

C5



5TH EDITION

ADVENTURE

FALLS THE DIVIDE



STEPHEN CHENAULT

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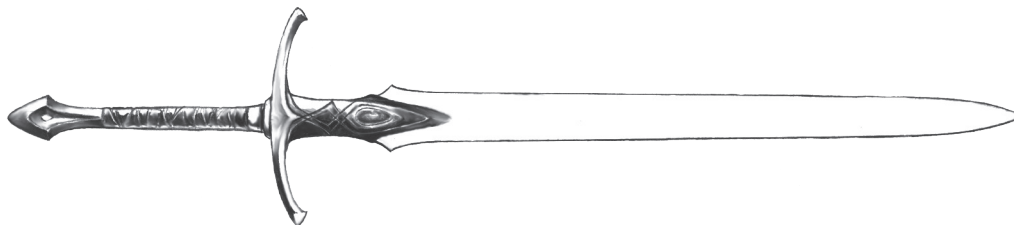
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PREFACE

Falls the Divide is designed for 3-5 characters in the mid-level range. It takes place at the confluence of the Watchita and Westerling Rivers, around the precipice and castle known as Gurthap Falls. This is a heavily forested environment that lies between the Lake of Nunt and the village of Alice, not far from Ends Meet.

This adventure is a set piece adventure, taking place entirely in and around the Falls. The adventure can pick up after **C4 Harvest of Oaths**, though it is not necessary to play that adventure in order to enjoy Falls the Divide. Other adventures that may enhance play but are not necessary: **C1 Mortality of Green**, **C2 Shades of Mist** and **C3 Upon the Powder River**. **Falls the Divide** is playable in any campaign or setting. However, if you are playing in the world of Aihrde as portrayed in the **Codex of Aihrde**, the adventure takes place in the Uplands of the Darkenfold.

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 Aihrde**, **Fifth Edition Player’s Guide to Aihrde**, and **Monsters & Treasure of Aihrde** 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 begins with the party approaching the cliffs of Gurthap Falls, a keep overlooking the point where the rivers collide. The keep and castle beyond were built in ages past but have long since been abandoned, and are now home to several nefarious creatures, as well as a prison and tomb for some long dead warrior. The way to explore and plunder the ruins of this once great castle lies before the players.

GURTHAP FALLS

The Watchita River is a stout stream that flows south, coming to and over the edge of the cliffs that separate the Northern from the Southern Plateaus. A sixty-foot fall sends the water tumbling down into the river bed below to flow along a forested bank on the right and a high cliff to the left.

The Westerling follows a similar course, not far from the Watchita Falls, this smaller river strikes the same cliffs and thunders over the sharp drop to pool and froth until they too

continue their journey to the south, the forest to the river’s left and cliffs to the right.

The cliffs beyond the twin falls jut out like a finger pointing south. At the tip of the finger, the apex of this small peninsula, the two rivers come together in a bubbling mess of powerful water. There, the Watchita consumes the Westerling and the river flows, bigger and stronger to the south.

Upon this finger of land between the two rivers stand the ruins of Gurthap Castle. A stone wall crosses the peninsula at its base, built between the two waterfalls, and guards the castle from the forests to the north. A second wall spans the distance between the cliffs that overlook both rivers, offering more protection to the castle and whoever occupies it.

It was once home to an enterprising priest who sought to bring back the worship of Ornduhl, the Red God. In ages past a warrior of the Red God’s body was entombed here, set in a magical chamber to honor his services to that evil god... or so the priest thought.

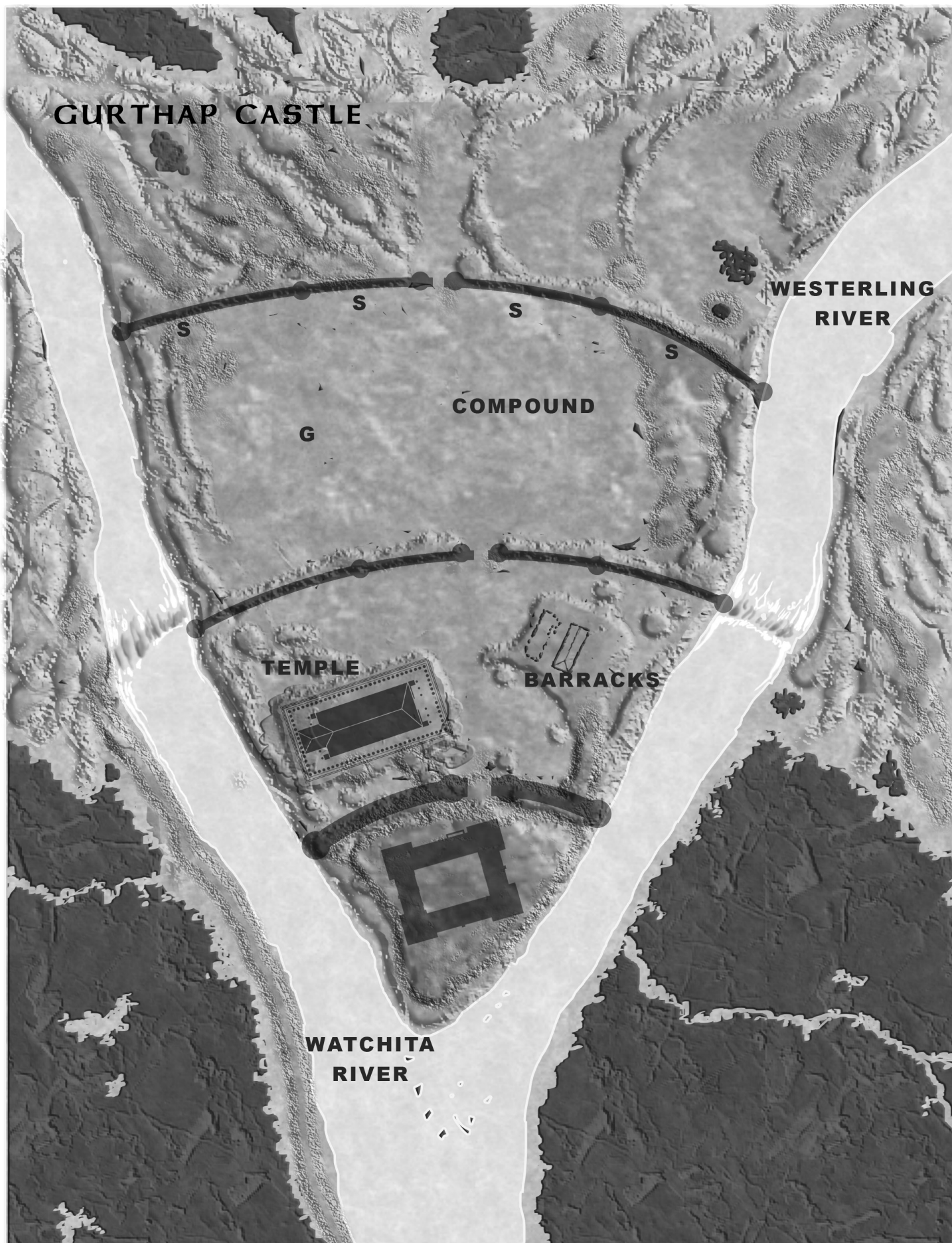
In fact the warrior was bound in the tomb, not by worshipers of the Red God, but by warriors of Let, the god of hope and last chances. They captured him and though they could not kill him, they ensorcelled him and bound him in a tomb. They locked the tomb, sealed it shut, hid the door beneath an altar of Let and left him for the ages.

When the priest came to Gurthap Falls he set to guard the tomb again for his own worship and he built an outer wall that spanned the base of the peninsula, from one water fall to the next, and a second wall further in, from cliff to cliff. Beyond these he built a castle to hide and defend the tomb and there he set his minions to guarding it. They set about making sacrifices to the Red God and entreating his return. They took people from Ends Meet and Greenbriar and gave their lives to the Red God. They slew people on the Post Road in his name. They laid jewels and gold upon the tomb, asking for God’s return or at least the warrior’s.

News quickly spread and a stout band of forest rangers attacked the castle. They drove the priest’s people from the walls, slaying most of them. Some few fled back to the tower. But they put their faith in the priest, and in a fit of madness he saw the warrior in the tomb rise up and occupy his body so that he felt invincible. He roused the fury of his followers and they came forth into the yard at the feet of the tower to drive the rangers off or kill them. But they met the fury of the rangers: first arrows, then blades. Almost all were slain, though some fled and threw themselves over the cliff to the rivers below, either escaping down river or dying in the woods.

The rangers sacked the tower and closed it up, leaving the dead for the crow and his kin to feast upon. However it did not stay abandoned for long, as gnolls have recently taken up residence between the Outer and Inner Walls.

It is this castle that the characters stumble upon, are led to, or find through some machination.



GETTING STARTED

Falls the Divide begins in and around Gurthap Falls, however if the Castle Keeper desires a little overland adventure, it can begin in Ends Meet or Greenbriar. The characters encounter the Falls and castle upon it, either following a trail or through the woods.

- 1) If the party is coming from **C4 Harvest of Oaths** they may have been tricked by the wizard Drusus to come to the Falls. Drusus tells them the castle's location in an attempt to get them to go to it and in hopes they will get killed.
- 2) Coming from **C4 Harvest of Oaths** the party, if heading west toward Ends Meet or Alice, stumble upon the confluence of the river and the castle that overlooks it. The shrouds of mist draw their attention.
- 3) Locals have been suffering from the depredations of a party of raiding gnolls. As the characters pass through town (Greenbriar in the case of Aihrede), the townspeople explain the gnoll problem to the characters and offer them 10gp per gnoll they slay.
- 4) While in a tavern the characters overhear a fellow relating the story of the priest and his minions, he speaks of the the buried tomb. Having seen the castle, from a distance, he doesn't mind giving the part directions.

ENVIRONS

The characters can approach from any number of directions, coming at the castle peninsula through the forests to the north, or from either side of the cliff.

ABOVE THE FALLS

To the north of Gurthap Falls is the Vale Wood, a thick forest of oak and hickory trees. These are stout trees with strong branches that grow low to the ground, slowing travelers down (movement rates are reduced by a third) unless they have some particular skills to move through the woods. The closer one gets to the cliffs of the peninsula he can see that the castle ash and white oak (taller oak trees) have taken root, and the forest opens up considerably. Here, about a mile north of the outer wall, travel becomes normal. The outer wall is clearly visible from within the woods.

BELOW THE FALLS, WEST

The land below the falls places the characters beneath the castle. To the west, on the Watchita River the country opens up considerably before the river. About a mile along the base of the cliff and into the forest from the river is a flood plain. The river is overflowing its banks, and clearing the area. It is filled with small juvenile trees, brush and reeds of all descriptions. There are several tall, white oaks that have taken root here and one massive magnolia tree that is green all year long. The Keep is clearly visible from the flood plain, as are the waterfall, the inner wall and the roof of the barracks. The cliffs are 60 feet tall and do not offer any easy avenue of egress.

BELOW THE FALLS, EAST

The Westerling River is small than the Watchita and has not subdued the land nearly as much, the on the east bank of the confluence as well as on the east bank of the Westerling, the forest grows up to and in the river itself. These are mostly oak, with a mixture of willows that have taken root next to the water way. Travel here is difficult, reduced by about a third due to the cluster of undergrowth that abounds everywhere. However, once one is on the banks of the river they can see the Keep clearly, the inner wall and the barracks. As with the western approach the cliffs do not offer easy access to the heights above.

THE CLIFF

As previously noted the cliffs are roughly 60 feet high. They are sheer, consisting of turbidite rock, long thin layers of rock that give way easily to anyone attempting to climb them. To clamber up the cliff face, a hero will have to make a successful DC 15 Strength (Athletics) check. The use of proper equipment such as ropes, grapples, or a climber's kit, may (at the CK's option) allow the check to be made at advantage.

The cliffs around the peninsula are actually a little higher, closer to 70 feet. These are of course guarded by swift moving, deep water. The rivers here are about 12 feet deep, 60 feet wide and move at about 20mph. There are precarious handholds on the cliffside of the rivers which the enterprising character can attempt to cross and climb, though these cliffs are a little more difficult as they are hit with the spray and the current and require a DC 17 Strength (Athletics) check to find purchase.

USING A CLIMBER'S KIT: Making use of a climber's kit provides the standard benefits for ascending and descending the cliffs. However, any pinion or grapple that finds purchase runs the risk of breaking free as soon as weight is put upon it. If more than 250 pounds is put on the rope, there is a 25% cumulative chance it comes free and fails for every 10 feet climbed.

ROUGH STAIRS: The original inhabitants had to get up and down the cliffs. To do this they used one of two sets of stairs cut into the cliffs. Each is approximately 500 feet to the east and west of the respective falls. Both are relatively easy to spot from below with a DC 12 Wisdom (perception) check (or passive Perception 12) and are used by many of the forest creatures that pass through here and are therefore relatively easy to climb. From the north, on top of the cliffs the stairs are little harder to find, however, trails lead to both, so that any detailed search within 300 feet of the either river reveals the stairs.

WATCHITA FALLS

The Watchita Falls are the largest of the two falls. They are about 70 feet broad, and the waterfall is about 60 feet high and the current strong and broad as it tumbles over the edge. On the western shore the falls begin gradually and one can walk out into the current about 10 feet before it becomes too deep to cross at the falls themselves. The water crashes into a deep pool below the falls, carved out by the river itself, it loses only a

little speed as the water heads south along the cliff edges. If one is caught in the current and comes to the falls there is almost no safe purchase here, the water flowing smooth off the edge. To grab a handhold and not be pulled over the falls requires a successful DC 17 Strength (Athletics) check each round the person attempts to hold on. The current is swift, and a swimmer failing either check is sent over the falls to almost certain death as they fall 60 feet to the water below. They take 56 (16d6) bludgeoning damage from the fall and the force of the water (DC 17 Dexterity save for half), and if they survive can surface and swim to shore.

WESTERLING FALLS

The Westerling Falls are smaller. They are about 50 feet broad and more shallow, the river bed here being rockier. The top is a little easier to navigate as the water is not particularly deep (only about 3 feet). The current, however, is very strong as the water is channeled toward the edge. Walking across is very hazardous, requiring a successful DC 13 Dexterity (Acrobatics) check for each of the 50 feet. Falling in the water sends one over the side. The falls are 60 feet high and anyone going over strikes the rocky bottom with terrible force for 35 (10d6) bludgeoning damage from the fall and the force of the waves (DC 17 Dexterity save for half).

Furthermore, any characters going over either of the falls must roll a successful DC 15 Constitution save or suffer a broken bone (roll randomly). A broken arm imposes disadvantage on all attack rolls and ability checks requiring that arm until it heals. A broken leg means the character cannot walk until it is set, and thereafter requires a crutch, halving movement and imposing disadvantage on all Strength and Dexterity ability checks. Healing a broken bone with magic requires *lesser restoration* or *heal*; otherwise it must be set and immobilized with a DC 12 Intelligence (Medicine) check and requires 6 weeks to knit, followed by another week during which the character rebuilds their muscle strength.

A HEAD IN THE WATER

Anyone attempting to cross the Watchita River to the cliff face, whether to attempt to climb it or to simply investigate, is likely to encounter the large stone statue head lying in the water. The current, though fast, is relatively clear and seeing the bottom is easy. When the rangers sacked the castle they plundered the temple and desecrated the statue of Ornduhl (see below The Chamber of Ornduhl). They cut the arms and legs and head off the statue and threw them all over the cliff and into the river. There they have lain ever since.

Ornduhl is an evil god and a very powerful one at that. The power of his presence is felt in most things, even if it is not a direct intervention of the god's choosing. The head of the statue, which witnessed many horrible acts, carries the weight of him. Anyone that looks upon it must make a DC 12 Charisma saving throw or be cursed.

CURSE: The curse creates doubt in the character, causing them to fear the consequences of almost every action they take. It has

few mechanical effects and is intended more as a role playing curse. The CK should play this up by telling the player that they have a bad feeling about actions. For instance: "You know that going over that wall is a bad idea, something in your gut is telling you that to do that will get everyone killed."

Characters who fail to play the curse out can be afflicted with the frightened condition when the CK deems it necessary, for as long as the CK deems it necessary. Treat it as though the character is afflicted with severe anxiety attacks. If this proves too hard to play, simply give them a -1 on all mental attribute checks (Int, Wis, Cha). The curse can be removed by a *remove curse* spell or a *bless* cast by a good cleric.

GURTHAP CASTLE

The castle consists of an outer wall, inner wall, the barracks, and temple. Beyond the inner wall is the keep. There is a dungeon under the Keep where the tomb of the warrior lies. In all, Gurthap Castle is a simple affair designed to give the priest a safe haven and where he and his people could worship Ornduhl safe from the horrors of the Darkenfold.

A band of gnolls recently moved into the area. They took the outer and inner walls and set up camp between them. They have not entered the keep and have only barely explored the ruins of the temple and barracks. Gnolls have a healthy, superstitious fear about most things and the Keep seems a place to avoid. They repaired the gates in both walls, but the inner gate is almost always left open.

The band includes a gnoll chief and 28 followers, plus 12 females and about 18 pups in the group. They also have 4 kobold and 1 goblin slave. These are allowed to roam free about the compound.

They are using Gurthap Falls as a refuge. They raid the Post Road to the north, the eschl (wild men) to the east and have ranged as far as Ends Meet and Alice in search of plunder. They have become a nuisance in recent months.

OUTER WALL

The outer wall is 24 feet high, 12 feet wide at the base and 8 feet wide at the top. The wall is mounted by merlons and battlements and a catwalk that allows for easy defense. There are six raised platforms, accessed by steps from the catwalk that overlook the fields in front of the walls.

The walls are sheer and made of large blocks of stone, however, they are old and weathered, having suffered decades of abuse without any upkeep. This makes them easy enough to climb for a character proficient in the Athletics skill. A successful DC 15 Strength (Athletics) check allows ascension to the top.

From inside the walls, the catwalk is accessed via steps built into the walls themselves. There are two such sets on either side of the gate, marked with an "S" on the map.

The gnolls keep a watch on the wall at all times. One gnoll sits in the two platforms overlooking the rivers, 2 more are on the

platform to the left of the gate. Each carries a whistle that sounds in such a pitch that only dogs (and dog-like creatures) can hear it. If the gnolls spy anyone approaching the walls, or even in the forest beyond, they sound the whistle, alerting the rest of the band. They keep fairly careful watch as the Darkenfold is a home of many enemies.

THE GATE

The gate in the outer wall consists of two stout, wooden doors. They are somewhat worn and damaged, however, the gnolls have hobbled them together with scrap wood they found around the yard. It is a double-door gate that opens in, with a wooden bar to lock it. The gate is 12 feet high, and 16 wide, each door being 12 feet high and 8 wide.

The gate is highly susceptible to fire, taking double normal fire damage and catching twice as quickly as normal. It is not very stout, only able to take up to 40 points of damage until one or the other of the doors breaks.

GNOLL ENCAMPMENT

The gnolls are spread along the west central area between the two walls (marked "G" on the map). Their camp consists of five yurts, made of animal skins and poles built in a circle around a large, fresh dug fire pit. It is filthy. Animal carcasses, guts and bones, broken equipment, excrement, fire wood and other debris lying scattered around. Amidst it all are a good dozen crows, always feeding on the left overs. A foul stink rises from the whole area.

The gnolls mostly lounge about, doing next to nothing when not hunting and eating (though they have a fire pit, they do not cook their food, eating it raw). Their weapons are close at hand, however. At the first sound of a whistle blowing the gnolls scabble to their feet, arm themselves, and rush to the wall and gate. A good 8 go to the gate to hold.

GNOLL CHIEF (CE M humanoids): HP 32 (HD 7d8), AC 18, Spd 30ft. Str 16 Dex 14 Con 11 Int 6 Wis 10 Cha 7. Perception 10. Bite +5 (1d4+3), Spear +6 (1d8+3 or thrown 1d6+3 20/60ft), or Longbow +4 (1d8+2 150/600ft). SA berserk (when opponent to 0, half move bite another.); pack leader (all gnolls within 10' who can see and hear him gain advantage on attacks). He wears a +2 chain hauberk and carries a wooden shield. He has 50gp in gems and coin.

GNOLL WARRIOR, 2C (CE M humanoids): HP 22 (HD 5d8), AC 15, Spd 30ft. Str 14 Dex 12 Con 11 Int 6 Wis 10 Cha 7. Perception 10. Bite +4 (1d4+2), Spear +5 (1d8+2 or thrown 1d6+2 20/60ft), or Longbow +3 (1d8+1 150/600ft). SA berserk (when opponent to 0, half move bite another.) They each possess a chain hauberk, a shield, their weapon, and a pouch with 2d6gp.

GNOLL FEMALES, 12 (CE M humanoids): HP 22 (HD 5d8), AC 15, Spd 30ft. Str 14 Dex 12 Con 11 Int 6 Wis 10 Cha 7. Perception 10. Bite +4 (1d4+2), Spear +5 (1d8+2 or thrown 1d6+2 20/60ft), or Longbow +3 (1d8+1 150/600ft). SA berserk (when opponent to 0, half move bite another.) They

each possess leather armor, their weapon, and a pouch with 2d6gp.

GNOLL PUPS, 1C (CE M humanoids): HP 5 (HD 1d8), AC 12, Spd 30ft. Str 10 Dex 10 Con 10 Int 6 Wis 10 Cha 7. Perception 10. Bite +3 (1d4). SA none. They possess nothing of value. Challenge 0 (10 XP)

TREASURE: The gnolls have accumulated a little treasure in their raids. In a trunk in the largest yurt is the following: 249gp, 300sp, 3pp. There is a silver locket with the picture of a handsome, middle-aged woman in it worth 35gp, and several leather bound books wrapped up in oil cloth. One is a spell book with 4 1st level spells in it.

FIGHTING THE GNOLLS

Gnolls are cunning creatures, not necessarily problem solving beasts, but able to work out the best and quickest way to kill someone or sense when they are about to be killed. They are cowardly as well and do not stand and fight against odds that they feel they cannot overcome. With this in mind, the gnolls fight ferociously up to a point. As soon as that point is reached, they break and flee.

In this case, if 6 gnoll warriors are killed they break for the inner wall, all running like mad to get there. The warriors will leave the pups, but the females will not; they will go for the camp and try to scoop them up and run. The females fight to the death to defend their young, but they do not fight to aid each other. It's every gnoll for themselves.

The chief attempts to rally them at the top of the stairs that lead to the gate in the Inner Wall.

The gnolls fight at the inner wall until it is breached or until another 6 of the warriors are killed. At that point they break and run.

THE INNER WALL

The inner wall arcs from just inside the Watchita Falls to the Westerling Falls. The wall is shorter, but it is built on a rise in the land, which makes it higher than the outer wall. The wall itself is only 18 feet high and 10 feet at the base, but the rise it is built upon is a good 12 feet, putting the whole 30 feet above the compound. There are six platforms lining the wall, two sets of steps, a catwalk, and one gate.

THE RISE: The rise, or ridge, is 12 feet high and has a very rough slope, it is easy enough to climb or run up, but there is very little purchase at the base of the wall. A scaling ladder will not fit at the base of the wall; other means of egress must be found.

The platforms overlook the entire area.

THE GATE

The gate here is smaller, 8 feet high and 5 feet wide, and consists of only 1 door. It stands at the top of a set of steps that climb up the rise to the gate itself. Like the first door it has been patched

together but is very old. All fire damage does double damage. The door itself can only take 20 points of damage before it collapses. There is a wood beam that can be used to lock the door.

The gnolls fight to hold the steps and door and put all their remaining people along the western wall, their hope being that the party will attempt to climb the wall east of the door. They know there is a monstrous spider there and are hoping the beast will do their work for them.

If they are driven back, if the wall is breached, or 6 of them slain they flee back over the wall making a run for the Outer Wall and freedom.

As noted, living on the east side of the wall and nesting beneath the platform, is a monstrous spider. The gnolls know that the creature is there and avoid it like the plague. They do not defend that section of the wall, in hopes the characters will cross over the platform and be attacked by the spider. It is well hidden, nesting under the platform on the inside of the wall and will only be spotted by those with passive Perception 17 or better; otherwise, it gains surprise on its first attack.

Indeed, anyone coming over the wall there, or onto the catwalk, draws the spider's attention. It rushes immediately, attacking and attempting to poison whoever is closest.

SPIDER, GIANT (*unaligned L beasts*): HP 26 (HD 4d10+4), AC 14, Spd 30ft/30ft (*climb*). Str 14 Dex 16 Con 12 Int 2 Wis 11 Cha 4. Perception 10. Stealth +7. Bite +5 (1d8+3 plus 2d8 poison plus poisoned, paralyzed /1 hr (Con DC 11 half); Web +5 (5/6, 30ft, hp 5, AC 10. Target restrained. DC 12 Str neg.). SA blindsight 10ft., darkvision 60ft., spider climb, tremor sense on web, immune to webs, poison, bludgeon and psychic damage, fire vulnerable.

TEMPLE

This large colonnaded building was constructed as a temple to Ornduhl, the Red God. The god is one of the Val Eahrakun, the first of the gods and the most powerful beings to ever walk the world save for the All Father himself. Ornduhl was one of the strongest (if not the strongest), and his mind was bent with spite and malice; he was, and his worship is, altogether evil.

The priest constructed this temple for Ornduhl's glorification. It was built on a rise of ground, and consisted of a high roof held up by a multiple columns. Within were six more columns fronting the door to the room that held the Chamber of Ornduhl, where his statue was set. Beyond this room were two other rooms, one for the priest and the other a banquet hall.

When the rangers stormed Castle Gurthap the temple was put to the torch, but it would not burn for it is made of stone. Only the tapestries, rugs and other accouterments went up in flame. These stained the structure with scorch and burn marks. The great statue that sat overlooking the Chamber of Ornduhl was hewn, his arms and feet cut from the torso and thrown in the river below.

AREA 1 CHAMBER OF ORNDUHL

The chamber is huge and lined with yet more columns. At the end of the chamber is a large throne, built for a giant and in it sits the remnants of a statue of a man. This is the room that the priest was slain in. He fled here, unable to get to his secret treasure trove in the Vestment Room, and fought the rangers at the feet of his god. He died there and the stain of his blood remains on the stone floor.

The air is heavy as you enter the chamber and you catch your breath as if met by sudden surprise. The dark is stabbed by some light spilling in from broken masonry in the ceiling high above. The light falls upon a throne of carved stone at the end of the room, upon which sits the body of a man. His head is gone, hewn with some violent stroke of the maul, as are his feet and hands. Upon the figure's shoulders are the markings of a cloak, huge and voluminous, that folds into his form with flawless mastery. The room itself is scorched, the floors, walls and ceiling showing signs of some past conflagration. A foreboding ambiance hangs over the statue.

A DC 15 Intelligence (Religion) check allows one to recognize the very distinctive cloak that Ornduhl wore when he ruled the world.

NOTE: If not in Aihrede, the Red God can be any evil deity.

FEAR: The room casts a pall of fear and anyone entering must make an immediate charisma save or suffer -1 from all attribute checks and combat rolls, including initiative, so long as they are in the room and for 10 minutes after they leave.

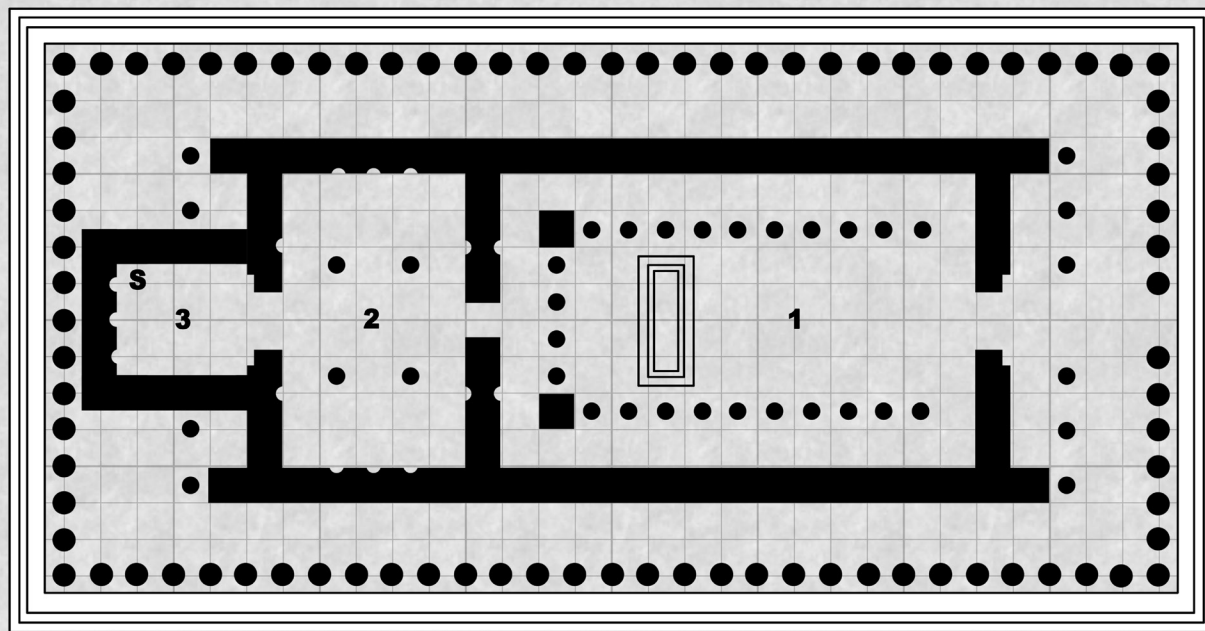
Any careful search of the statue or the area around the statue reveals the blood stains upon the floor in at the statue's feet. It is in the very odd shape of a circle, mounted by a half circle. A DC 15 Intelligence (religion) check reveals that this is the holy symbol of Ornduhl.

The priest has survived, if in a form that he did not desire. He has assumed the form of a shadow of his own hate and he lingers in the room, lusty for revenge. Any who enter the room draw his ire. He does not attack at first, but waits until anyone approaches the statue. At that point he attempts to attack them from behind, draining their strength with his first blow. He is mindful of the sunlight spilling through the ceiling, for if he is driven into it, he is instantly destroyed.

SHADOW (CE Medium Undead) HP 16 (HD 3d8+3), AC 12, Spd 40ft. Str 6 Dex 14 Con 13 Int 6 Wis 10 Cha 8. Perception 10. Stealth +4/+6. Strength Drain +4 (2d6+2, plus 1d4 Str). SA Vulnerable radiant; Resist cold, acid, fire, lightning, thunder, nonmagical weapons; Immune necrotic, poison, exhaustion, fear, grapple, paralyze, petrify, prone, restrain; Amorphous; Hide as bonus action in dark or dim; Sunlight disadvantage.

AREA 2 BANQUET HALL

A large table and accompanying chairs once stood in the center of this room, surrounded by several serving tables. But these



1 SQUARE= 2.5 FEET

TEMPLE

were all destroyed and put to the torch, much of it thrown into the Vestment Room to add heat to the fires that burned there.

The room is largely empty now, only dirt and other odds and ends that have blown into the room from the outside.

AREA 2 VESTMENT CHAMBERS

This small room was reserved for the priest to prepare himself before banquets and gatherings in the Chamber of Ornduhl. It did not serve as his living quarters. The room was once proudly furnished, but all that was burned in the fire, much of it in the room itself. The walls here are horribly blackened.

There is a fountain set in the wall to allow the priest access to fresh water for bathing or drinking. The fountain is a half circle, built into the wall that abuts the Chamber of Ornduhl. It is fed from an underground spring and drains through hole built at the top edge of the fountain. There is always water in the fountain.

The sides of the fountain depict Ornduhl in his battle with Ealor and as in the Chamber of Ornduhl; anyone with making a successful DC 14 Intelligence (religion) check can identify the figures and the events depicted. It is easier this time for the depiction is whole.

THE SECRET PANEL: the room is void of any furnishings or visible wealth. There is however a panel built into the back wall of the chamber. Here the priest kept some of his more sacred items hidden from the casual observer. Anyone searching the chamber for secret doors discovers the panel on a successful DC 15 Wisdom (perception) check (or passive Perception 15). Once discovered it is easy enough to open.

TREASURE: Within, is a closet 3 feet wide and 6 feet high. It is neat and clean. There is a *robe of displacement* hanging on a peg

against the wall, next to it is a small shelf with a *ring of swimming* and leaning in the back against the wall is a *+1 mace*. There is a small chest with 25pp in it.

BARRACKS

On a rise near the gate in the inner wall stands the two barracks, side by side. These identical buildings housed the castle's soldiery. The dorms had bunks for 6 men, and each barracks maintained a sergeant's quarters. The two buildings together are able to house 74 men. Each of the barracks had kitchens, dining halls, and an armory. They were designed as mini-fortresses allowing the inhabitants to defend them in case the inner wall was breached. A secret door in each barracks leads underground to the Keep, allowing passage from one to the other.

BURIAL MOUND

One of the barracks has burned down and collapsed into a heap of masonry. All that remains are the walls; the rest is rubble. The reason it burned down is that the rangers burned the priest's men here.

All the soldiers that were slain in the battle were dragged to the barracks and heaped in a pile. They were stripped of their equipment, covered in pitch and then put to the torch. The fire burned extremely hot and collapsed the ceiling above, which brought the whole structure to the ground, leaving only the walls. The heap of blackened bones remains in the center of the burnt out building, plain for all to see. There is nothing left but bones, and any tissue that survived the conflagration was consumed by rats or carrion birds. The ground is too hard for the bones to sink anywhere, so they remain in a blackened heap.

If the characters investigate the ruined building, read or paraphrase the following:

The building is in utter ruin, only the four walls remain, and those are half collapsed. The ceiling clearly collapsed from the center remaining somewhat intact as it did so, for the center of the room is devoid of rubble. The reason for the collapse becomes obvious. There, among the heaps of rubble, lies a small mountain of bones, charred black and scorched with no signs of flesh, clothes, or armor.

The rangers piled 68 bodies here. The soldiers were not given a proper burial, and the power of the temple has cursed these fallen men; if disturbed they begin to rise as a monstrous skeleton comprised of a great mound of interconnected, mismatched bones. The creature attacks anyone within sight.

MONSTROUS SKELETON (CE Large Undead) HP 67 (HD 9d10+18), AC 12, Spd 40ft. Str 18 Dex 11 Con 15 Int 6 Wis 8 Cha 5. Perception 9(-1). Claws +6 to hit, reach 5ft, one target. *Hit:* 2d8+4. SA Darkvision 60ft; Resist bludgeoning; Immune poison, exhaustion; Turn resistance; Multiattack (2 claws). Challenge 2 (100 XP).

NOTE: Adjust the hit dice and hit points as necessary.

SECRET STAIR: In the ruins beneath where room 6 would be (consult the barracks diagram) is a stair leading down. It is covered with rubble and barely visible. It was once hidden behind a secret door, but the walls and door are now gone. If a thorough investigation of the area is made the stair is found on a successful DC 12 Intelligence (investigation) check, or if just a casual search is made, it is much harder to find, requiring passive Perception 15 (or DC 15 Wisdom (perception) check) or better to spot.

The stair leads to the tunnel connected with the keep. It also leads to the other stair in the other barracks and reveals the secret door to anyone going up it.

STANDING BARRACKS

ENTRANCE

The main entrance is blocked by two large double doors. These have been broken open and one lies upon the floor of the common room, the other hangs at an odd angle on its hinge. Both are metal doors and, though damaged, can be repaired.

AREA 1 KITCHEN AND COMMON AREA

The doors lead into a large open area that served as a common area and kitchen. The remnants of broken masonry lays upon the floor. Cupboards and doors hang askew, blackened and damaged, lining the walls to the left. There are some broken chairs littering the room as well. There is nothing of value in the room.

AREA 2 ARMORY

The rangers looted this room, taking all the weapons and armor they could carry. The rest was buried in the forest and retrieved at a later date. There are a number of pegs and hooks in the walls, all empty. The room has nothing of value in it.

AREA 3 STORAGE

This served as the barracks storage room. They kept food stuffs, beer and utensils here. There are a few nondescript items lying about: metal bands, a ladle's handle, and so forth.

AREA 4 WELL ROOM

The well room kept the barracks supplied with water. The well is sunk into the floor, with only a short lip around it. It is about 3 feet in diameter and set with stone only on the top few feet, after that, it is rough cut. Water can be heard below. There is a chain attached to a pulley in the ceiling that hangs down into the darkness.

If someone crawls down the well, they encounter water after about 60 feet (the chain goes into the water). This water is part of an underground cave that leads out beneath the water fall on the Westerling River. It takes 2 minutes to swim from the well room to the river. If an attempt is made, it should be remember that swimming in an underground cave is extremely hazardous and done in the complete dark unless some magical light is supplied.

AREA 5 CESS PIT

This room was used as a toilet. There are four pit toilets in the room, each dropping down into a common pit. They are covered by small metal hatches. A barrel of lime was kept near to cover the excrement and to keep the smell under control.

There is nothing of value in the room; there is a secret door, however, which may be spied on a successful DC 13 Intelligence (investigation) check or a DC 15 Wisdom (perception) check (passive Perception 15).

AREA 6 SECRET CHAMBER

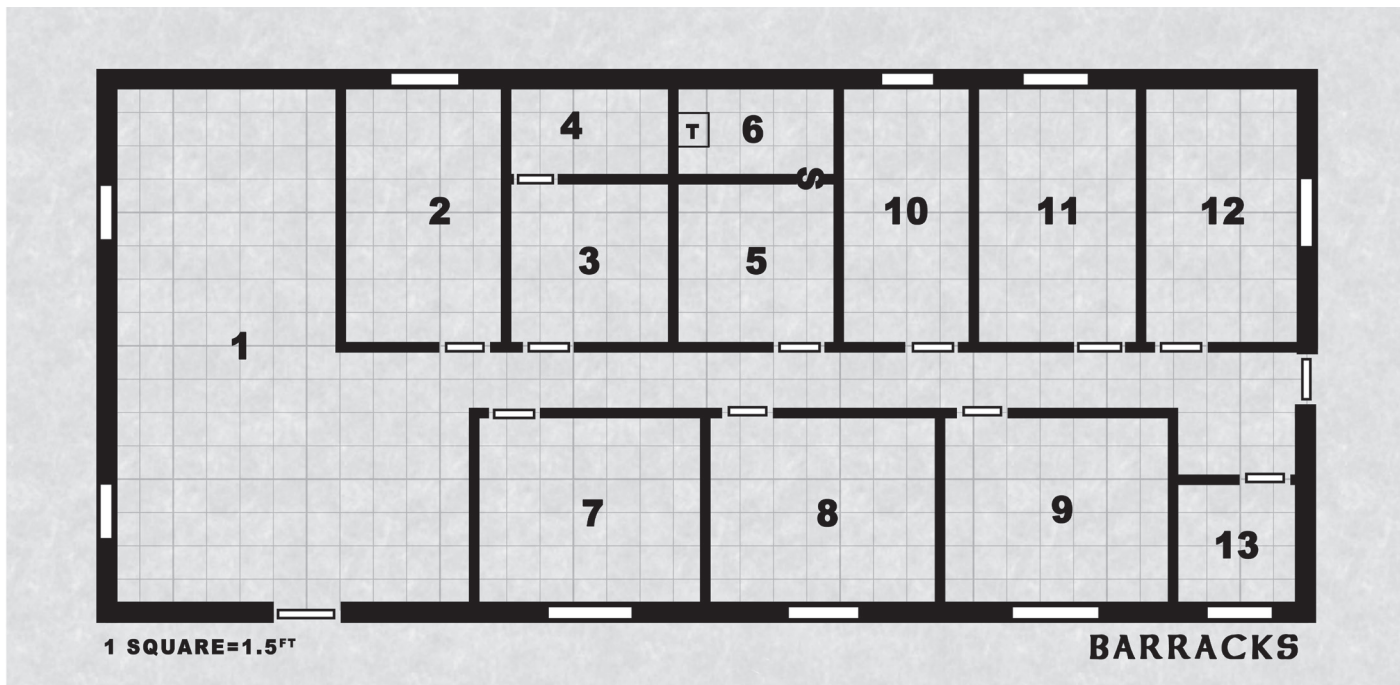
This chamber is empty. There is, however, a stair leading down into the darkness. The stair leads to a common hall that connects both with the other secret chamber in the burned out barracks and with the keep (see below).

AREA 7 DORM

Each dorm housed six men and once possessed bunks, trunks, and tables for their use. All of this has been hauled off and added to the fire pit or simply thrown off the cliff.

In Area 7 the words "Damned are those who follow the Red God" are scrawled on the wall. However, someone has gone back over it and scratched out the words and carved the holy symbol of Ornduhl beneath the scrawl.

There is nothing of value in the room.



AREA C DORM

The room is empty, and the door closed and locked. Opening it requires a successful DC 15 Dexterity (thieves' tools) check. Breaking it down is also a possibility if 20 points of damage is done to the wall or door itself. The room itself has become the lair of a goblin. He comes and goes through the window, as it is high enough off the ground to keep most predators out.

The room is musty and stinks of someone's unwashed body. On the floor is a pile of blankets, arranged into a sleeping mat. A large dark stained bag sits in the corner. A short sword leans against it. A small pile of food, fruits, nuts, roots, and a dead rat lay on the floor not far from the bag. On a stool, beside the sleeping blankets sits a small water clock. The walls are peeling and covered in all manner of scrawl.

Entcheon is an eldritch goblin, and he has dwelt here for some time using the place as his refuge. No one has bothered him for some time. Most of the writings on the wall are in goblin and relate bits and pieces of his life story, about his conversion by Ornduhl from a dwarf of old into a goblin. He has scribbled his name on the wall multiple times and if anyone takes the time to look over the writings, they'll notice, even if they can't read, the repeated word.

He is the one who marked out the writings in room seven and carved the symbol of Ornduhl beneath it. With a successful DC 17 Intelligence (history) or Intelligence (religion) check one notices the similarities between the two.

Entcheon is not currently in the room. He left several days past and headed up to Greenbriar to steal some food. He is presently on his way back. He prizes his water clock above all things. All goblins love water, its movement and flow, the sound it makes when it falls or tumbles over rocks. It is

captivating to them. And this water clock brings Entcheon tremendous pleasure. If it is stolen he pursues the thief until he retrieves it.

NOTE: This encounter is designed to give the CK an arc for future campaigns.

TREASURE: Under the bedding is a wickedly curved, bloodstained +2 *dagger of wounding*. It is the weapon Entcheon favors, as he prefers to kill victims that are sleeping or otherwise helpless. The water clock is his other prized possession. It is small, made of gold and platinum and keeps perfect time. The water is contained and circulates from the holding container to the reservoir. It is clearly magical and worth about 1000gp.

NOTE: Eldritch goblins are immortal and can only be killed in one certain way. For more see **The Fifth Edition Player's Guide to Aihrde**, and **Monsters & Treasure of Aihrde**. When playing eldritch goblins it is important to note that while they cannot be killed by weapons and sorcery these things cause pain and tremendous aggravation, as well as running the risk of putting the goblin in a situation he or she may not be able to escape. For this reason the goblin does not just wade into combat and fight like a fighter, knowing he can't be hurt. They tend to sneak, murder, use others to do their deeds. In short, they do what they can to keep themselves out of the combat and risks that the battlefield entails.

ENTCHEON (NE S humanoid): HP 7 (HD 2d6), AC 15, Spd 30ft. Str 8 Dex 14 Con 10 Int 14 Wis 14 Cha 12. Saves Int +4, Wis +4, Cha +3. Perception 14 (+4). Nature +4, Stealth +6, Survival +4. Spear +4 (1d6+2/1d8+2 (versatile); 20/60ft), Dagger of wounding +6 (1d4+4, plus 1d4 necrotic damage each round/DC 15 Constitution save at end of each turn to end effect; 20/60ft) or shortbow +4 (1d6+2; 80/320ft). SA: disengage or hide, favored enemy (elves). Resistance to bludgeoning, piercing, stabbing damage from any

weapon that isn't a hammer. Regenerate 10 damage/round that isn't delivered by a hammer. Vulnerability to bashing damage from hammers.

HAMMER VULNERABILITY. As with all eldritch goblins, Entcheon is immortal and cannot easily be killed. His curse is bound to his early life as a dwarf, as all such curses are. If he is hit with a hammer, the damage is real and lasting. For this reason he avoids anyone using a hammer to the point of fleeing. All other damage has no effect on him.

AREA 9 DORM

This room is much like room 7, empty. There is nothing of value here.

AREA 10-12 DORMS

The walls between these rooms have been largely destroyed. The men defending the barracks made their last stand in room 11-12. When the rangers were unable to break the doors down, they tore a hole in the wall between 10 and 11. The plaster and stone is plain for all to see, still laying scattered on the floor of both rooms. After room 11 was cleared they did the same to the wall between room 11 and 12 with similar results. Everything of value was burned or taken and the men hauled out and burned in the body mound.

There is precious little in these rooms of value and they are, for all intents and purposes, one room. The windows are still shuttered and locked from the inside, but the doors have been swung wide and remain open. There is nothing of value here.

AREA 13 SERGEANT'S CHAMBER

The sergeant's chamber was sacked just as the rest of the building was, however he was smart enough to cut his way out before the rangers cut their way in. There is a small hole in the wall, (only about 3 feet by 2 feet) that he dug out with his dagger. With two companions, he fled across the compound and leapt into the Westerling River and escaped.

The room was sacked and the furniture hauled to the blaze set in the other barracks. There is nothing of value here.

THE CASTLE

The Keep consists of a large bastion with four platforms and one square tower that overlooks the confluence of the rivers. The platforms overlook the Inner Yard and the rivers. The rangers tore the gate off the hinges of the wall when they sacked the keep.

The wall itself is built on a rise that stretches from one side of the peninsula to the other. The rise is 8 feet and the wall a further 24 feet high, placing the overall wall 32 feet above the yard. The wall at its base is 14 feet thick. Like the outer and inner walls, the castle walls have catwalks that stretch from one platform to the next. There are stairs leading up to the walls. The wall is unoccupied and the gate wide open.

THE KEEP

The keep is a square, stone tower with five levels and a roof. The first level is partially buried, with an entrance in the back, facing south. The main entrance faces north to the Castle Wall. The Keep has no proper windows, but does have arrow slits on almost every level. Each level is generously supplied with torch sconces, though not torches.

GROUND FLOOR

The ground floor serves the Keep as storage and a kitchen. There is a large oven and fireplace, built into the wall, for cooking. There are several stone tables, also attached to the wall, and a small well in the north-west corner that accessed water from the river below.

The doors are thrown open. The sound from the flowing river is faintly heard from the well.

OVEN: The oven shows signs of use. Entcheon comes here from time to time to cook on it. There are fresh ashes in the oven and many bones. A successful DC 15 Wisdom (survival) check reveals the signs left by the creature here are the same as the one near the barracks.

SCRIBBLES: There are some scribbles on the wall, just like those in the barracks. This one says, in goblin "The Warrior of Ornduhl awaits."

WELL: The well itself is about 3 feet in diameter and directly accesses the rivers below. Climbing down it puts one into an underground cavern carved out by the Watchita. The current pulls anyone who drops into it, down and out, and into the confluence of both rivers, safe and sound, if a bit battered. Anyone going into the water here will be caught up in it in less than 30 seconds unless they attempt to fight it. There is nothing of value here.

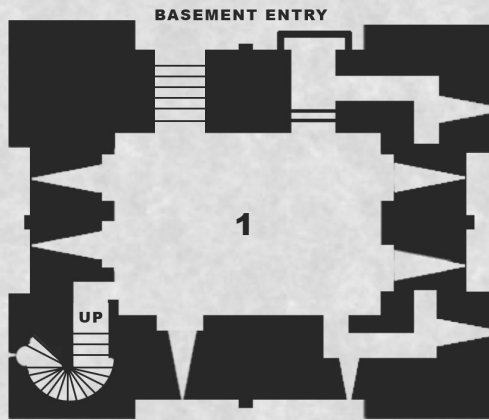
ENTRANCE HALL

The door to the entrance hall is broken and lies in shattered pieces in the grass before the steps.

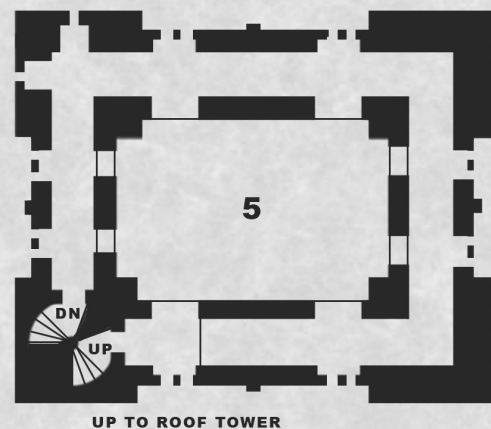
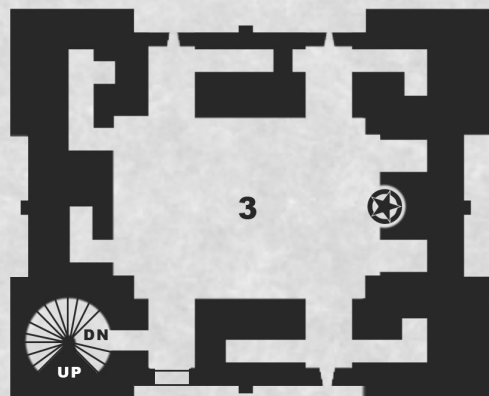
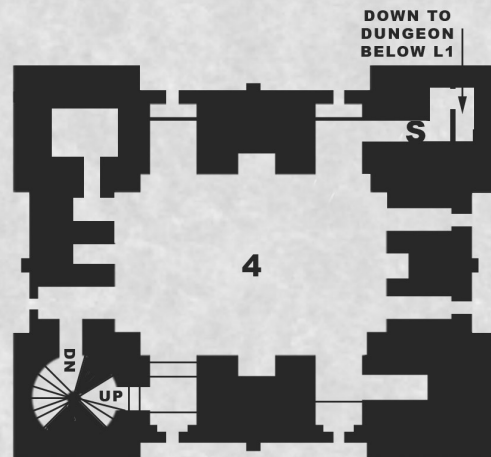
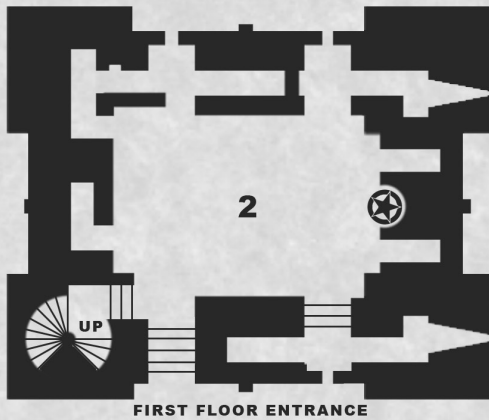
You are greeted by a musty smell as you pass beneath the threshold and into the room. Light filters in from the door and the room's arrow slits, casting a pale yellow glow on the room. The room seems bare but for the frieze on the far wall. There a man sits on a throne, presumably glaring out, but his face has been broken off the frieze, as have many of the prominent features, his hands, feet and parts of his legs and so on.

The frieze was of the god Ornduhl, but the rangers bashed it with hammers until the form became unrecognizable. The words "What is now, must have been." are carved unto the frieze. The rangers failed to damage this common prayer to Ornduhl. A successful DC 14 Intelligence (religion) check will impart knowledge about the prayer and its relation to the Red God.

GURTHAP CASTLE



1. GROUND FLOOR/BASEMENT
2. FIRST OR ENTRANCE FLOOR
3. THE GREAT HALL
4. ROOM OVER HALL
5. UPPER PART OF HALL WITH GALLERY



1/4 INCH = 5 FEET



GREAT HALL

This hall served as a meeting place for the priest and his captains. They feasted here and discussed whatever business pressed them. The table and chairs were too difficult to remove and the rangers grown tired of their destruction. For this reason all are largely intact. There is one large table and 12 chairs.

The walls had several cabinets set against them, but these are pulled over and their contents, two dozen pewter place settings are scattered all over the floor. If investigated it bears the stamp of Festoon, a smithy in Petersboro; it is a famous house of skilled smiths from that town.

A large frieze of Ornduhl, battered like the one in the entrance hall, overlooks it all. The same prayer is carved into the base of it.

The pewter is worth about 150gp, but if it is all gathered together, it is very heavy.

PRIEST'S CHAMBERS

This room served as the priest's private chambers. The furniture was destroyed by axe and hammer when the room was sacked but the rangers did no more, feeling an evil presence in the room. And they were not wrong.

The room has a secret door with steps leading down to the dungeon crypt beneath the Keep where the warrior of Ornduhl lies entombed. The door is open and the steps clearly visible. The filth of evil that has crept up the secret way permeates this room, and it has fed the growth of an ochre jelly, laying unseen around the entrance. The stink of the creature is prevalent everywhere, both in the secret entrance and in the room proper. All characters may make a DC 17 Wisdom (perception) check to identify the smell. Anyone entering the chamber is attacked.

OCHRE JELLY (*Unaligned L Ooze*) HP 45 (HD 6d10+12), AC 8, Spd 10ft/10ft (climb). Str 15 Dex 6 Con 14 Int 2 Wis 6 Cha 1. Perception 8(-2). Pseudopod +4 (2d6+2 plus 1d6 acid). SA blindsight 60ft, immune lightning, slashing, blinded, charmed, deafened, exhaustion, frightened prone, resist acid, amorphous (move through spaces to 1"), spider climb (no ability check needed for difficult surfaces including upside down); Split (when takes lightning or slashing damage, splits into 2 creatures each with half hit points of original, rounded down, and 1 size smaller).

It attacks until it is dead or has fed on someone.

Its last victim was a rogue, who was devoured and his treasure dropped down the steps. It lays there still, undisturbed.

TREASURE: There is a magical backpack, that keeps all things in it safe from the elements. Within are magical thief tools +2, a rope of climbing, a potion of healing, and a potion of giant strength. There is also a small flagon of wine and 125gp in coin.

UPPER HALL WITH GALLERY

The upper hall served as an armory and barracks. Three bunk beds remain, though they are pulled over and have suffered some minor damage. There 6 in all, giving room for 12 defenders to dwell here. A wash basin, shattered on the floor has joined the other general refuse.

TREASURE: A careful examination of the floor may reveal a hidden compartment. If a successful check is made (DC 15 for Intelligence (investigation) or DC 17 for Wisdom (perception)) the loose stone is found. Here a soldier hid his wealth from his comrades and other prying eyes. And though his life ended in the battle and his body was tossed on the pyre in the barracks his wealth remained. Underneath is a small metal box, within is 100gp in assorted coin and a thick banded gold ring worth 50gp.

Roof

Birds roost here and their droppings and feathers abound. The roof of the keep offers a panoramic view of the country to the south and is somewhat higher than the trees to the north.

CRYPT

The secret door in the priest's chambers leads to a stair that winds down beneath the keep and leads to the entrance of the crypt. The crypt was built to house the dead warrior of Ornduhl, and was built to keep him in as much as keep others out. For this reason its bars and locks are on the outside of the doors.

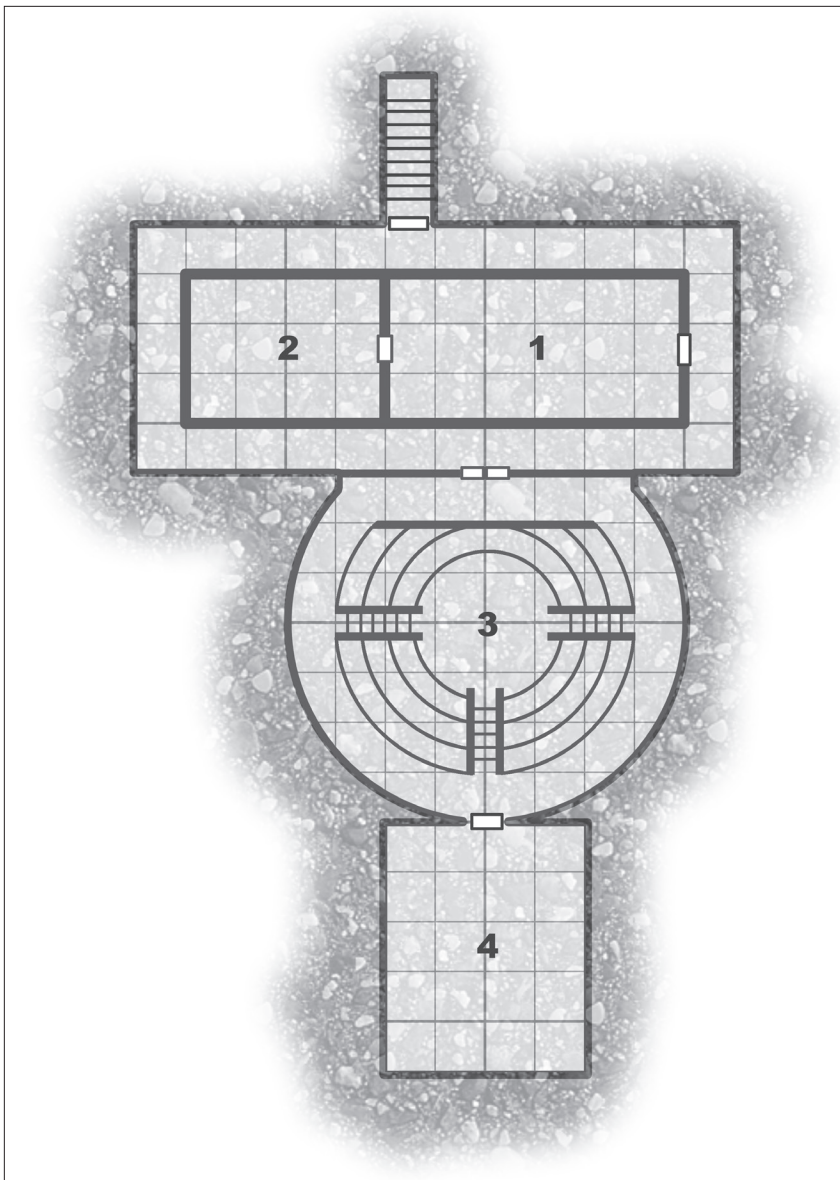
It is important to note that as soon as the characters pass from the winding stair in the keep to the staircase that leads to the entrance that the stone work takes on a decidedly different feel. It is several thousand years old, built many centuries before the Winter Dark. The stone work reflects a master stone mason, the blocks being notched and fitted both in the ceilings, walls and floors. There is some settling, due to the extreme age, but overall, the stone is in amazing shape. Any character proficient in mason's tools can, with a DC 14 intelligence check, determine this. Alternately, an Intelligence (history) check at DC 16 can determine this information; either way, a dwarf character's stonemasonry ability applies to the check.

The walls are surprisingly dry and clean and aside from settling a little show no signs of decay.

ENTRANCE

The winding stair gives way to another set of stairs that lead down into the darkness. They end before a door that is locked and barred from the outside.

Before you stands a single metal door. A metal bar sits in two brackets, a large padlock on a clasp and a key hole in the door indicate a prison. A thin green sheen of flaky metal reveals that the door has a high concentration of copper in it. Beyond that, the door seems in good shape. The walls around it, however, show a little age. A large rack of antlers are carved in the awning above the door.



It is magical water and radiates magic if a *detect magic* is cast upon it.

DRINKING THE WATER: Once consumed, the water gives whoever drinks it a heightened religious sense. For 1d4 days after consumption, spells cast by clerics, druids, and paladins benefit as though the caster's spellcasting attribute bonus was 1 point higher. For example, a cleric with a Wisdom score of 16 (+3) is treated as though they had a Wisdom score of 18 (+4) for purposes of spellcasting, affecting their save DC and spell attack bonus for the next 1d4 days, starting immediately and ending after the cleric completes the requisite number of long rests (if a "3" is rolled, for example, the benefits last until the cleric completes 3 long rests). The CK should make this roll and track the time secretly, as the PC will neither know how long the benefits last, nor how they work.

This effect is not cumulative. Other classes partaking in the water feel refreshed, and can feel the presence of the gods as an intensely personal experience, but otherwise do not benefit from the water. If the water is removed from the well for longer than it takes to drink a single draught (if a character fills their waterskin with it and leaves the room, for example), it loses its magical properties and becomes ordinary holy water.

AREA 2 SLEEPING CHAMBER

This sparse room served as the sleeping chambers for the Crypt's guardian. A simple stone bench sits against the far wall. Next to it, on the wall, is the likeness of the same antlers, drawn with care. They are hard to see as age has dampened the drawing, but they were clearly drawn by someone who had

tremendous reverence for Let.

There is nothing of value in the room.

AREA 3 AMPHITHEATER

This large circular chamber is clearly an amphitheater. The door opens at the top of the stone-carved bleachers and directly above the single aisle that leads down to the bottom of the room. On the far side of the room is a door identical in appearance to the one leading to the well. Above it are the same antlers carved in relief.

The door is metal, bound with a padlock and clasp, door lock in the door and the metal bar. All are in the amphitheater side of the door, indicating, much as before, a prison lies beyond.

The room is hollow, but it is hallowed ground, cast by a chaotic good cleric and has all the effects of a *hallow* spell. Not only does the room radiate magic, but it gives everyone who enters it a feeling of comfort and contentment.

The door is in good shape. The bar comes off with a successful DC 10 Strength check. The locks must be picked to open, requiring a DC 13 Dexterity (thieves' tools) check. The padlock, however, is set in a clasp in the wall and the door. The clasp can be pried out of the wall with a successful DC 13 Strength check.

Once open, the door gives way with a noisy groan.

The antlers above the door is the holy symbol of the god Let, one of the Og Aust and the head of that pantheon. (DC 14 Intelligence (religion) to identify).

AREA 1 WELL ROOM

This simple room has a well built into the wall and 12 pegs and shelves set in the opposite wall. A set of antlers, identical to those carved over the entrance door are above the fountain.

The water in the well is covered by a thick, brackish, almost solid cover of gunk. If cleared away the water is surprisingly clear and refreshing.

AREA 4 CRYPT

The crypt is a small room, dominated by one large, plain sarcophagus. There are however, five mirrors in the room. One attached to the ceiling above the sarcophagus, and two on either side of it. All are attached to the ceiling, and angled to point down at the crypt.

The mirrors are all magical, and radiate magic if a *detect magic* is cast upon them.

The warrior lies within. He is not dead, but he is wholly alive. He is in a state of hibernation.

Removing the lid is not difficult. It is not magically sealed and only weighs about 250 lbs. Any two characters should be able to lift it up and off the sarcophagus.

Within is a withered, humanoid body. The arms and legs are long, almost tubular. The fingers and toes are unnaturally long and thin. The body has no clothing or adornment of any kind, but traces of what once must have been apparel line his body here and there...the telltale signs of a belt, or harness. His skin is dry, gray with a hint of blue to it. It clings to the bones like a wet sheet, molding every curve and rise. Its head is small, as are its ribs, bald, with little chin, small eyes and almost no nose to speak of. So old and dried are the flesh and bones of this creature no odor emanates from it.

The warrior, Kha M Thir, is one of the Oanthuil, a doppelganger. These powerful men are shape shifters, able to assume the form of anyone they have had physical contact with or have contact with. While virtually indistinguishable from the standard doppelganger, their power derives from their worship of Ornduhl, who taught them magics of the Val Eahrakun. They are long lived, living active lives well beyond a thousand years, and when hibernating, even longer.

Kha M Thir was captured by the followers of Let and because they were unable to destroy him, they drew all the moisture from his body, withering it, and bound him here in the tomb. He cannot act on his own. He cannot awaken, nor move the lid. He is, for all practical purposes, dead. The mirrors are set there as a precaution. If for some reason he is woken up, the mirrors capture his gaze and confuse him. He sees the many identities he has assumed in his previous life, but not knowing which is the real him, he does not know which form to assume. So that even if he awakens, he is still held by the mirrors.

DESTROYING THE MIRRORS: To hit the mirrors and break them requires only a successful hit against AC 13 and 8 points of damage. Anything under 8 points of damage will crack the mirror but leave it intact.

The power of the Oanthuil is tremendous and if the lid is removed from the sarcophagus it triggers the creature's natural abilities. It immediately begins rehydrating. It does this however, by taking the water from those around it.

As soon as the lid of the sarcophagus comes off, Kha M Thir's form draws moisture from an area around him within a 50 foot in diameter circle. Every 10 minutes someone is in the room they must make a successful DC 18 Wisdom save or start suffering the effects of dehydration, gaining levels of exhaustion per ten minutes as if they were denied water for a full day, as outlined in the core Fifth Edition Player's Handbook. This Wisdom save replaces the normal Constitution save for dehydration.

SIGNS: The first signs of something happening appears inside the sarcophagus, as small beads of moisture appear on the walls and bottom of it.

For every level of exhaustion suffered by each individual member of the party in this manner, Kha M Thir gains 1 point of Constitution. For example, if three characters fail their save, each suffers a level of exhaustion, and Kha M Thir gains 3 points of Constitution.

When he reaches 5 points of Constitution, his eyes gradually open, though they immediately become fixed on the mirrors. His body begins to show signs of hydration. Color comes back to the skin and some flesh as well. When he reaches 10 points of constitution he can move, speak and act, if the mirrors have been removed or destroyed. If the mirrors remain, he looks at them back and forth continually.

All the while he continues to siphon constitution points from those around him. When he reaches 15 constitution points he is allowed a physical Constitution saving throw (DC 10+ 2 per mirror) to break free of the power of the mirrors, once per round at the end of each of his turns.

STRIKING THE CORPSE: He has a natural AC 20, but if a hit is scored, it splits the skin and dried tissue sending a cloud of toxic dust into the air. Anyone within 10 feet of the body must make a successful DC 15 Dexterity save or inhale the dust for 2d8 points of damage. A successful save halves the damage. Furthermore, if they fail the save they suffer hallucinations in the form of flash backs from Kha M Thir's own life. The hallucinations last for 2d4 rounds. Characters who suffer hallucinations are entitled to make a DC 15 Wisdom save at the end of each of a character's turns, ending the effect on themselves with a success.

TURNING: He cannot be turned. He is a cursed immortal being, not an undead.

SPELLS SUCH AS SPEAK WITH DEAD: He can communicate, but he only speaks his language, an ancient tongue that few speak. He can speak to others, but he will not. If the characters manage to speak with him, he talks only of his own suffering, wrongful persecution. If asked who he worships he says only "What is now, must have been."

TOUCHING HIM: If at any point any character touches him, whether in his hibernating state or not, the doppelganger is able to take their form and utilize their surface memories (including learning their languages).

Kha M Thir's goal is to be free of his prison, however he can. He will fight his way free if necessary. He will assume the form

of one of the party members if possible. He'll assume the form of someone he saw in the surface thoughts, forming into that person as he slowly hydrates. He will break free and run. In short anything he can do to get free of the crypt.

NOTE: How this is handled is up to the Castle Keeper. A large battle is possible, but also a deceptive one. He may slowly form as a relative of someone who touched him and ask for aid. In short, however, the CK desires the encounter to play out. The doppelganger should be scaled for the party.

KHA M THIR (DOPPELGANGER) (N Medium Monstrosity) HP 52 (HD 8d8+16), AC 14, Spd 30ft. Str 11 Dex 18 Con 14 Int 11 Wis 12 Cha 14. Perception 11(+1). Deception +6, Insight +3. Slam +6 (1d6+4) or by weapon. SA Multiattack (2 attacks); Darkvision 60ft; immune charmed; read thoughts (action; 1 target; 60ft, blocked by 3ft dirt or wood, 2ft. stone, 2in. metal or any lead; grants advantage on insight, deception, intimidation and persuasion vs the target.

SECRET VAULT: Unknown to Kha M Thir his gear and weaponry was set under the sarcophagus after his capture. It sits there now in a hollow space. If the tomb is moved the hollow space is revealed. Any search of the tomb reveals, upon a successful DC 15 Wisdom (perception) or Intelligence (investigation) check, that it can be moved. Moving it is another thing. It requires a successful DC 20 Strength (athletics) check to actually push it out of the way. Multiple characters can work together on this; up to 6 characters can participate, with one character making a check at advantage, but each character adding their Strength bonus to the check.

NOTE: If the tomb is moved and not returned, and Kha M Thir still asleep, when he wakes up, he is no longer under the mirrors and can take actions freely.

TREASURE: In the vault under the tomb lies his treasure. There is a broad weapons belt studded with gems worth 300gp, an armband with a diamond array worth 150gp and a small trunk with a golden ring wrought in the shape of Ornduhl's holy symbol worth 100gp. This latter gives any worshipper of that god a +1 bonus on all attribute checks and is very valuable to Kha M Thir. There is a *long sword of life stealing* in a beautiful scabbard, a set of *iron bands of binding* and a satchel filled with sheaves of paper, each with a spell scripted on it. There are 12 of these spells; the CK should roll randomly or choose which spells are contained. The spells here can be copied into a spellbook or read as a scroll, but not both; spells that are copied into a spellbook disappear off the parchment just as though they were read as a scroll.

NOTE: For the tale of Kha M Thir see the **TLG** collection of short stories **Tales of Two Worlds, Shade of the Red God**.

Once the characters have decided what, if anything, to do with Kha M Thir, and looted the crypt the road is open to them. North lies the village of Greenbriar and west the village of Ends Meet. To the south lies the Low River Country and the Mistbane River. Whatever direction they take, the Darkenfold is ripe with adventure!

OGL

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Built high on cliffs overlooking the confluence of two rivers, Gurthap Keep was a bastion of strength and a haven for the Cult of the Red God. Here, priests of old sacrificed over the tomb of long dead Kha M Thir, honoring him for his long service to the Red God.

They added bastions to the keep, walls, a temple and barracks. From there they terrorized the surrounding country, raiding the villages of Alice, Greenbriar and Ends Meet until at last the rangers gathered against the Cult and overthrew it. They drove them from their walls and those they did not slay, fled into the Darkenfold to the south.

The castle has sat thus ever since, a grim testament to the gods of the old world. The forest has consumed it and only the memories of men keep it alive. But within its abandoned walls lie the shadows of yesteryear. For the tomb of Kah M Thir was never found and the secrets of the priests of the Red God never fully revealed.

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