendix A) will not have access to its lair actions, and heroes that have consumed Pahir's potion will be immune to its ability to inflict lycanthropy, which also makes them resistant to its gaze weapon. This unto itself is a major benefit that should bring the creature down to a formidable, but manageable, foe, with the help of Kenneth's healing.

Because of this, the Castle Keeper may wish to consider reducing the XP awards for defeating the creature accordingly, depending on how easily the heroes manage to defeat it.

At the end of five minutes, a wave of purplish energy erupts from Pahir's store, spreading to cover the village, and then the valley like a sheet. It takes mere seconds, and all of those afflicted with lycanthropy are cured. If the Spirit of Lycanthropy is still alive, it will throw its head back, howl at the moon, and explode in a burst of black and green flame. The threat is ended, and the heroes have saved the day.

DENOUEMENT

Pahir will, the next day, deliver a speech at Carnival, proclaiming the PCs as the Heroes of Oleasir, and they will be granted free lodgings and supplies whenever they are in town, as protectors of the realm. They are elevated from simple travelers to celebrities overnight, and are celebrated (though for the most part respectfully and unobtrusively) by the populace and visitors wherever they go.

APPENDIX 1: NEW MONSTER

SPIRIT OF LYCANTHROPY

Large Fey, Chaotic Evil

ARMOR CLASS: 20 (natural armor)

HIT POINTS: 178 (17d10 + 85)

SPEED: 40 ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
22 (+6)	14 (+2)	20 (+5)	15 (+2)	14 (+2)	18 (+4)

SKILLS: Perception +10, Stealth +4

SAVES: Dex +6, Con +9, Wis +6, Cha +8

DAMAGE IMMUNITIES: Poison, Necrotic

DAMAGE VULNERABILITIES: Silver, Radiant

DAMAGE RESISTANCE: Bludgeoning, Piercing, And Slashing From Nonmagical Weapons That Aren't Silvered.

SENSES: Darkvision 120 Ft., Passive Perception 20 (25)

LANGUAGES: Communicates telepathically

CHALLENGE: 10 (5,900 XP)



SPECIAL QUALITIES

ENHANCED SENSES. The Spirit of Lycanthropy has advantage on all perception checks relying upon hearing, sight or smell.

HORRIFYING VISAGE. The Spirit of Lycanthropy's appearance is so unsettling that anyone laying eyes upon it must succeed at a DC 15 Charisma save or be frightened of it for one minute. A creature that fails its save may attempt a new save at the end of each of its turns, ending the effect on itself with a success. A successful save means the creature is immune to this Spirit's horrifying visage thereafter.

LYCANTHROPY. Any creature struck by the Spirit of Lycanthropy's claw or bite attack must succeed at a DC 17 Constitution save, or be afflicted with a random form of lycanthropy.

ACTIONS

MULTIATTACK: The Spirit of Lycanthropy makes three attacks: two with its claws, and one with its bite.

CLAWS: Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 13 (2d6+6) slashing damage, plus 3 (1d6) necrotic damage.

BITE: Melee Weapon Attack: +10 to hit, reach 10ft., one target. Hit: 17 (2d10+6) piercing damage, plus 3 (1d6) necrotic damage.

CORRUPTING GAZE (Recharge 5-6): The Spirit of Lycanthropy unleashes a wave of necrotic energy in a 30-foot cone. Each creature in that area must make a DC 17 Constitution save, taking 56 (16d6) necrotic damage on a failed save, or half as much damage on a successful one. Creatures that are immune to lycanthropy suffer half damage from a failed save, and no damage from a successful save.

ALTERNATE FORM: The Spirit of Lycanthropy can take the form of any Lycanthrope it wishes, as a bonus action. While in this form, it remains large size, and gains the abilities of that species, in addition to its own. It can also, if it chooses, take the form of any humanoid creature to pass among civilized society. It can maintain any form it takes indefinitely, shifting back to its original form as a bonus action or reaction. If killed, it fades to nothingness.

SPIRIT OF LYCANTHROPY

The spirit of lycanthropy is exactly what it seems, a maddened, feral spirit that is the source of all lycanthropy. There are said to be many of these spirits, which began existence as nature spirits corrupted by the touch of an evil god (some say Narrheit, others Ornduhl; none can say for certain). These creatures pass on their tainted corruption to those with whom they come in contact, becoming the infectious disease known as Lycanthropy. The creatures themselves are almost always imprisoned in spiritual form deep underground. It is said, however, that under very specific (and very rare) circumstances, often when enough lycanthropes are present within a single area (requiring hundreds, if not thousands), they can rise in physical form.

They can also be released if their subterranean prisons are vio-

lated, and at least once in history, in the days before the Judgment of Corthain, it is said that dwarves once unleashed a Spirit of Lycanthropy upon the world, after delving too deeply underground in search of the gemstones and precious metals that they covet, and that the Red God jealously protects.

Spirits of Lycanthropy appear as a sickening combination of a hill giant, mixed with every form of animal the viewer has ever seen or imagined. Their body constantly shifts from one form to another, never remaining in one form for longer than a few seconds. It is said that simply laying eyes upon one is enough to drive the viewer mad.

VICIOUS DESTROYERS: Spirits of Lycanthropy are vicious spirits of destruction, with only one goal, to turn everything in a region into a lycanthropic monstrosity.

INFECTIOUS MADNESS: Spirits of Lycanthropy spread their madness to lycanthropes and mundane beasts wherever they go. Such creatures, upon laying eyes upon a Spirit of Lycanthropy, will immediately become feral and maddened, following the creature wherever it goes and attacking anything, including each other, without mercy.

RAVENOUS HUNGER: Aside from converting all creatures in an area to lycanthropes, the Spirit of Lycanthropy has one goal, and that is to consume. They are possessed of an unquenchable, ravenous hunger, which can never be satisfied, no matter how much they eat. They are uncompromising hunters and carnivores, consuming everything in their path.

FORCES OF EVIL AND CORRUPTION: Despite being ravenous, maddened creatures, Spirits of Lycanthropy are incredibly intelligent and canny, and are not above taunting, tormenting, or communicating with their enemies. They may even offer lycanthropy as “a gift” to their foes, who can then become their right hand servants. They love nothing more than to corrupt servants of good, such as paladins and good clerics, and will go out of their way to tempt and corrupt such creatures, even taking the form of a beautiful humanoid or demihuman of their target’s preferred gender to seduce them into acts of darkness.

PHYSICAL SPIRITS: While imprisoned, the Spirit of Lycanthropy cannot engage in physical actions, as it is only a spirit. The moment its prison is violated and/or it is set free, however, it immediately is forced into physical form, with all of its abilities intact. When killed, a Spirit of Lycanthropy is utterly destroyed, fading away to nothingness within seconds.

A SPIRIT OF LYCANTHROPY’S LAIR

The lair of a spirit of lycanthropy is more aptly described as its prison. It is a deep, subterranean cavern, sealed off with veins of silver, which keep it at bay and unable to escape. This, of course, only increases the madness of the monstrosity within, and drives it to further desire to escape. The cavern can be almost any size, though it must fit the spirit within, and often is at minimum 40 feet in diameter. It stinks of death and is spoiled by necrotic energy.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Spirit of Lycanthropy takes a lair action to cause one of the following effects; the Spirit of Lycanthropy can’t use the same effect two rounds in a row:

- One creature within its line of sight must succeed at a DC 16 Wisdom save, or become afflicted with a random form of lycanthropy.
- The Spirit summons a pack of 2-5 lycanthropes to its location. These creatures can be of any variety of lycanthrope the spirit desires, or even a mixed pack, and fight for the spirit until destroyed, regardless of their normal alignment.
- The spirit causes one creature to suffer 23 (5d8) points of damage, as slashes appear on its body. This damage is both slashing and poison in nature. Creatures who are immune or resistant to one, but not both, forms of damage, take all damage in the form to which they are not resistant or immune. Creatures who are resistant or immune to both slashing and poison damage, are appropriately resistant or immune to all damage from this attack. Creatures who are immune to one type of damage and resistant to the other, take half damage, all in the form to which they are resistant.

REGIONAL EFFECTS

The region surrounding a Spirit of Lycanthropy’s prison is tainted by necrotic energies that afflict everyone in the area, and drive animals mad, especially during the cycle of the full moon. This creates one or more of the following effects:

- Even when they are still imprisoned, any creature within 5 miles of a Spirit of Lycanthropy’s prison is at disadvantage to any saves against lycanthropy.
- Animals in the region cannot be tamed, and will viciously attack any who come across them. Even such timid creatures as mice and sparrows will swarm and attack travelers within a 2-mile radius of the prison.
- During the second night of the full moon, all demihuman and humanoid creatures within 1 mile of the prison must succeed at a DC 15 Constitution check or shift into a random species of lycanthrope until sunrise. They are during this time in all ways (including alignment) representative of a normal species of lycanthrope of their type (thus, a creature shifting into a werewolf becomes CE and feral, for example). The effect ends at daybreak, and the creature is not permanently afflicted with lycanthropy.

APPENDIX B: NEW MAGIC ITEM

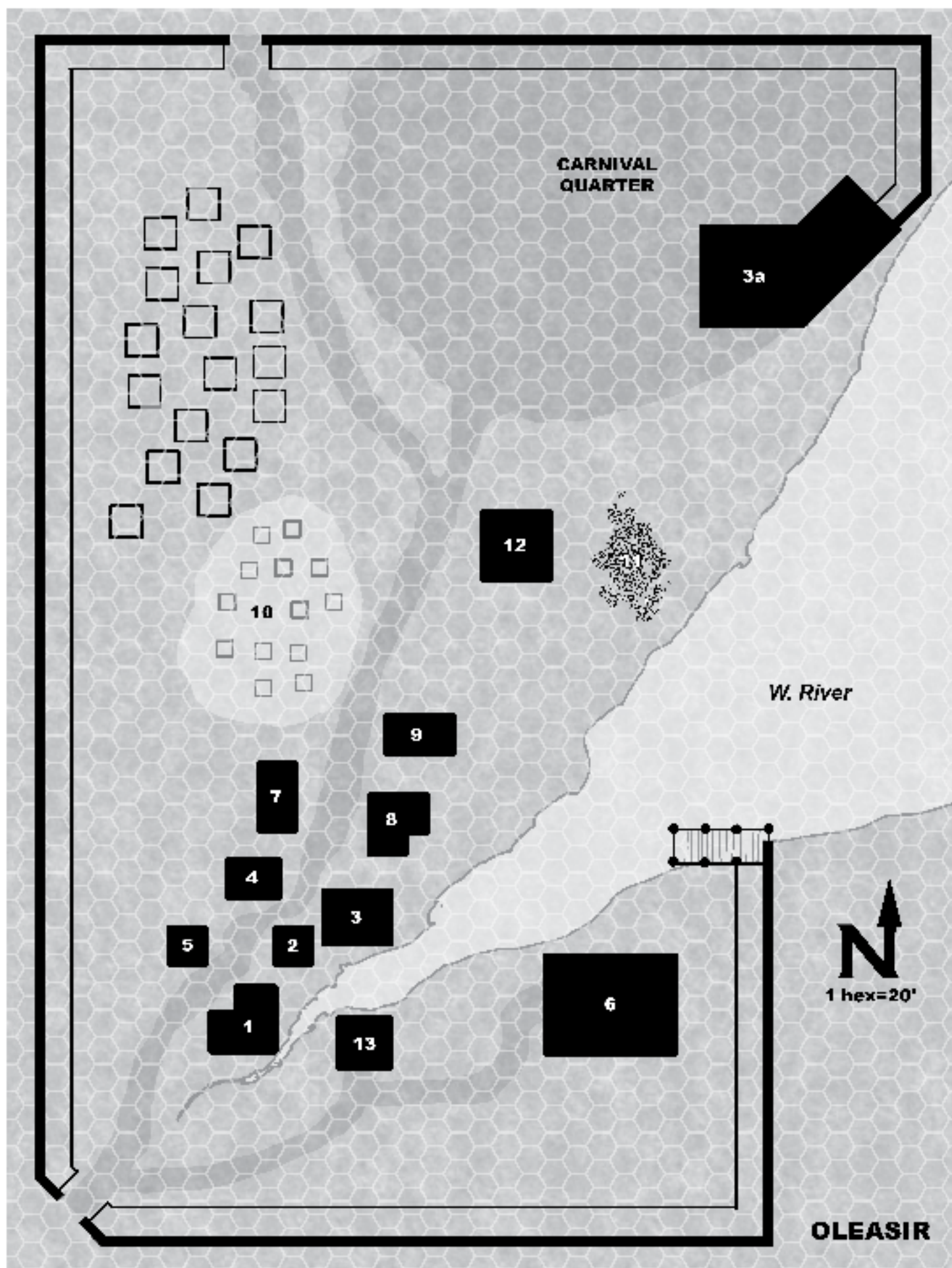
POTION OF LYCANTHROPIC PROTECTION

Potion, Rare

This potion is comprised, among other things, of a tincture of wolfsbane, belladonna, kingsfoil and amaranth, and drinking it requires the imbiber to succeed at a DC 12 Constitution save, or become poisoned for one hour while the potion is in effect.

Any characters currently afflicted with lycanthropy see the DC of this save increased to 15, and suffer 7 (2d6) poison damage on a failed save in addition. The beneficial effects of the potion, however, will take hold regardless of the results of the save.

Upon drinking the potion, the imbiber is rendered completely immune to the effects of lycanthropy for one hour, and gains resistance to poison and necrotic damage for that time. A single potion normally contains enough for 1d8 uses, but once uncorked, it loses its potency so that all draughts must be taken within 1d4 days, or it becomes useless, other than as a mild poison (it retains its negative effects indefinitely due to the poisonous herbs used in its concoction).



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