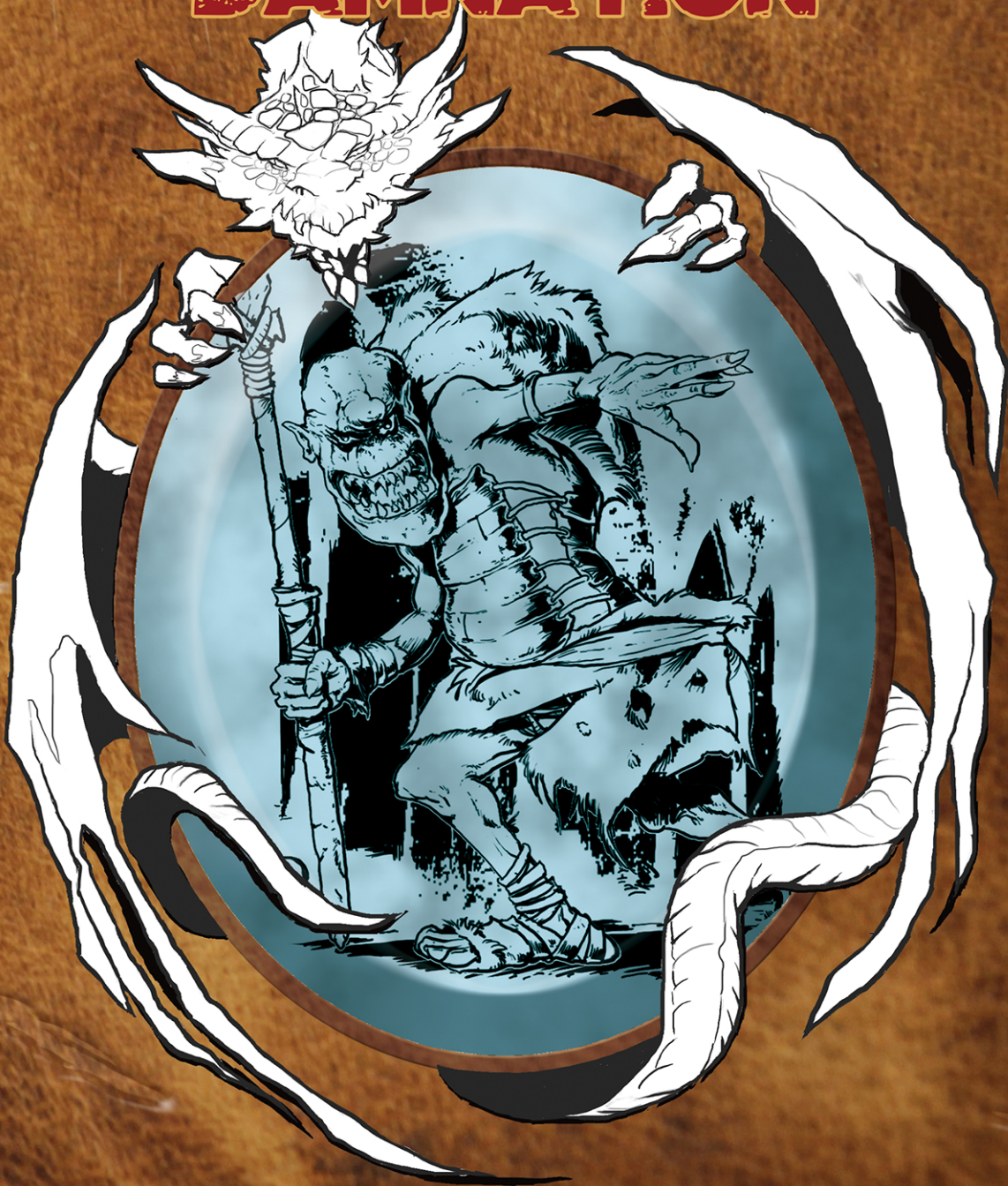


5TH EDITION
ADVENTURE

**DESECRATION &
DAMNATION**



DAVIS CHENAULT



DESECRATION & DAMNATION

BY DAVIS CHENAULT

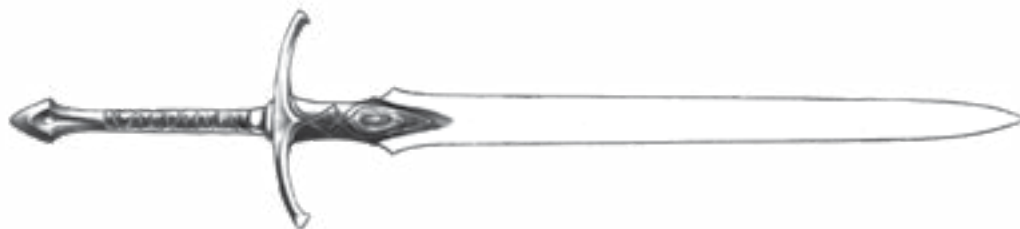
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This adventure is designed for 3-5 player characters between levels 4 and 6. It is important though not essential that the party have a cleric, paladin, bard or PC of religious or spiritual background. It is also beneficial for the party to have a ranger or druid, or at least a character proficient in Survival, as nearly the entirety of the adventure occurs outside.

Wandering monster charts have been provided but should be adjusted according to the setting in which the adventure is placed.

Though many of the monsters encountered in this adventure are included at the end of the module, feel free to replace them with nearly equivalent monsters more typical of the setting in which the CK intends the adventure to take place.

REGARDING NPCs

This adventure contains a number of nonplayer characters with whom your PCs are meant to interact. Many of these NPCs are not given full stat blocks, as they are not intended as enemy combatants. Enough information will be provided, however, for the Castle Keeper to create statistics quickly if necessary. Generally this will include the class levels and ability scores for each, allowing the CK to improvise specific abilities as needed.

A NOTE ABOUT TERMINOLOGY

As you read this adventure, you will notice some terminology that may seem confusing at first. For example, instead of the normal term for the person running the game, our products call the game master a Castle Keeper, or CK. We do this as it is a term that has become associated with our company, and is an identifier of a Troll Lord Games product.

In addition, we have tried to clearly identify when a reference to the core rulebooks for the Fifth Edition Fantasy game we are supporting are used—look for the term “core” before things like Fifth Edition Player’s Handbook, Game Master’s Guide, or Monsters Tome. Formal titles of our own works, such as **Codex of Aihilde**, **Fifth Edition Player’s Guide to Aihilde**, and **Monsters & Treasure of Aihilde** are hopefully clear enough to differentiate them from references to the core rulebooks for the World’s Most Famous Fantasy Role Playing Game.

INTRODUCTION

The adventure should take place on a river which has a moderate to large riverine communities whose concentrations are widely dispersed and whose well-being is important to the river. In this adventure, the PCs must retrieve an idol stolen by some river trolls and bring it back to its place of origin.

In Inzae, this adventure occurs on the northern stretch of the Vindig River near Bergholt well north of Isenberg. The region is sparsely inhabited but has been safe enough in the past that individual farms and isolated communities can be found throughout the region. A map is provided for a more precise location in Inzae. The more southerly stretches of the river are densely populated before the river enters the wilderness.

ARKONIG: A BEGINNING AND HISTORY

Atharioon, the goddess of the Athrap River, charged her offspring, the athnahga, to guard and guide the rivers and streams of the world and to keep them safe from the depredations of those who sought to sully her birthright. The athnahga spread throughout the world and settled in places far and wide to do the bidding of Atharioon.

Urshunga, the brother of Stroomsh, had, in the time of The Dragon, named the rivers of the world as his own and placed all manner of beasts to watch over and protect his waters from others. Though not the greatest of his servants, the slumpftroll were his most numerous and unyieldingly loyal, often given the task of guarding rivers and lakes and streams in the name of Urshunga. The slumpftroll remained near their rivers and streams and lakes and ponds even after the fall of the Great Dragon.

The athnahga came to many of them and bade them leave. Those that did not were driven away, killed or remain hidden in dark areas around the rivers they once called home. The contest for these places continues to this day and the slumpftroll make war with the athnahga for control of the rivers all over the face of Inzae.

The Vindig River was home to a very powerful athnahga, Hutinurt. Hutinurt left the Vindig some time ago to find another mate. In his stead he left nine of his children. Several hundred years after Hutinurt left, his children decided to go in search of their father. Eventually all the children left and none have ever returned.

In their place, the children of Hutinurt left statues of themselves with instructions amongst priests and others to worship at them and give offerings in a particular manner and time and thereby protect the Vindig River. In so doing, the power of the athnahga to protect the river and bring the seasonal rains would remain great. But, as with many things, time wore away at the knowledge of the rituals and the nature of the offerings and the power of the athnahga began to wane.

Once it was discovered that Hutinurt and his children had left the river, the slumpftroll began to crawl out of their hiding places and lay waste along the river and kill those who lived on its shores. A group of slumpftroll stumbled upon one of the statues of an athnahga at one of the nine temples and stole it. They went in search of others. As is the nature of these things, the slumpftroll were waylaid by some vindehoyer and the statue was stolen from them even though many slumpftroll survived.

It has been many, many years since the statue was stolen. In that time, the power of the athnahga and Atharioon has indeed declined and the Vindig River has not given like it once did. There are fewer fish, the rains are less predictable and the river itself is just a little less hospitable. Farmers, fishermen and others who live along the bank and are sustained by the nourishment the River provides are, in the main, the ones who describe the river so. Outside of their own, few believe them for those who ply their trade along the river are always one’s to complain.

At the time this adventure begins, the band of vindehoyer who took the statue from the slumpftrool have made their way south of Isenberg and have decided to raid several of the small farms along the Vindig River for sheep or cattle. The party, traveling here for whatever reason the CK can provide, stumbles across the vindehoyer in the process of stealing some cattle.

BLOODY WATER

The Vindig River is low. The pastures of the small farmsteads scattered along the river's banks are looking a little brown and dry. A cow's trail cuts through the brush and drops down the bank to the river. As you begin to step onto the trail, you hear a guttural and deep laughing sound followed by a scream.

The PCs have stumbled onto a potential slaughter. Several vindehoyer have made their way down the Vindig River to waylay unsuspecting farmers, steal sheep or eat cattle. This is an extremely rare event but has been occurring with more frequency in the past few years and especially since the war with the Zjerd has started. In this case, there were five vindehoyer hidden in the water and on the bank. They were waiting for the cattle to come down to the river before taking one. They did not expect, but were pleasantly surprised by, the arrival of several adolescents herding the cattle. As soon as the young men were seen by one of the vindehoyer, he attacked.

As the PCs come down the bank, they can see cattle scattering wide up and down the bank, into the water and trying to scramble up the bank. They also see the two young men in their mid-teens at the bottom of the bank with a large vindehoyer behind them and at least one more coming out of the waters of the river.

A very, large oafish looking man scrambles onto the path leading down to the bank, laughs a guttural and deep disheartening sound while brandishing a long pole with a massive and wickedly curved blade at the end. Below him and on the bank, two young men in breeches stand side by side. One holds a shaft with a double hook on its end and the other grasps a small chopping axe. Shedding water and detritus, another of the massive men shuffles up from the water holding a large boulder.

The two young men are standing on the river bank. They are not screaming for help knowing that the nearest person to them could not possibly hear them. Whatever they were preparing to do, the arrival of the PCs causes them to act more bravely than they would have. The two herdsmen help in any fight but only towards the end and if it appears relatively safe. Further, despite the arrival of the PCs, the two are still in trouble and plan to run if ever possible.

There are 5 vindehoyer here. Three were hiding in the river. Two were on the bank hiding in the brush. As the PCs come down they only see two, one coming out of the water and another straddling the trail from the bank to the river's edge. The back of that vindehoyer is open to attack. There are two more vindehoyer in the river and one more on the bank. All

three come out in the next 2-3 rounds.

The vindehoyer on the bank is about 30 yards down from the one on the trail. He is their chief and not as dumb as the others. He waits for the fight to commence before coming out of the brush. He then hurls a few rocks at a possible opponent before wading into battle, unless one of his companions has died. He then runs away. As soon as one or two of the vindehoyer die, the others try to run away as soon as possible. Being fairly stupid, one tries to grab one of the boys on his way out. That probably will not end well, but that is up to the PCs.

VINDEHOYER, 5 (NE Large Giant) HP 78 (HD 8d10+32), AC, 13 Spd 30ft. Str 21 Dex 8 Con 19 Int 5 Wis 9 Cha 6. Perception 12 (+2). Bite +5 (2d6 +5), Punch +5 (2d8+5), Greatclub +8 (3d8+5), Rock +8 (3d10+5, 60/240ft) SA Hold Breath, Darkvision, Superior Critical).

An unusual idol is found in one of the sacks. It is about 18 inches tall, carved of stone and covered in chipped gold and silver plate inlaid with small gems. It is of the body of a snake curled up on the back of a turtle. Instead of a single head and neck, there are nine, each with the twisting neck of a snake and the face of a lizard with human features.

To any cleric, druid, ranger, person from the region, or any player on a successful Intelligence (Religion) DC 12 check, the statue is obviously that of an athanahga. It is of great religious importance. The athanahga are river guardians and offer protection to rivers throughout the world. They are generally considered beneficent denizens of the river and keep away all manner of bad weather and creatures who opposed the Great Dragon. When roused to anger, though, the athnahga can cause great devastation to any and all that cause harm to their domain.

Representations of the athnahga are very rare and of great significance. Idols of most all servants of the Firmin are placed with care and treated with great reverence. To find one in a bag belonging to a vindehoyer is almost shocking. What the PCs do with this treasure makes all the difference in the world to those living along the Vindig River and perhaps to the PCs themselves. The idol does not radiate magic or otherwise impart its importance, though it is magic. The PCs have several options with regards the idol.

- **They can throw it aside as worthless:** If any cleric or druid who worships the Firmin participates in this, they receive a permanent disadvantage on all saves and ability checks while anywhere within one hundred yards of the Vindig River or any of its tributaries. That is a lot of territory. This lasts until the statue is retrieved and returned to its place of origin. There is no other course of action that can change this short of going to the River Athrap and undertaking a quest on behalf of Atharion. Should any of the PCs ever realize the reason they are cursed, then they can begin the process of fixing it.
- **The PCs can try to sell it:** This would be difficult since it is an idol. Most would know, including the PCs, that

having an idol is not necessarily an act that places anyone in the good graces to that deity. Sometimes idols are placed for reasons. This one happens to be of the type that is placed for a reason. One might get around 1sp for it. It is possible that, should the PCs try to sell it, someone may note its importance and direct to PCS to someone who knows what it is. There is one antiquarian in Bergholt, Tendemon, who will be willing to pay 1000gp for the object. Should it be sold, the curse described above applies to all the party members who agreed with or went along with the selling of the object and who worshipped a Firmin.

- **The PCs can return the idol to its proper location:** This is the best course of action for any PC who worships a Firmin. While on the quest to do so, any cleric or druid who worships the Firmin and participates in the quest will receive inspiration after any long rest, if they do not already possess inspiration. This bonus applies anywhere within one hundred yards of the Vindig River or any of its tributaries as well as any temples or holy places dedicated to an athnahga or to Atharioon. Once the idol is returned to its location, the bonuses become permanent whenever the recipient is within 100 yards of the Vindig or its tributaries. All other classes receive inspiration as a one-time bonus immediately, if they do not currently have it, when they agree to take on the quest, and again when the quest is completed.

The PCs would likely know of several learned priests and their locations or can learn of them from villagers or the boys they saved. The nearest would be a prie near the nearby town Giltekreut, Isenberg, then Kreutzmark, Bergholt and Halpveg. Whichever direction the PCs go, ultimately the same information is imparted. The idol is of an athnahga. Although it has been a century or more since any priests of Atharioon have been to the area, it is well known that this idol represents one of the Vindig River's guardians. It is suggested that the PCs return it to its proper location. For any cleric or druid in the party, they are told they must return it, as the idol found them, not vice versa.

There are nine idols and nine temples, each temple holding one idol of an athnahga. The athnahga statues were placed in temples up and down the Vindig River to protect it from depredation and harm. Over the years, the proper worship of the athnahga at their temples has suffered to the point where it has been more than a century since any official worship has taken place. The stealing of an idol by a vindehoyer is a bad omen and may indicate that Atharioon has given up on the Vindig River and Urshunga is coming to claim what he says is his. Since the Zjerd are invading the region, a PC will make the connection as Stroomsh is a Dorstmin.

The boys live in a small thorp, Bindlsvakin, about 10 miles away and are familiar with the area. By rescuing the boys, the PCs are welcomed should they go there. The village is half a dozen houses and barns inside a young hedge and fence enclosure. Asking either or both boys for the location of a town with a

priest in residence will result in the same answer: Kezlim. This town, to the north, is located about 60 miles from where the encounter occurs (please see the map included with the adventure). While traveling to that location reference the following wandering monster encounter chart.

NOTE: The priest can be located near here or not. This is entirely up to the CK and the long-term desires for the PCs. But one is provided just in case. For example, the CK could use this as impetus for a whole new adventure, one in which the PCs must locate a priest.

WANDERING MONSTERS

Roll 1d10 four times for each day; once for morning, afternoon, evening and night. A 1 indicates an encounter. If an encounter occurs, roll 1d20 and consult the chart below.

1-2 Farmers x2-7 (These are neutral human commoners. They wear thick leather clothing and carry 5sp in valuables.)

3 Patrol, mounted x7-12 (NG Human Fighter 2) HP 16 (HD 2d10), AC 16, Spd 30. Str 15 Dex 13 Con 10 Int 10 Wis 12 Cha 8. Perception 11(+1). Athletics +5, Intimidation +1, Spear +4 (1d6+4 (20/60) versatile), Longsword +4 (1d8+4). Sv: Str +4, Con +2. Attack +4. SA Defense, Second Wind (1d8+2; 1/rest), Action Surge (1/rest), Crit 19-20. Challenge 1 (200 XP) They are mounted on light war horses (mounted combat rules apply). They wear chainmail and carry spears, longswords and 2-12gp

Sergeant (NG Human Fighter 4) HP 37 (HD 4d10+12), AC 17, Spd 25ft. Str 16 Dex 17 Con 14 Int 10 Wis 11 Cha 13. Perception 13 (+3). Athletics +6, Insight +3, Intimidation +4. Sv: Str +6, Con +4. Lance +4 (1d12+4), Longsword +4 (1d4+4) or Morningstar (1d8+4). SA Defense, Second Wind (d10+5; 1/rest), Action Surge (1/rest) Superiority Dice (d8) 4, Student of War, Know Your Enemy. Maneuvers: Rally, Commander's Strike, Maneuvering Attack. He carries a light lance, Morningstar and longsword. He carries 100gp in gem and jewelry. He is mounted on a light war horse whose (mounted combat rules apply))

4 Fisherman: x2-5 boats and x2 fishermen on the Vindig River (These are neutral human commoners. They carry cleavers, knives and one has a short bow. They wear thick leather clothing and carry 5sp in valuables.)

5 Bandit x11-20 (CN Medium Human): HD1d6 (HP 5), AC 13, Mv 30ft. Str 12 (+1) Dex 14 (+2) Con 12 (+1) Int 10 Wis 10 (+1) Cha 10. Perception 10. Leather armor. Shortsword 1d6+1 piercing. Light Crossbow 1d8+2 piercing. 8sp in pouch.

Bandit sergeant ranger (CN Human Ranger 4) HP 30 (HD 4d10+8), AC 16, Spd 30ft. Str 16 Dex 18 Con 14 Int 12 Wis 12 Cha 9. Perception 14(+3). Athletics +5, Bowyer +3, Nature +3, Stealth +6, Survival +6. Sv: Str +6, Dex +7. Longsword +6 (1d10+7), Longbow +6 (1d8+4; 150ft/600ft). SA Favored Enemy (Giants), Natural Explorer, Dueling, Colossus Slayer (+1d8 if enemy below hp max; 1/turn), Primeval Awareness., Spellcasting: 1-level (3 slots) – Cure Wounds, Ensnaring Strike,

Hunter's Mark. He wears a breastplate, carries a long bow and longsword. He is also carrying 150gp worth of jewelry and coin.)

Bandit Chief barbarian (CN Human Barbarian 5) HP 45 (HD 5d12+10), AC 13, Spd. 30ft. Str 15 Dex 12 Con 14 Int 10 Wis 13 Cha 11. Perception 14 (+4) Athletics +5, Survival +3. Sv Str +5 Con +4. Greataxe +6 (1d12+6) Spear +8 (1d6+8 (20/60) versatile). SA Rage, Unarmored Defense Reckless Attack, Danger Sense, Frenzy, Extra Attack. She wears a greater Greek ensemble, carries a greataxe, and expert quality spear (non-magical, +2). She is also carrying 250gp worth of jewelry and coin.)

Bandit Aid cleric (CN human cleric 4) HP 18 (HD 4d8), AC 13, Spd 30ft. Str 10 Dex 16 Con 10 Int 10 Wis 16 Cha 12. Perception 13 (+3). Medicine +7, persuasion +3, religion +4. Sv: Wis +5. Mace+4 (1d6+2), Spear+4(1d6+4 (20/60) versatile). SA Wrath of the Storm, Channel Divinity (Destructive Wrath, max damage on thunder or lighting). Spellcasting (Save DC 13, +5 attacks): Cantrips – light, sacred flame, thaumaturgy; 1-level (4 slots) – cure wounds, guiding bolt, sanctuary; 2-level (3 slots) – hold person, spiritual weapon). He wears a chain shirt and carries a spear and flanged mace. He also carries 200gp worth of valuables.)

6 Rivwe Troll (CE Large Giant) HP 84 (HD 8d10+40), AC 15, Spd 30ft. Str 18 Dex 13 Con 20 Int 7 Wis 9 Cha 7. Perception 11(+1). 2 claws +7 (2d6+4) and bite +7 (1d6+4). SA Amphibious, Darkvision 60ft, Enhanced smell (advantage on smell-based checks), Regenerate (10/rnd; acid attacks neg.).

7 Bear, Graffenvold (Unaligned large beast) HP 34 (HD 4d10+12) AC 12, Spd 40ft (climb 30ft). Str 19 Dex 10 Con 16 Int 2 Wis 13 Cha 7. Perception 13 (+3). Bite +5 (1d8+4) Claws +5 (2d6+4) . SA Multiattack (Bite and Claw each round), Keen Smell (advantage on smell based Wisdom(Perception) checks), Hug If claw attack is successful, target is grappled (DC 15 escape), Hide: When motionless, disadvantage on DC 15 Wisdom (Perception) check to notice.)

8 Elothar x1-20 (Unaligned large beast) HP 42 (HD 5d10+15) AC 12, Spd. 40ft. Str 13 Dex 10 Con 15 Int 5 Wis 9 Cha 5. Perception 9. Tusk +5 (2d6+3), Charge (20 ft move plus tusk hit gains 2d6 damage and target knocked prone. DC 13 Str save to avoid), Hook (DC 13 Dex save on Tusk hit to avoid being dragged 2d12 feet for 1d8 damage. DC 10 Dex save to get free.

9 Mammoth x2-5 (Unaligned huge beast) HP 126 (HD 11d12+55) AC 13, Spd. 40 ft. Str 24 Dex 9 Con 21 Int 3 Wis 11 Cha 5. Perception 10. Gore +10 (4d8+7), Stomp +10 prone target (4d10+7) SA Trampling Charge (20 ft move plus gore hit target knocked prone and free stomp attack if DC 18 Str save failed)

10-11 Elk Small herd, 5-12 (Unaligned large beast) HP 13 (HD 2d10+2) AC 10, Spd. 50 ft.. Str 16 Dex 10 Con 12 Int 2 Wis 10 Cha 6. Perception 10. Ram +5 (1d6+3), Hooves +5 (2d4+3) Charge (20 ft move plus ram hit gains 2d6 damage and target knocked prone. DC 13 Str save to avoid). It attempts to flee if threatened.)

12-13 Deer: Small herd, 4-16 (Unaligned medium beast) HP 4 (HD 1d8) AC 13, Spd. 50 ft.. Str 11 Dex 16 Con 11 Int 2 Wis 14 Cha 4. Perception 12. Ram +2 (1d6), Hooves +2 (1d4). It attempts to flee if threatened.)

14-15 Sheep: Small herd, 11-20 (Unaligned small beast) HP 3 (HD 1d6) AC 13, Spd. 50 ft.. Str 10 Dex 16 Con 11 Int 2 Wis 10 Cha 4. Perception 10. Ram +2 (1d4). It attempts to flee if threatened.)

16-17 Trigonatus x2-12 (Unaligned large beast) HP 57 (HD 5d10+20) AC 12, Spd. 40ft,swim 40ft.. Str 19 Dex 10 Con 19 Int 4 Wis 11 Cha 5. Save: Str+6. Perception 12 (+2). Bite +5 (2d12+4), Trample +5 prone target (3d10+4). SA Hold Breath (HP+10 minutes underwater) Charge (20 ft move plus bite hit gains 1d12 damage and target knocked prone. DC 13 Str save to avoid),)

18-19 Kreaahkus x6-36 (Unaligned small beast) HP 3 (HD 1d6) AC 12, Spd. 30ft, climb30(60)ft.. Str 8 Dex 18 Con 11 Int 5 Wis 12 Cha 6. Save: Dex+6. Perception 11, Athletics +1, Acrobatics +6. Bite +1 (1d4-1), Claw +1 (1d6-1). SA Multiattack (2), Pack Tactics (advantage if active ally within 5 ft), Prehensile Tail (move to 60ft in trees, jump 30 ft), Quick disengage (kreaahkus may disengage as a bonus action), Agile (advantage on Dex saving throws)).

20 Eagle, Inzaean Giant x1-10 (Unaligned large beast) HP 26 (HD 4d10+4) AC 13, Spd. 10ft, fly 40ft. Str 16 Dex 17 Con 13 Int 8 Wis 14 Cha 10. Perception 14 (+4). Beak +5 (1d6+3), Talons +5 t (2d6+3). SA Keen Sight (advantage on Wis(Perception) checks), Darkvision, Drop (on talon hit, target (under 100lbs) is grappled and lifted into the air for 3 rounds. DC 12 Dex save to avoid. DC 12 Dex or Str save to break free. 1d6 falling damage for every 10ft)

GILTENKREUT

THE PRIEST BENEATH THE STONE

After several days travel, the trip along the river to Kezlhim is over. Here, spread along the west bank of the Vindig River a small village is nestled behind a low wooden wall. A couple of dozen thatch roofed house are inside. Cows bellow in pens outside the village and sheep can be seen in fields further away. Boats are tied to trees and logs along the river.

This is a small fishing and farming village. There are 13 families here and as many houses. There is no tavern or inn though people do allow the party to sleep in their barns or sheds. If the PCs are kind enough, several of the villagers offer their houses to them. Little goes on in the village and all the people are just trying to go about their business. Everyone in the village knows there is a priest nearby on a bluff overlooking the river a few miles away at a place called the Giltinkreut. It is up to the CK to add more to the village if desired.

The village elder and leader is Liston vin Bilter. He is a fisherman and has fished the river for about 20 miles around his whole life.

He is a good person but a little wary of travelers since they get so few, though if the visitors show they mean no ill will, he is not so wary as to be untrusting or discourteous.

LISTON (*He is a neutral commoner. He has 10gp worth of valuables in his house.*)

Traveling north from the village one finds the place where the priest resides. This is little more than a high bank above the Vindig River which has been transformed into a shrine. A massive Kreut rests near the bank of the river. Stone and rock are piled against the bank and for several hundred yards up and down river to prevent undercuts beneath the Kreut. The Kreut is of average size, perhaps five feet in height and as much in width. Sitting nearby is a gruff looking older woman dressed in thick furs and wool. She is fanning a fire beside the Kreut. Next to her a large spear is stuck in the ground and long slabs of meat hang from a rod. A bed roll and several blankets and skins are tucked against the kreut and the scatterings of a camp appear all over.

The PCs have located the actual Giltinkreut and the place they were told there might be a priest who could explain what the statue was. Giltinkreut consists of little more than a kreut by the Vindig River. The kreut was once dedicated to the athnahga but the priests and people who knew of such things are long since gone. Once of great import to the region, it has, over the years, been forgotten about and memory of it faded.

The priest is named Millden Von Beer and hails from far west of the Vindig River. She came to pay her respects the athnahga of the Vindig as instructed by another athnahga elsewhere. Millden is not the friendliest of people but neither is she cruel nor mean. Though a little concerned at the arrival of the PCs and a bit nervous as to their intention, Millden warms to the PCs in time if they are the least bit friendly.

Millden can pass along some knowledge of Atharioon, the athnahga and their relation to the world about. Beyond this, Millden is only vaguely aware of the history of the Vindig River and the athnahga here. She was sent here by one of Hutinhurt's children, though from a different mate and not one of the children who were once here. Millden knows that there should be nine athnahga along the Vindig River. They were left here by Hutinhurt to guard the river and its people. Yet, after nearly six months of searching, she has not found any of them.

Importantly, she found a temple or edifice dedicated to one of the athnahga several days travel further north along the Vindig River. Inside it was a statue similar to the one the PCs were carrying, though in a little better condition. Millden explains that there are supposed to be nine statues, one of each of the athnahga. These statues were placed precisely along the river in order to express the power of Atharioon. The removal of the statue greatly concerns Millden and believes the act may have dire consequences for the region. Millden believes the statue needs to be put back where it belongs.

The problem however is Millden has no idea where the statue should go. What she does know is the statues were all placed on the east side of the Vindig River at big turns or bends in the river. The nearest big bend is to the north while all the others are to the south. Millden would volunteer to go and replace the statue but, she is bound to this spot for six months as penance. Millden draws a crude map in the dirt for the PCs to follow to the nearest location of the bend where the temple that she is aware of is located.

MILLDEN (CN human cleric 5) HP 22 (HD 5d8), AC 15, Spd 30ft. Str 10 Dex 16 Con 10 Int 10 Wis 16 Cha 12. Perception 13 (+3). Medicine +7, persuasion +3, religion +4. Sv: Wis +5. Mace+4 (1d6+2), Spear+4(1d6+4 (20/60) versatile). SA Disciple of Life, Channel Divinity (Preserve Life(25hp among creature within 30ft)Turn undead, Destroy Undead (CR ½). Spellcasting (Save DC 13, +5 attacks; Prepares 8 spells per day): Cantrips: Guidance, Resistance, Sacred Flame, Thaumaturgy; 1-level (4 slots) 2-level (3 slots) 3-level (2 slots) She wears hide armor, carries a wolf spear and a mace and has 200gp in valuables on her person.)

MOVING NORTH TO PERDITION

The Bend in the Vindig River Millden refers to is located some 50 more miles north down the river. The trip is a few days by boat (should one be made available) or three to four days by foot depending on how fast the party moves. The adventure begins on the west bank of the river. The PCs must make it to the east bank of the river to reach the temple. This in and of itself is a dangerous proposition unless a boat is available. Refer to the Wandering Monster Chart above to determine if anything is encountered along the way.

Both the villages mentioned previously have boats but are unwilling to lend them to the PCs, rather they will ferry the PCs across the river but not down the river more than half a dozen miles. They will sell their boats for an exorbitant amount of 50gp. Floating the Vindig in its northern end is difficult and challenging in the best of times. In the worst of times few seasoned river men will put in. Weather is important should the PCs travel on the river. See the weather chart provided below and the effects of the river on travel in inclement weather.

Roll each day for travel on the river. There is a chance for precipitation each day as shown. If there is rain or snow, then the number in the Storm column indicates the chance for a storm. See the effects on travel described after the chart.

WEATHER CHART

Season	Precipitation	Storm	Average Temperature
Spring	15% Rain*	40%	60F (14C)
Summer	10% Rain*	20%	80F (26C)
Fall	15% Rain*	30%	40F (4C)
Winter	20% Snow	20%	20F (6C)

* See Rain Table below.

RAIN

Roll 1d4 for the number of hours it rains. If a 4 is rolled, add 4 to the number of hours it rains and roll again. The final result is the total number of hours it rains. At 12 hours, there may be enough rain to cause the river to rise and the current to flow faster. This increases the chance for problems. Roll the chance of precipitation on the table above again. If the die roll is equal to or less than the listed percentage, then the river starts to rise. See the chart below for the number of feet the river rises. The rise occurs over the next 12 hours of rain. If there is a storm, add 20% to the roll.

RIVER RISING		
1d100	Feet Rise	DC
01-30	1	11
31-50	2	11
51-60	3	11
61-69	4	12
70-76	5	12
77-82	6	13
83-87	7	13
88-92	8	14
93-94	10	14
95	11	15
96	12	15
97	13	15
98	14	18
99	15	18
00	16	23

Building a raft is the easiest thing to do. The PCs can build a raft from drift wood or trees. This can be as elaborate as they choose. Proficiency in the Survival or Nature skill increases the chance of the raft crossing the river. There is a 20% chance the raft will capsize. A successful Wisdom (Survival) or Intelligence (Nature) check (DC 15) can reduce this percentage to 10%. A ranger may also use his or her natural ability to cross familiar terrain to reduce this percentage to 10%. See below for swimming and drowning rules.

If on the river while the water is rising, the PCs must make a skill check or the PCs have lost control of their vessels. A Strength (Athletics) check must be made at the DC given in the table above by the strongest and fastest in the boat to maintain control. Should the character fail the check, another passenger may try to make the missed skill checks. Up to three checks can be made this way. Failure indicates the boat has wrecked or capsized (CK's discretion).

A wrecked boat makes it to shore but the boat is broken and cannot be used; anything in the bed of the boat is lost to the river. A capsized boat means the boat has gone under and the PCs must swim to shore. The distance is 20-60 yards to shore. See the swimming rules below.

Fording the river can be difficult though not terribly so. A ranger can make the process much easier. The river is broad with a fast moving current in clear weather. It is about 150 yards wide though narrows considerably in a few portions.

A successful Strength (Athletics) check is required at the DC given in the table above to ford the river, whether on the surface or beneath it. At the CK's discretion, a bonus to movement might be provided for a particularly high success or when a character is swimming with, rather than against, the current. Failure indicates the character flounders and is dragged in a different direction by the current.

Characters failing their Strength (Athletics) check when attempting to swim in strong or rushing water are tossed by the current at a rate of 40 ft. per round and must make a successful Dexterity check (DC 16) to grab hold of anything available.

If there is no object to grab hold of, they may attempt to make another Strength (Athletics) check at disadvantage in order to correct themselves and begin swimming with the current.

Without taking steps to create or maintain buoyancy, characters with moderate or greater encumbrance sink to the bottom and may choose to walk along the bottom at half speed. This forces them to travel around any hazards existing along the bottom, such as hills, ravines, sunken trees, holes, or other hazards. Moving water can throw characters off balance, and another successful Strength (Athletics) check at the DC in the table is required to walk across the bottom. A failure of this check causes the character to be swept away as above.

Characters underwater are subject to drowning (treat as standard suffocation rules).

RIVER RAPIDS

Long before the PCs arrive at the rapids, the water rushing over rocks and through a narrow canyon can be heard. There is no portage trail around the rapids though one can be made. This would take 9-12 hours carrying a normal sized boat due to the dense undergrowth and lack of any trail. A ranger with favored terrain: forest can negate this effect.

The noise of crashing water fills the air as the river bends slightly and the current begins to pick up speed around large boulders and rocks. Narrow chutes and shelves conflate the river beyond and the cacophony of crashing water assaults the ears. A fine mist permeates the air. Rapids are ahead and the river suddenly becomes terrifyingly alive.

There are rapids in this section of the river. They extend for nearly 5 miles of elevation drop. There is ample time before going through the rapids to leave the river and port around. But, as mentioned, this could take a day's worth of time.

There are a few sections of very high cliffs, roughly 200 feet or so and a few where the river broadens out again, but for the most part, one is going to be going down the rapids for five miles.

Swimming the rapids is nearly impossible. Anyone attempting to do so must make a Strength(Athletics) check at DC 5 plus the DC (ie. 16 for relatively calm water) given in the table above. If one attempts the rapids in a storm, it is DC 10 plus the DC in the table above. Running the rapids in a boat is the same DC for either a Dexterity (Acrobatics) or Strength (Athletics) check to maintain control of the boat. This makes running the rapids an exceedingly dangerous affair. A ranger or someone familiar with the area will note the difficulty. Anyone with any experience on the water or in rivers can reduce the total DC by their level on a successful Intelligence (Nature) or Wisdom (Survival) check. There are 4 places the water can be exited safely.

In one of the fastest and most dangerous parts of the rapids, there are 200 foot cliffs sticking up on both sides of the river. These stretch for nearly a quarter mile. If the PCs pass this way, they note a half-submerged door or portal on the west bank cliff. There is a stone pylon about one foot from the door. It is midway through the rapids and impossible to stop at without prior knowledge as to where it is. If the PCs elect to try and stop, they must make a swimming or boating check (Strength (Athletics) or Dexterity (Acrobatics) check at DC 7 plus the DC in the table above, or DC 12 plus the DC in the table above if swimming or boating during a storm.

NOTE: The door or portal described above leads to a dungeon complex that the CK should design. It also is a reward to the PCs for braving the hazards of the rapids and traveling this way despite them.

A RIVER BENDS AND A TEMPLE RISES

The river bends and twists in tight curves as it snakes its way down the peninsula. Small hills with wide curves give way to steep cuts and cliffs before eventually a wide arcing bend in the river, dominated by a single large hill, comes in to view. The river cuts into the hill along its entire length resulting in a steep 200 foot cliff face. The cliffs seem to jut straight up from the ground forming a butte sitting right in the middle of the hill.

Atop the butte are several large red columns topped by blocks of blue stone and one can just make out the very top of a stacked structure inside the columns. The remains of a low wall covered in vegetation appear to circle around the base of the hill. On the river's side, the cliffs are crisscrossed with a series of steep steps carved into the face of the butte and rising from the water leading to the cliff's top.

The temple is located on top of the butte. It is many centuries old and was well maintained until just a century ago and for the past few decades has only been visited a few times. It has fallen into disrepair over the years and decades since though not so much as to be in ruins.

There are a dozen or more slumftroll in the temple when the PCs arrive. There are a dozen or more in the forest nearby. They are led by a priest and have come looking for a statue similar to the one the PCs found previously. The exact disposition of

the slumftroll is left up to the CKs discretion, bearing in mind the relative strength of the party. Though the encounter should be difficult and challenging, the idea is that the PCs survive in order to generate more difficult and challenging adventures in the future where PC death is a real threat. In the following description of the slumftroll they have been spread out in order to make a running battle for the PCs.

There is one lookout on top of the columns. There are 4 slumftroll sitting on the hill near the base of the butte sleeping. Two of them are in the main temple while the remaining 5 are in the staircase with the slumftroll priest.

The lookout may or may not have noticed the PCs. He is really watching the forest and not expecting anything to bother them since they are so far from any habitations of man or others. He is specifically not paying any attention to the river or the staircase behind him. Should the PCs be coming from the bank or forest, the slumftroll on top of the structure can make a Wisdom (Perception) check to see if it notices the PCs moving in the direction of the structure and give warning to the others.

If alerted, the slumftroll blows a shrill whistle similar to a dog whistle alerting everyone to the presence of a foe. The PCs will not be able to hear this, though animals with a keen sense of hearing will. If the slumftroll are alerted, they try to ambush the PCs. Otherwise, if the PCs are coming up the stairs, the slumftroll gathers rocks and debris to hurl down on top of them. Since the situation is fairly fluid the exact disposition of the slumftrolls is left up to the discretion of the CK.

SLUMFTROLL, 12 (NE Medium humanoid) HP 45 (6d8+18), AC 13, Spd 30ft. Str 18 Dex 13 Con 16 Int 9 Wis 11 Cha 10. Perception 10. Spear +6 (1d6+4 (20/60) versatile), Axe +6 (1d8+4), Mace +6 (1d6+4), Claw(nails) +6 (1d4+4 and effect), SA Multiattack (2 attacks), Darkvision, Hibernate, Regeneration (regains 3hp every round unless acid of fire damage used), Thick Hide (Damage resistance to non-magical piercing, slashing and bludgeoning), Water Breathing, Infectious Scratch (on claw hit, DC 13 Con Save. Success, target is poisoned for 24 hrs. If failed, target is infected (1d4 damage per day until DC13 Con Save made. See long description below). They wear leather hide and carry spears, maces and axes. They each have 2-8gp worth of valuables.)

SLUMFTROLL PRIEST NE Medium humanoid cleric 4) HP 60 (10d8+18), AC 14, Spd 30ft. Str 18 Dex 13 Con 16 Int 9 Wis 14 Cha 10. Perception 12. Spear +8 (1d6+6 (20/60) versatile), Staff +6 (1d8+4), Claw(nails) +6 (1d4+4 and effect), SA Multiattack (2 attacks), Darkvision, Hibernate, Regeneration (regains 3hp every round unless acid of fire damage used), Thick Hide (Damage resistance to non-magical piercing, slashing and bludgeoning), Water Breathing, Infectious Scratch (on claw hit, DC 13 Con Save. Success, target is poisoned for 24 hrs. If failed, target is infected (1d4 damage per day until DC13 Con Save made. See long description below SA War Priest (bonus weapon attack on Attack action, 2 uses recharge on long rest), Channel Divinity Turn Undead, Guided Strike (+10 on attack roll).. Spellcasting (Save DC 12, +4 attacks): Cantrips – light, sacred flame, thauma-



turgy; 1-level (4 slots) – divine favor, cure wounds, guiding bolt, Shield of faith. 2-level (3 slots) – lesser restoration, hold person, spiritual weapon) He wears a chain shirt and carries a staff of wither and a +2 wolf spear. He has 220gp worth of valuables on his person. He carries a statue. It is either on his person or in a sack on the floor. The statue is of an athnahga similar to the one found previously but this one has a large set of spiny plates running down its back.)

The dozen or more slumpftroll in the forest can come to the aid of those in the tower should the CK wish. If the PCs are aware of them before they come, defense should be easy as they can only come up the steps. The slumpftroll will make a half-hearted effort at attacking the PCs but leave once one-half their numbers are killed.

The hill upon which the temple sits is approximately 100 feet tall. Jutting up from the hill is a butte perhaps another 100 feet tall. There is a very narrow and steep stair carved into the side of the cliff about midway around the bend. These steps lead to the temple above. The PCs have arrived at one of the few known places where the statues of the athnahga are located. The temple on top of the hill is small. There are nine square columns arranged around a single large pyramidal building. This building is wide at the base and raised in nine ever smaller tiers until the top is reached. On the top of the structure is a statue of an athnahga. It has a dull red and blue hue and stands about 6 feet tall.

It is important to note that where the steps are, there is 200 feet of cliff face. Movement up the steps is precarious in the best of weather as they are worn, usually damp and covered in mold. In inclement weather it is nigh on deadly. No hand holds are built into the walls.

It is possible to move safely up the steps by reducing movement to one-quarter the normal rate. If attempting to climb the steps at a faster rate, Make a Strength (Athletics) check or a Dexterity (Acrobatics) check DC 14. Abilities and spells that remove difficult terrain condition can negate this effect. Traveling even faster is foolhardy, with double the movement rate being DC 18. As with movement, combat is difficult on the steps. Every round of martial combat is accompanied by a Dexterity save at DC 15.

Failure indicates a drop into the river and certain death without a means of slowing the descent. If the PC somehow survives the fall and once in the river, the PCs must make the appropriate checks to not be washed away. See the swimming and fording section above.

The hill upon which the temple sits is about 500 yards in diameter and a little over 100 feet high. It is fairly steep on all sides with a butte jutting up from its middle. A low wall, wrecked and crumbling with age with a cracked and crumbling plaster façade surrounds the whole the hill to the cliffs at the bank. There are several openings in the wall where it has crumbled into ruin. Vegetation and small trees cover most of the hill. The butte is steep and sheer, its crumbling sandstone offering little purchase for anything other than small weeds and the occasional



dwarf cedar. Atop the butte is the pyramidal structure of the temple and the columns that surround it.

Although it is very difficult to notice (DC 18 Wisdom(Perception)), there is a path leading from one of the breaks in the wall. This is where the gate once stood. The path is made of large stone blocks and leads to the base of the hill. Vegetation, grass, dirt and debris cover the entire path. Anyone searching for a gate in the wall or inspecting the ground may find the path.

The path leads to the base of the butte. Here there is a small chute that goes all the way to the top of the butte. This chute is about three feet wide and was intentionally dug into the surface. It is where those who were willing climbed to the top.

Climbing the cliff requires a DC 15 Strength (Athletics) task. Climbing the chute is easier if one is carrying very little as it is only 3 feet wide.

TEMPLE

Atop the butte is a tall structure, a pyramidal roof of nine layers stretches up to the sky. Surrounding this are nine square columns connected on top by large capping stones. The temple is old and wearing down with time. Chunks of plaster have fallen off to reveal a block substructure beneath. The blue color is outlined with red edging giving the whole an appearance of some

bloody weapon. On top is a statue of an athnahga, eroded by wind, rain and time.

The exterior of the temple consists of a single rectangular structure surrounded by nine columns. The columns are roughly ten feet tall, square and capped with blocky capstones. All are placed deep in the ground and weigh several tons. A rope dangles from one capstone where a slumftroll has climbed up it and is using it as a lookout.

The structure is a 9 step pyramid reaching about 70 feet in height plus another ten feet for the statue. The lips of each level are roughly 2 feet wide. The uppermost level, upon which the statue of the athnahga rests, is about 5 feet across.

The structure is built of brick and stone with a layer of masonry on top. This has been painted blue and trimmed with red. The exterior was painted with images of various mythological events. Most of these images have eroded with time or the masonry chipped off making them unclear.

There is an entry to the temple on the west wall, the wall facing the river. Outside this are many hundreds of small broken ceramic and wooden bowls. This is where offerings were once made. The only thing that remains is the bowls. If a search is made some coinage can be located in the debris at the entry. For each 10 minutes spent looking 10gp in coin can be found. The maximum is 100gp. Taking the coin can bring bad luck since it was meant for Atharion. Any PC who takes the coin and does not donate an equal amount to any of the Firmin has a curse laid on them. All charisma checks are made at disadvantage. This starts one month after the coins are taken. This is permanent until reparation of ten times the value of the coins taken is made in value at another temple.

INTERIOR

Inside the temple is a large pedestal upon which rests the statue of an athnahga. The ceiling is far above, shrouded in darkness. Windows are placed high up on the third and seventh tier and elaborate carvings adorn every wall. The windows cast little but dim light they are so covered in vegetation.

This room is exactly as it seems. There is no furniture or adornment other than mentioned in the description. There is a panel in the floor. This panel is fairly well hidden (unless the slumftroll have been here) but can be located with a Wisdom (Perception) check DC 14. This can be tried again and again until located. The CK should make sure the characters can find the panel. Don't forget the assists rules for multiple character's working together. The panel is simple. It consists of a large angular hole drilled into the rock. A metal pole nearby is used to pry it up and open off its hinge. The panel weighs 500lbs.

There are two possible scenarios from this point. If all of the slumftroll have been slain or worked out an attack on the PCs, then they would not have managed to get into the room below. However, if the slumftroll were not occupied with the PCs then they did manage to get into the room below. The manner

in which the slumftroll have acted are left up to the CK; just be aware that the panel will be open if they were not engaged with the PCs, and the slumftroll leader will be down in the room below with several of his companions.

STEPS TO REDEMPTION

Beneath the stone panel there are steps descending beneath the temple. They are narrow and worn with water. They descend to a landing where and turn in a spiral beyond which nothing can be seen.

There are steps leading down to a room which is just above the level of the river. The steps are narrow and descend nearly 200 feet. There are nine landings and the steps turn with each landing. The landings are only about 5 feet square. On the wall of each landing is a small niche. Within the niche is a small statue of an athnahga.

These steps are as slick if not more so than those outside. Use the rules for climbing the outer staircase for actions in here as well. Unlike outside however, falling only results in 3d6 points of damage and the character lying prone, as the character is only falling down 10-30 feet of steps in a narrow corridor. Common sense should apply here however, as any object in the staircase can hinder the fall and reduce damage. On the other hand, a PC can fall into another causing that person to make a fall as well.

If the slumftroll made it down here prior to the PCs, they would have knocked each of the statues out of their respective niches. The PCs can place the statues of the athnahga back in the niches from which they were knocked over. Doing so earns the PC who placed them in the niche 500XP per statue returned.

Additionally, should the PCs do a close inspection of the statues it is noted that each is unique and each athnahga has a unique feature about them. The niches each also contain a gross map of the Vindig river and the location of a temple to the athnahga. This is not easily discerned (DC14 Wisdom (Perception)). If not actively inspecting the niche a then the check is DC 18 each time a statue is returned. A successful check indicates to the PC there is an engraving on the wall of the niche. Each must be cleaned of all the grime and lichen covering the wall to see the maps clearly.

The maps are not precise but a general idea of the locations of the temples can be gleaned from them. The niche at the bottom of the staircase, before the last bend, represents the location of the current temple. It is the northernmost temple, with the other temples located along the Vindig River to the south. The river stretches on into the south very far into the Graffenvold. So far none know where its headwaters lie. See the accompanying map for more details and wrap up following the adventure.

After descending past the last landing, one comes into the chamber in which the statue of the athnahga rests. The slumftroll may or may not be in here. If any are left alive and were here when the PCs arrive, they will be in here. The chief will be in here as well.

As soon as a PC enters this room, the slumpftroll who were in the woods should have finally arrived above. This of course depends upon whether or not the CK wants them to arrive and the state of the party. If the PCs are badly wounded, e.g. lost more than 50% of their hit points/spells, it may be best to forget this encounter or reduce it greatly. Otherwise, another fight is to be had.

This is a large dank chamber with ten walls weeping moisture. In the center of the room is a wide round pool sunk into the ground. In the center of the pool is a statue of an athnahga. Much like the one found previously, it is about 18 inches tall, gilded and with a single head with a long beard hanging from its chin. The walls each have a shallow niche in them, no more than two fingers width in depth.

If the party has not encountered all the slumpftroll yet (other than those in the woods) they will all be gathered in here waiting for the party. The slumpftroll will not have disturbed the statue yet. The slumpftroll priest has to cast a spell of protection before taking the statue. These easily take a couple of hours to prepare and cast. If the party has elected to take their time after arriving, the statue will have been removed. For example, if it takes the PCs more than six hours to get down here the priest will have cast the spell and removed the statue.

There is a spring just beneath the room and the floor is built to allow the water to seep in. The pool around the statue is only two feet deep and is nothing more than a collection point. During heavy rains, the room can be flooded and in torrential rains the rooms and a portion of the steps flood as well. The floor is very slick as with everything in or around this temple. Please refer to the notes on the steps for maintaining one's balance. There is no damage for falling down; one is simply prone at that point.

Each of the niches is shallow, about 2 inches deep and 1 foot tall and 6 inches wide. They each contain a prayer. If the prayers are spoken aloud, in no particular order, and a sacrifice of at least 100gp in value be made at the shrine (in the pool or above) then the power of this statue begins to revive. The prayers are written in Todavian. If none of the PCs knows Todavian, there is no manner in which to say the prayers correctly, and if the PCs manage to read them by magical means, they will

not function. Only one who actually understands the Todavian tongue naturally can activate the statue.

If the statue has been knocked over any time during the encounter or beforehand, returning it to its rightful place produces the same results as described in the encounter with the vindehoyer. This bonus can only be applied once. Each statue which is returned to its rightful place, beyond the first has no increased effect unless the CK desires it to do so. In the latter case, it is suggested that the effect be significant enough to note but minor enough not to drastically increase a PC or the party's power much more. Waking up with inspiration every day for a week would suffice for a reward.

CONTINUING THE ADVENTURE

With the defeat of the slumpftroll, the PCs have several options before them (as no adventure ever actually ends in Inzae). They can fix any problems at the current temple. This would be simple and quick. The PCs still have the statue to return and the one found on the slumpftroll at this location. This means at least 2 other temples have been raided.

The PCs can elect to locate and return those statues. The maps provided in the temple are vague to the point of useless. This leaves open the door for the CK to develop a series of adventures up and down the Vindig River locating those temples, returning the statues and defeating all the possible enemies along the way. These adventures could consume years of in-game time and months of real time play.

There are many challenges along the river. South of Kreutzmark is outside the control of any civilized peoples and is considered wilderness for hundreds and hundreds of miles. It is rife with creatures of ancient origin, goblins and their kin and many other strange things.

Of course the PCs could elect to ignore the path that has been laid before them and do something else. The curse for not returning the statues is really left up to the CK to enact. But there should be some small curse that lingers for a bit just to emphasize the power of the Firmin and anyone who ignores the favors they ask. They are then free to move on to other adventures of their own make.

NEW MONSTERS

ATHNAHGA

The athnahga are large creatures with a body similar to that of a snake with frills of various sizes and shapes running the entire length of their body. These frills are each as unique as the athnahga they are on. Their color ranges from monochrome to rainbow and all mixtures in between. The head of an athnahga is similar to that of a human and lizard combined. They are pointed and scaled with pronounced features. It is the eyes which give it the human touch. Some even have beards. The athnahga grow to great length, some being 50 feet long though averaging around thirty feet. Their bodies are quite wide being up to two feet in diameter for a full grown athnahga.

River Dwellers. The athnahga live near or in rivers. Although they reside out of the water the vast majority of their lives, the athnahga can live underwater. Athnahga prefer abodes of simple make but they cannot build them themselves. Hence many do not have places where they reside such as keeps or temples but just move up and down the river they call their own. However, when they do have someone build abodes for them, they are often elaborate multi-floor affairs with no stairs since they can move like snakes and crawling up a wall is not difficult for them to do. Should the abodes be built for other reasons such as praying or making offerings there are often chambers and stairs and other accouterments to satisfy the needs of those who come to sacrifice to the athnahga.

Protectors of the Riverfolk. Athnahga are servants of Atharioon, the Keeper of the Rivers. They were created to serve Atharioon and carry out her will. The athnahga work to protect the inhabitants who live along the river and who worship the Firmin, especially Atharioon. It is not the river itself they care much about, but the people who live on it. Though, in effect, the athnahga do work to keep the rivers they choose as home, under control. They do this by manipulating the weather, fixing river courses and other actions they deem necessary and which they are capable of managing.

Ever Growing. As athnahga age they become stronger, larger, have thicker skin and can move faster. This is represented in their hit dice and associated statistics.

Cautious Killers. Athnahga attempt to weaken their opponents with magic. Once they sense their opponents are weakened they move in, using their tail lash to wound their target while at the same time attempting to wrap themselves around the target to constrict it. Athnahga make every effort to split multiple opponents up so they can attack an opponent one on one.

ATHNAHGA

Large Aberration, Neutral

ARMOR CLASS: 16(description)

HIT POINTS: 91(14d10+14)

SPEED: 40 ft Swim 40 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
18(+4)	16(+3)	13(+1)	13(+1)	14(+2)	12(+1)

SKILLS: Survival (water) +4

SAVES: Dexterity +5, Wisdom +4

DAMAGE IMMUNITIES: None

CONDITION IMMUNITIES: Prone

DAMAGE RESISTANCE: None

SENSES: Darkvision 120 ft, passive perception 12

LANGUAGES: Common, Aquan

CHALLENGE: 3 (700 XP)

Special Qualities

WATERBORN. The Athnahga is native to both water and land. It can breathe in water or air freely. Its vision is never obscured by being in water, and water does not create difficult terrain for the creature.

MESMERIZE. As a non combat action, the Athnahga can attempt to mesmerize any number of targets. The creature must do a series of moves with its body, but these moves can easily be disguised as simply being the creatures normal movement. While doing this, the Athnahga cannot move, but can take normal actions. If the creature is able to continue its movements for two full rounds, the mesmerism takes effect. All creatures within 60 feet that observed the Athnahga must make a Wisdom save (DC15) or be affected as if by a Hypnotic Pattern spell.

INNATE SPELLCASTING. The Athnahga's innate spellcasting ability is Wisdom (Spell Save DC 12). The Athnahga can innately cast the following spells, requiring no material components: 2/day each: *command*, *control water*, *control weather*, *fog cloud*, *hold person*, *sanctuary*, *wall of wind*.

Actions

TAIL LASH. Melee Weapon Attack: +6 to hit, reach 15 ft, one target. Hit: 11(2d6+4) Slashing Damage. In addition, the target must succeed as a Strength save (DC 14) or be constricted.

CONSTRICTION. If a creature is constricted at the start of the Athnahga's turn, that creature must make a strength save (DC 14) or take 11(2d6+4) bludgeoning damage. While constricted, the target is considered restrained. A constricted target remains constricted until they use an action and succeed at an escape attempt (DC 14). The Athnahga can only constrict one creature at a time. As long as the target is medium size or smaller, the Athnahga can move normally and bring the creature with it without breaking the constriction.

ELDER ATHNAHGA

Huge Aberration, Neutral

ARMOR CLASS: 18(description)

HIT POINTS: 170(20d12+40)

SPEED: 60 ft Swim 60 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
23(+6)	16(+3)	15(+2)	14(+2)	15(+2)	13(+1)

SKILLS: Survival (water)+5

SAVES: DEXTERITY+6, WISDOM+5

DAMAGE IMMUNITIES:

CONDITION IMMUNITIES: PRONE

DAMAGE RESISTANCE:

SENSES: DARKVISION 120 FT, PASSIVE PERCEPTION 12

LANGUAGES: Common, Aquan

CHALLENGE: 7 (2900 XP)

SPECIAL QUALITIES

WATERBORN. The Athnahga is native to both water and land. It can breathe in water or air freely. Its vision is never obscured by being in water, and water does not create difficult terrain for the creature.

MESMERIZE. As a non combat action, the Athnahga can attempt to mesmerize any number of targets. The creature must do a series of moves with its body, but these moves can easily be disguised as simply being the creatures normal movement. While doing this, the Athnahga cannot move, but can take normal actions. If the creature is able to continue its movements for two full rounds, the mesmerism takes effect. All creatures within 60 feet that observed the Athnahga must make a Wisdom save (DC17) or be affected as if by a Hypnotic Pattern spell.

INNATE SPELLCASTING. The Athnahga's innate spellcasting ability is Wisdom (Spell Save DC 13). The Athnahga can innately cast the following spells, requiring no material components:

2/day each: *command*, *control water*, *control weather*, *fog cloud*, *hold person*, *sanctuary*, *wall of wind*.

Actions

TAIL LASH. Melee Weapon Attack: +9 to hit, reach 20 ft, one target. Hit: 22(3d10+6) Slashing Damage. In addition, the target must succeed as a Strength save (DC 17) or be constricted.

CONSTRICTION. If a creature is constricted at the start of the Athnahga's turn, that creature must make a strength save (DC 17) or take (3d10+6) bludgeoning damage. While constricted, the target is considered restrained. A constricted target remains constricted until they use an action and succeed at an escape attempt (DC 17). The Athnahga can only constrict one creature at a time. As long as the target is large size or smaller, the Athnahga can move normally and bring the creature with it without breaking the constriction

BEAR, GRAFFENVOLD

These bears inhabit the northern Graffenvold and tend to stay close to rivers as their primary diet consists of fish. They are not a naturally aggressive bear, shying away from most other animals that are even close to its size. However, when fishing they become very territorial of the immediate area they are in. Also, when a mother has young with her, she can go into a rage if she senses any threat at all.

These bears have unusually long hair for a bear and the males have a beard. It is a brown to black color that shifts to gray and white for a winter coat. They weigh anywhere from 300 to 400 pounds fully grown and stand about 4 feet at the shoulder. They are good climbers and very fast. It has a short snout and bulky head. Their coats are highly prized for their insulating ability.

Normally 1-3 bears are encountered. If more than one, one is a mother and the others are young bears. If one is encountered there is a 60% chance it is a male. On rare occasions bears congregate for mating and in fishing areas. There is a 1 in 10 chance upon each encounter that 11-20 bears are gathered up and down a stream or river fishing. Further, during the spring there is a 1 in 2 chance that a mating ground has been found and 11-20 very aggressive bears are engaged in mate acquisition.

These bears are not typically aggressive except when guarding young, fishing or mating. In those cases, the bear attacks without fear until dead or the threat has passed. A lone bear will attempt to flee from danger unless cornered, in which case it fights very aggressively.



BEAR, GRAFFENVOLD

Large Beast, Unaligned

ARMOR CLASS: 11 (natural armor)

HIT POINTS: 34 (HD 4d10 + 12)

SPEED: 40 ft (climb 30 ft)

STR:	DEX:	CON:	INT:	WIS:	CHA:
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

SKILLS: Perception +3

SENSES: passive Perception 13

LANGUAGES:

CHALLENGE: 1

SPECIAL QUALITIES

KEEN SMELL: The bear has advantage on Wisdom (Perception) checks that rely on smell.

HUG: If claw attack is successful, target is grapple (DC15 Str or Dex save to escape)

HIDE: Disadvantage on Wisdom (Perception) checks to notice (DC 15) when motionless.

Actions

MULTIATTACK: The bear makes two attacks: one with its bite and one with its claws.

BITE: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

CLAWS: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

EAGLE, INZAEAN GIANT

These lowland eagles perch along the cliffs near large bodies of water and range up and down the rivers that flow into areas near their perches. They have a preference for eating fish but occasionally pursue smaller prey on land such as sheep and occasionally deer. It is not unknown for them to attack small children and other small creatures.

These eagles have red plumage on their head and dark black and white feathers over the rest of their bodies. Their wingspan can reach up to 18 feet but is typically 12 feet. Their eyesight is spectacular even for their kind, being able to see great distance with perfect clarity.

Eagles observe their prey from a distance for some time before deciding to attack. Fish are attacked as they approach the surface. On land, they look for weak or straggling victims to attack. They then swoop in slowly in ever tightening circles until they decide to dive upon a foe and catch them in their claws. They try to fly up into the air and drop their victims to the ground letting the fall kill them. Otherwise they try and rend their prey on the ground. Much of an effort fighting back often causes the eagle to fly away. They can lift up to 100 pounds in the air.

EAGLE, INZAEAN GIANT

Large beast, Unaligned

ARMOR CLASS 13

HIT POINTS 26 (4d10 + 4)

SPEED 10 ft., fly 80 ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
16(+3)	17(+3)	13(+1)	8 (-1)	14 (+2)	10 (+0)

SKILLS

SENSES Darkvision, passive Perception 14

LANGUAGES None

CHALLENGE 1 (200 XP)

SPECIAL QUALITIES

KEEN SIGHT: The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

MULTIATTACK: The eagle makes two attacks: one with its beak and one with its talons.

BEAK: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

TALONS: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

DROP: On successful talon attack, creatures under 100lbs must pass DC 12 Dex save to avoid being grappled and lifted into the air. Encumbered, the eagle will rise 40ft per round for 3 rounds and then drop the creature. Grappled creature may attempt DC 12 save every round. Falling damage of 1d6 per 10 ft of fall.

ELOTHAR

These giant boars are omnivorous and root around the bottom lands and brushy areas of the Graffenvold. They stand about four feet at the shoulder and weigh nearly 600 lbs. when fully grown. Their bodies are not quite as pronounced in the shoulders as with other boar, rather these are thinner at the shoulder with longer snouts and are nearly hairless in summer. Each has tusks protruding from their upper jaws and extending to their left and right, not in front of them

The elothar are, as a general rule, fairly passive and work to avoid confrontations. They run at the sound of noise or any apparent threat. However, if they are cornered, have young or are injured by someone, they turn to attack. And they do so as a group. The young will join in as well, starting at 6 months of age when they are just developing their tusks.

ELOTHAR

Large beast, unaligned

ARMOR CLASS 12 (natural armor)

HIT POINTS 42 (5d10 + 15)

SPEED 40 ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
13(+1)	10(+0)	15(+2)	5 (-3)	9 (-1)	5 (-3)

SKILLS

SENSES passive Perception 8

LANGUAGES —

CHALLENGE 2 (450 XP)

SENSES passive Perception 8

SPECIAL QUALITIES

CHARGE: If the elothar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. The target must succeed on a DC 13 Strength saving throw or be knocked prone.

HOOK: If the elothar successfully attacks an opponent, the opponent's leg may end up entangled in one of the creature's tusks. The opponent must make a DC 13 Dexterity saving throw to avoid being hooked. Otherwise, if the opponent is 300 pounds or less, the elothar drags them 2-24 feet, causing 1d8 points of damage and knocking them prone. An opponent can free themselves from the elothar's tusks on a successful DC 10 Dexterity save.

Actions

Tusk: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) slashing damage.

KREAHKUS

Kreahkus are small carnivorous quadrupeds that live in dense temperate forests. They are small feline looking creatures about one foot tall at the shoulder with very long prehensile tails. Their snouts are long and full of canines. They have mottled short fur with dark browns, light browns, grays and blacks toward the front of their body. A black and brown striping begins at their rear, turning orange and brown on the tail.

The kreahkus spends much of its time in the trees of its territory. They only come down to hunt, or more precisely, to kill. The kreahkus typically hunt prey about their size and smaller and most of that is in the trees. They prefer chipmunks, squirrels, birds and similar animals. Occasionally they pounce upon baby deer or elk or others that are wounded, alone or appear vulnerable.

They are particularly territorial. Any competing animal that moves into their territory is immediately harassed. This is primarily done by tossing branches and debris down on the

animals until they leave but they are not unknown to attack larger carnivores and humans in an effort to drive them off.

Kreahkus attack their prey in swarms. An entire tribe will leap upon a victim. A few move in and attack then jump off as others move in and attack. They do this again and again until their prey is killed or the interloper leaves their area. It is rare that they face their victims head on. Rather, they prefer to go jump in and out of battle with a few acting as distractions. They slowly whittle their prey down.

KREAHKUS

Small beast, unaligned

ARMOR CLASS 12

HIT POINTS 3 (1d6)

SPEED 30 ft., climb 30(60) ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
8(-1)	18(+4)	11(+0)	5 (-3)	12(+1)	6 (-2)

SKILLS

ATHLETICS +1

ACROBATICS +6

SAVES Dex saves +6

SENSES passive Perception 11

LANGUAGES —

CHALLENGE 1/8 (25 XP)

SPECIAL QUALITIES

PACK TACTICS: The kreahkus has advantage on an attack roll against a creature if at least one of the Kreahkus's allies is within 5 feet of the creature and the ally isn't incapacitated.

PREHENSILE TAIL: The kreahkus has a prehensile tail which can be used as a fifth limb when jumping and swinging. With their prehensile tail they can swing at 60 feet per round or jump up to 30 feet.

QUICK DISENGAGE: The kreahkus may disengage as a bonus action.

AGILE: Kreahkus has advantage on all Dexterity saving throws.

Actions

MULTIATTACK: The kreahkus makes two attacks, either bite or claw.

BITE: *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.
Hit: 1 (1d4 – 1) piercing damage.

CLAW: *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.
Hit: 2 (1d6 – 1) slashing damage.

SLUMPFTROLL

The slumpftroll is an ugly creature. One might want to call it humanoid in shape as it is bipedal and has two arms. The similarities would stop there. The slumpftroll has a brackish, blue tint to its dark scaly hide. They stand about 5 feet tall but can range up to 7 feet on rare occasions and some are as small as 3 feet. It has a massive hump on its back causing it to bend over with an aggressive stance at nearly all times. This hump grows long hair often dyed various colors to denote rank. Its hands and feet are clawed in small brittle nails that break off easily. The head of the beast is large, like most shtumpf, and flat with a broad mouth full of fangs. A bulbous nose sits above narrow eyes that never shut.

The slumpftroll is descended from the family of shtumpf that came to be after the fall of the Great Dragon. They are an offshoot of some of the river trolls one finds throughout Inzae. They breed prolifically, and this is why they are often used as troops in any large battles. They were given the task of guarding all the rivers by Urshoonga. They do this to this day and seek to kill all they can that do not bend a knee for Urshoonga.

PRIEST: A slumpftroll priest can be found in any group of slumpftroll and even wander alone or with other powerful slumpftroll. Roughly 1 in 50 slumpftroll is a priest. They have all of the same states and special abilities, but add the following: HP 60 (10d8+18), Wisdom 14(+2), Passive Perception 12. SA War Priest (bonus weapon attack on Attack action, 2 uses recharge on long rest), Channel Divinity Turn Undead, Guided Strike (+10 on attack roll). Spellcasting (Save DC 12, +4 attacks): Cantrips – light, sacred flame, thaumaturgy; 1-level (4 slots) – divine favor, cure wounds, guiding bolt, Shield of faith. 2-level (3 slots) – lesser restoration, hold person, spiritual weapon)

Even older priests exist with higher hit dice and casting at higher levels (as CK's discretion) but are very rare and are usually only found in important places or undertaking important tasks.

The slumpftroll enjoy a good fight and relish in long drawn out fights where they can slowly beat their enemy into submission. Once their prey is beaten they enjoy nothing more than dragging them off to some hole by the river and slowly devouring them. They also prefer one sided combats and prefer not to fight those of superior strength, perceived or otherwise. They will run from battle as quickly as they enter it. There are few occasions when they do entertain poor odds, and these are when they are whipped into a fury by their fervor in serving Urshoonga.

Slumpftroll carry all manner of weapons into combat, anything available to them from clubs to pole arms to nets. They attack unarmored opponents such as farmers with a desire to subdue them. With others they go straight for the kill unless the opportunity for a long drawn out battle emerges and one in which they are favored. They are easily distracted in combat and once they slay an opponent tend to linger over the body and guard like a lion over its prey.

SLUMPFTROLL

Medium humanoid, neutral evil

ARMOR CLASS 13 (hide armor)

HIT POINTS 45 (6d8 + 18)

SPEED 30 ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
18(+4)	13(+1)	16(+3)	9 (-1)	11(+0)	10 (+0)

SKILLS

SENSES: darkvision 60 ft., passive Perception 10

DAMAGE RESISTANCE: non-magical bludgeoning, slashing and piercing.

LANGUAGES Common, Slumpftroll

CHALLENGE 2 (450 XP)

SPECIAL QUALITIES

REGENERATION. The slumpftroll regains 3 hp at the start of its turn. If the slumpftroll takes acid or fire damage, this trait doesn't function at the start of the slumpftroll's next turn. The slumpftroll dies only if it starts its turn with 0 hp and doesn't regenerate.

THICK HIDE. Slumpftroll flesh and skin is mostly useless excess growth. This excess skin and flesh however grants the slumpftroll the ability to shrug off damage that would incapacitate others. Grants damage resistance to non-magical slashing, piercing and bludgeoning weapons.

HIBERNATE. Slumpftroll can if they need to fall into a deep sleep without requiring any nourishment. A slumpftroll that hibernates will sleep for anywhere from 10 to 80 years, curling up under water in a hole or resting in a deep dark cavern. Reviving from hibernation requires a full 24 hours, and during this time they are both totally helpless and completely vulnerable.

WATER BREATHING: Slumpftroll can breathe underwater just as easily as they can breathe air.

INFECTIOUS SCRATCH: The nails of a slumpftroll are brittle and disgusting, rife with fungus, bacteria and viruses. On a successful strike with their nails the slumpftroll will infect the victim with a disease unless a DC 13 Constitution save is made. On a successful save the target is poisoned for 24 hours. On a failed save, the target suffers 1d4 damage per day, unless they make a DC 13 Con save. The save may be attempted after every long rest.

Each month another DC 13 save must be made, or the disease reoccurs. 2 consecutive months of saves means the infection has been fought off permanently. The condition may be removed magically using spells such as *Lesser restoration* or the *Paladin's lay on hands*.

Actions
MULTIATTACK. The slumftroll makes two attacks, either with its spear, axe, mace or claw.
SPEAR. <i>Melee or Ranged Weapon Attack:</i> +6 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.
AXE. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (1d8 + 4) slashing damage.
MACE. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) bludgeoning damage.
CLAW (nails). <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d4 + 4) bludgeoning damage.

TRIGONTUS

The trigontus is a very large bovine that spends much of its time in or near water. This beast can weigh up to 2 tons and sits 5 feet at the shoulder fully grown. The females can be even larger. They have long bodies that appear deceptively thin. A short coat of brown and yellow striped hair covers their body. The head of a trigontus is long and narrow with big thick molars and broad upper and lower incisors.

The trigontus consumes vast quantities of grass and shrubs and plants it can find in the water. It usually nestles itself in shallow waters, ponds and slow flowing portions of rivers and streams. They stay near water as the plants found in rivers and ponds provide the vast majority of their food.

Trigontus are not aggressive and only feel the need to attack anything when directly threatened. Unlike many herd animals that scatter when threatened, trigontus tend to come together and attack that which threatens them. They have few predators.

Trigontus can swim well and can stay under water for long periods of time. They have been known to come up and capsize small boats, though show no aggressiveness towards those in them. It seems to be done for fun, a challenge or otherwise.

The primary mode of attack for a trigontus is to charge its target again and again and again. The trigontus often continues to charge until the victim is entirely still; pretending to be dead can stop an attack. When pressed or heavily damaged the trigontus will attempt to flatten its prone victims.

TRIGONTUS

Large beast, unaligned

ARMOR CLASS 12 (natural armour)

HIT POINTS 57 (5d10 + 20)

SPEED 40 ft., swim 40 ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
19(+4)	10(+0)	19(+4)	4 (-3)	11 (+0)	5(-3)
SKILLS: Perception +2					
SAVING THROWS Str +6					
SENSES Passive Perception 12					
LANGUAGES —					
CHALLENGE 2 (450 XP)					
SPECIAL QUALITIES					

HOLD BREATH (may stay underwater for number of minutes equal to triple its Constitution bonus +10).

CHARGE. If the trigontus moves at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 6 (1d12) piercing damage. DC 15 Strength saving throw to avoid being knocked prone.

Actions

BITE: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 17 (2d12 + 4) piercing damage.

TRAMPLE: *Melee Weapon Attack:* +5 to hit, reach 0 ft. (prone target), one creature. *Hit:* 19 (3d10 + 4) bludgeoning damage.

VINDEHOYER

The vindehoyer is a tall humanoid reaching between eight and nine feet in height. It appears much as a man just larger and with differing proportions that give it both a violent and stupid appearance at the same time. The vindehoyer has a very large head with beady eyes and a broad grinning mouth. Patches of hair grow seemingly at random on its face while its head of hair is long and mangy. The mouth of the vindehoyer is almost always open. The bodies, like the head, are broad and show a gluttonous appetite being covered in mounds of fat. They also tend to have massive and rounded bellies.

Their outward appearance masks a great strength of both their body and stamina. The vindehoyer are very strong and can easily lift a horse and toss it aside. They also have great stamina, being capable of walking for days on end without resting, fight long after their opponents are physically exhausted and toil at heavy labor for hours on end.

The vindehoyer range from the entire northern strip of the Graffenvold and on into the foothills of the Kragenmores. It is unknown how far south they are found. The vindehoyer originated in the Vindig River basin ages ago. So prolific and capable were they that they spread far and wide to terrorize the countryside.

The vindehoyer do not specifically enjoy combat but do enjoy beleaguering weaker opponents. They punish those weaker than themselves mercilessly. The vindehoyer then eat them. They attack with stones first if available, as they never carry any on their person, and then move in for a more brutal thumping. Weapons of choice are bludgeoning types but they are not picky and take whatever they can.

VINDEHOYER

Large Giant, Neutral Evil

ARMOR CLASS: 13 (Natural Armor)

HIT POINTS: 78 - 95 (8d 10+32 – 10d10+40 HD)

SPEED: 30

STR:	DEX:	CON:	INT:	WIS:	CHA:
21(+5)	8(-1)	19(+4)	5 (-3)	9 (-1)	6 (-2)

SKILLS: Perception +2

SENSES: Darkvision Passive Perception 12

LANGUAGES: Vindehoyer (?)

CHALLENGE: 4

Special Qualities

HOLD BREATH (may stay underwater for number of minutes equal to triple its Constitution bonus +10)

SUPERIOR CRITICAL (18-20)

POOR WEAPONS (Clubs made by Vindhoyer do and extra 1d6 damage, but are -3 skill to use)

Actions

BITE Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 12 (2d6 + 5) piercing damage.

PUNCH: Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 5) bludgeoning damage

GREATCLUB: Melee Weapon Attack: +8(5) to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

ROCK: Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

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The logo for "5th Edition Adventure" features a large, stylized number "5" in a metallic, textured font. A golden dragon is coiled around the "5", with its head facing right. To the right of the "5", the word "EDITION" is written in a large, bold, metallic font. Below "EDITION", the word "ADVENTURE" is written in a smaller, bold, metallic font. The entire logo is set against a dark, textured background.

All along the banks of the Vindig River people worshipped the river goddess. She blessed the people and kept the trolls at bay. But in time, she grew weary and to guard them she set statues upon the river to watch over the people, and then she left them to their own devices. But no troll fears stone, nor the forgotten promises of a goddess. They have returned to the Vindig, but this time with a vengeance.

This adventure is designed for 3-5 player characters between levels 4 and 6.



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