



The Rising Knight

An adventure for 4-8 characters of 1st to 2nd level for the
Castles & Crusades Role Playing Game.

By Davis Chenault



Adventure A0
Volume 3 of Three Books



©2004 Troll Lord Games. All Rights Reserved. Castles & Crusades, C&C, Castle Keeper, Troll Lord Games, and the Castles & Crusades and Troll Lord Games logos are Trademarks of Troll Lord Games. All Rights Reserved.

Background

The Drunderry River runs narrow and fast through much of its course until it tumbles onto the lowlands beneath the Fallow Hills and spreads out, laboring slowly to the south before emptying into the Elmarsh Lake. Only recently settled on the banks of the Drunderry River near the Fallow Hills by Writ of the King of Outmere, the village of Malforten has few people but many of stout heart.

The people here are sturdy folk, knowing they were settling at the edges of Outmere and far from help if ever there was need. They have banded together and fought many wild beasts and bandits, raiding goblins and even a marauding band of ogres. However, they have recently come under a more dire threat. A viscous gnoll warrior, Gritznak the Bold, has come to the Fallow Hills and taken up residence in an abandoned temple. From here, his band of raiders has encroached ever more often upon the steads of Malforten, taking cattle, grain stores, and stealing away a few residents for slaves and worse.

Though the men of Malforten have attempted to locate, trap or capture Gritznak, they have failed each time. Each failure has emboldened Gritznak to greater depredations, culminating with his coming to Malforten and demanding tribute. At their wits end, the leaders of Malforten called upon the Lords of Outmere for help, as they are duty bound to supply, only to be rebuffed as the wars to the west and south have consumed most of Outmere's veteran warriors. The eastern marches are now known to be open to raiders, bandits and other nefarious creatures who do not fear retribution so act with ever more audacity. To meet their obligations though, several lords of Outmere have offered a bounty for any who might bring an end to the depredations of Gritznak the Bold.

Gritznak, a massive gnoll, is aware of the situation in Malforten so does not expect reprisal for his actions. He is demanding tribute so he does not have to fight for it. This gambit has worked as no one in Malforten has overtly challenged him in a long time. Gritznak has learned through a source in Malforten that a bounty is being offered for his capture. He has little concern nor fear of those who may try to locate him since he is safely ensconced in his lair with many veteran goblins at his side and believes no one will be able to confront him.

The temple in which Gritznak has encamped is ancient and one in which many vile deeds were performed. Though long abandoned, the power of its deity, the Horned One, resonates even to this day. The temple itself has a mind and will of its own and acts to protect Gritznak and increase his strength to bring back worshipers and sacrificial victims in the hopes of resurrecting the last high priest in residence. One more victims and the temple will have succeeded in this horrific deed and allowing the bounty hunters to come to the temple to find Gritznak is far easier than having Gritznak retrieve them himself.

Involving the Characters

The easiest manner in which to bring the characters into this adventure is to have a sheriff or constable inform them of the bounty offered for Gritznak's capture. The characters might also hear of the reward at a tavern or other establishments where rumors run amok. The characters are then on their way to Malforten to present themselves to the town officials and have the mission explained to them and settle any terms of service before returning to more civilized lands for their reward.

Wandering Monsters

Traveling to or around Malforten carries the risk of meeting other travelers, some of whom are dangerous while others are benign. For each day traveled, the Castle Keeper rolls to determine if an encounter occurs. Make two checks during the day and one at night. An encounter occurs on a 1 on a d10. A d20 is then rolled and Table 1 consulted for the encounter.

Travel west of Malforten is fairly safe with a small chance of encountering something other than traders, travelers, herdsmen or similarly benign encounters. If the Castle Keeper intends to have the characters travel to Malforten or west of the town, there is a 50% chance that each encounter is nothing more than a normal traveler (trader, merchant, farmer, herdsman etc.). For travel north, south or east of Malforten, refer to Table 1.

Table 1: Wilderness Encounters

1-2:	Wild Boar (1-4)	3-4:	Wolves (1-3)
5:	Worg (1)	6:	Pixies (1-6)
7:	Stirges (1-2)/Ghoul (1) at night	8:	Inhabitant of Malforten (1-3)
9:	Bandits (2-5)	10-11:	Gnoll (1) with goblins (1-4)
12:	Goblin band (1-6)	13:	Ogre (1)
14-15:	Large Snake (1)	16-17:	Bugbear (2)
18-19:	Herd animals	20:	Blink Dog



Malforten

A dusty track leads across grassy plains to the settlement of Malforten. Two dozen or so wood and stone houses with thatched roofs are huddled closely together on the upper banks of the Drunderry River. Fields of grain spread out north, south and west of the village while cattle graze fretfully even further afield. Amongst the cattle are herdsmen who spy the comings and goings of travelers to Malforten. They call out sharp warnings in the direction of the settlement when anyone approaches while large dogs howl and bark. Before reaching the first of the houses a bell, set in the town center near a well, usually rung by someone nearby.

The inhabitants of Malforten live by farming and raising cattle. Most are subsistence farmers who have come here to escape the wars and depredations that are a constant in Outremere. As such, with the exception of a few, they own little of value and generally barter for goods or services in lieu of coin, as service has a more immediate and beneficial effect than a stack of gold. Food is plentiful and cheap and board can be had at the 'Empty Flagon' or, should the characters befriend any of the inhabitants, with the locals. Once every month a tinker and his band come to town to sell goods that might otherwise be difficult to obtain.

Castles & Crusades

Days begin early as work in the fields is demanding. Several of the men gather once a week to travel to the hills and fell trees for firewood and other purposes. There is a militia in Malforten that is commanded by Eryl the Hoskin and consists of about 40 members. They are ill equipped and incapable of countering Gritznak's raiders. A priest of Corthain and a priestess of Wenafar reside here. Though no church or temple has been constructed there are several shrines located around the thorp and in the fields.

The townsfolk are usually friendly but do not take insult lightly and gaining their trust takes time. Generally thankful for the arrival of help, several members of the community take issue with the lack of courage on the part of the locals to deal with the situation themselves and consider those who come for the reward to be, at best nothing more than bounty hunters or mercenaries and at worst, brigands.

The following is a list of important personages in Malforten. These are the significant non-player characters with whom the characters are most likely to interact. However there are other inhabitants and the Castle Keeper is encouraged to develop them as necessary.

Persons of Import

Eryl the Hoskin: (*fighter lvl 3; Hp 16; ac 14; primes: str, con; alg cg; eqp: chain hauberk, shield, longsword, gliave*). Eryl the Hoskin is the local militia leader and one of the first people with whom the characters meet after arriving. He resents the character's arrival as Eryl believes he and the militia can win against the gnoll. Eryl is confrontational but does not seek out a fight and gives the 'mercenaries' a chance. He suspects someone in town is giving information to Gritznak about the militia's strengths and weaknesses.

Eryl is tall and thin with a thick beard and shoulder length hair, usually braided. He has a slight limp from a battle long ago and speaks slowly to insure others understand what he is saying. He lives in a farmhouse outside of town with his wife and two sons.

Nefydd Goff the Erder: (*fighter lvl 1; Hp 6; ac 14; primes: str, dex [dex 16]; alg ne; eqp: leather armor, shield, short sword, short bow*). Nefydd lives alone in a small house near the tavern and is familiar with the area around Milforten and willingly talks about happenings around town. He suspects several of the farmers give information to the goblins. Nefydd is aware that every couple of weeks some goblins who ride wolves camp out on a hillock overlooking the town but has not shared this information with anyone as he is waiting to see how the situation with Gritznak develops. "Taxes to Outremere, taxes to Gritznak - what's the difference?" he often mumbles to himself.

Gwion the Conner: (*commoner lvl 0; hp 2; ac 10; [str 17]; alg cn; eqp: dagger, woodsmen axe*). Gwion is a farmer living with his wife and one remaining child. His other daughter died of an illness some years ago and he faults his move to Malforten for this. He regrets having come here and hopes to leave soon. Several months ago he was caught by some goblins and offered them information in return for sparing his life. He meets a goblin near the banks of the Drunderry River on his frequent fishing trips.

Ifon Picton: (*bard lvl 3; hp 17; ac 10; primes: cha, wis [wis 14, cha 15]; alg ln; eqp: longsword, dagger, Magic: ring of enchantment*). Ifon moved here some time ago to avoid the chaos of a personal life back in the west. Other than regaling patrons at the Empty Flagon once a week or so, he keeps a low profile and tends to his cattle. Ifon is well versed in the ancient lore of the region and knows much about the history of the

Horned One, the Curse of the Drunderry, and other sundries. He willingly departs with this information over a flagon of brew at the tavern or his house.

Amanda Rhyan the Paish: (*druid lvl 4; hp 14; ac 15; primes: wis, dex [wis 14]; alg cg; eqp: staff, dagger, scalemail; magic: shield +1*). Amanda worships Wenafar, the Goddess of Fay. As is the manner of those who worship Wenefar, Amanda never proselytizes. She blesses crops and heals the injured if asked. Many inhabitants appreciate her gifts and voluntarily bring her food and other goods. Several in the community do not consider the Fay beneficent creatures at all and view her, and her worship, with suspicion.

Amanda meets with a group of pixies in the forest to the north of Malforten every other full moon. She has never taken anyone with her to meet the Pixies but does so if she believes that person is sufficiently disposed towards her manner of belief and capable of keeping the information secret. She is concerned about Gritznak and anxiously awaits her next meeting with the pixies in hopes of gleaning information about his doings.

Kiint the Leper: (*commoner lvl 0; hp 3; ac 12; [cha 6, dex 16]; alg ng; eqp: longbow, leather armor, and axe; special: tacks as a ranger*) Kiint the Leper is an ugly man and few enjoy speaking to him or even being in his presence. He is a loner and spends most of his time hunting across the Drunderry.

He knows much about the surrounding territory and can show the characters safer passage along the Drunderry than is otherwise possible. If he accompanies and leads anyone around the Drunderry River, the Castle Keeper only makes one random encounter check during the day and one at night. He knows the location of the Imperial Road in the Drunderry River Valley and is aware that goblins move up and down the east bank of the river unmolested. He is willing to travel to the edge of the Fallow Hills but does not go further unless pressed. For those who befriend him, he shows great loyalty. If Kiint the Leper acquires 1000 xp while traveling with the characters, he can become a 1st level ranger should the Castle Keeper choose.

Blodwyn Lycharn: (*wizard lvl 4; hp 8; ac 11; primes: int, wis [int 16, dex 14, con 6]; alg cn; Eqp: staff, dagger, ermine cloak; magic: dagger +2, potion of, giant strength, potion of levitation, 3 scrolls [hold portal, sleep, shield], wand of magic missiles [10 charges], spell book [0 - read magic, light, detect, magic; 1st - hold portal, magic missile, shocking grasp, sleep, shield, spider climb; 2nd - acid arrow, knock, levitate]*). Blodwyn is a wizard who lives in a small house on the edge of town. Ostensibly, she raises a milk cow and tends to a vegetable garden, but is usually too busy reading old texts to tend to her farm's needs. She lives with her cousin Menlaus who is currently her understudy and who has grown quite bored with his time in Malforten and eagerly seeks any manner of leaving the village (*wizard lvl 1; hp 2; ac 11; primes: int, cha [int 13; dex 14]; alg ln; eqp: clothing; magic: spell book [0 - read magic, light; 1st - magic missile, shield, spider climb]*).

Blodwyn moved to Malforten to study local flora in the hopes of finding new and interesting objects for use in creating spells and potions. To date, her attempts have not been successful but she continues to research never-the-less. Not much of a traveler and having little desire to go to dangerous places, she is unlikely to leave Malforten. Anxious for Menlaus leave, she offers to acquire equipment for him if others take him away. Her house is full of texts and papers, herbs and flora, concoctions and brews. Blodwyn is concerned about the latest developments with Gritznak but has few solutions to offer.

Castles & Crusades

Griffy the Hat: (cleric lvl 3; hp 13; ac 16; primes: wis, str [str 13, wis 14, dex 14]; alg lg; eqp: mace, scale mail +1, shield; magic: potion of healing x2, ring of spiritual hammers [7 charges remaining], 3 scrolls [delay poison, sanctuary, remove paralysis]). Griffy the Hat is a priest of Corthain but has given up adventuring for the life of an ascetic and, incidentally, much of what Corthain requires in a priest. Griffy no longer forcefully rights wrongs and his sense of revenge for grievous crimes has dissipated. Corthain must adjust his ways or never receive further dispensation from Corthain.

Griffy generally only has healing spells and helps the people of Malforten by curing the injured and ill. Some members of the community expect more from him and his failure to live up to those expectations has left him not a few detractors. Should a player convince Griffy to act more like the priest of the god of vengeance and righteousness they will have a powerful ally and lifelong friend.

Ian Meanz: (rogue lvl 2; hp 7; ac 13; primes: dex, cha [str 13, dex 14, cha 13]; alg ne; eqp: leather armor, 3 daggers, light crossbow; magic: thieves tools that confer +1 to all pick lock checks). Ian Meanz escaped the justice of a baron in Outremere about a year ago and settled in the Empty Flagon until his money ran low. He then moved into an abandoned house on the edge of town. He is ready to leave, and in private conversation expresses his disdain for most of the village's inhabitants.

Mathonwy the Gibber: (commoner lvl 2; ac 11; [dex 15]; alg cn; eqp: dagger and whip; special: Mathonwy attacks with the whip as a 1st level fighter) Mathonwy raises dogs. There are a series of large pens in the back of his house where the dogs spend much time barking and howling for food. His dogs are well trained. Mathonwy, known for his short temper, knows how to use his whip both to keep his dogs in line and in combats or fights when necessary. Mathonwy sells his dogs for a high price (25 gp). However, should the dog be killed or mistreated he will not sell another dog for under 50gp. There will not be a third time. (dogs; hd 1[d6]; ac 11; atks: bite 1d4; special: dogs are difficult to surprise and confer a +5 bonus to any surprise checks against them or their companions.)

Madith Carn the Old: (knight lvl 4; hp 21; ac 16; primes: str, con [str 14, con 13]; alg lg; eqp: chainmail, large metal shield, broadsword, halbers, dagger; magic: +2 lance, ring of harm resistance [reduces damage received from one attack per round by 1 point]). Madith is an older man who once served in the armies of the Lords of Outremere before having his title taken away for a misdeed. Shortly afterwards, in a battle against orcs, his leg was hewn off. He retired and wandered for a few years before arriving in Malforten to settle permanently. He lives alone and tends to a vegetable garden and a few cattle. Madith lives a life of regret for his misdeed and deems himself a failure after the battle in which he lost his leg. Strong of body but not of heart, he hopes to find a deserving recipient of his prized lance. He rarely involves himself in town affairs.

Places of Importance

The Empty Flagon: This is the only tavern in town. It is owned by Kerrywyn the Yellow (so named because of his bright yellowish/blonde hair). The Empty Flagon is a single story wood structure with a thatch roof. In the front is a large common room with a dirt floor, stone fireplace and a single bar. In the rear is a series of small rooms that let for 1sp a day. Kerrywyn and his entire family sleep in several rooms attached to the rear

of the kitchen. The Empty Flagon is usually empty during the day but in the evening it fills up as people come to enjoy the only brew to be found in town. Kerrywyn's brew is not the best to be had, nor even really good, but his potato flapjacks and sausage links are praised for their taste.

The Rope and Barrel: This is the only trading store in town. It is run by Walker the Shrub, a grizzled old man with a large unkempt beard who spends more time chewing tobacco and ruminating than selling wares. He carries a wide assortment of farming equipment but usually lends them out rather than selling them. He is always stocked with rope, barrels, salt and lamp oil. He rarely has any but the most common of weapons and never any armor. His wife badgers him constantly when she is not at the Empty Flagon trading their goods for a round of brew.

The Shrine of Wenafar: On the outskirts of Malforten is a pagoda like shrine to Wenafar, the goddess of the fay. Two sides of the structure are open to the elements with a rickety wooden roof atop. Within is a statue of the goddess sitting down. In front of her are offering bowls, usually filled with food stuffs of some type. Pixies and nixies sneak into town late some nights to take the food. If, for some reason, food is not here when they arrive, someone in the village suffers the loss of a cow, finds some food stores with mice or rats in them or even get some leaks in their roof.

The Gaol: Across from the Empty Flagon is a small log building with a metal grate for a door. This is used as a jail for anyone who commits a crime or needs to be locked up. In the rear of the goal is a large dying oak tree use to hang people if necessary. It has not been used in a long time though an old frayed rope still hangs from it.

The Craggy Ridge: This is a high point located about a mile from the Malforten which offers a decent view of the entire village. Several of Gritznak's wolf rider goblins come here to watch the comings and goings in the village once a month or so.

Arrivals, Interviews and Bed Bugs

After the characters arrive in Malforten, they need to gather information about Gritznak the Bold and the Empty Flagon is a likely place to begin. It does not take long for the unofficial town council, Eryl the Hoskin, Amanda Rhyen, Blodwen Lycharn, Griffry the Hat, and others to make an appearance since the arrival of a band of well armed travelers is very unusual. The townspeople are not entirely excited about the prospect of angering Gritznak and fear the consequences of a failed raid. However, they supply the characters with what information they have and hope for the best. They have no idea where Gritznak is encamped other than along the Drunderry or perhaps in the Fallow Hills.

More information is forthcoming if the characters spend a few days in Malforten. A rumor table is supplied below for the Castle Keeper and, other than what is specifically mentioned in the non-player character descriptions, can be used to randomly determine who knows what. Also, should the Castle Keeper care to give the characters information prior to entering Malforten, using the normal travelers encountered along the way would be opportune. Use the rumor table for this also. There is only one rumor per person. Roll a d12 to determine which rumor.

Table 2: Rumors

- 1: Gritznak has a spy in town who tells him if anything foul is afoot. (True)
- 2: The tavern is a meeting place for local rangers, they used to meet there once a month but have recently stopped. Perhaps some evil has befallen them. (False)
- 3: "I've got a rotten feelin' bout this boys, a rotten feelin' in my toes."
- 4: It is said a spirit of great evil lurks in the waters of the Drunderry and only awaits a full moon to come out and take people back to its watery hole. (False)
- 6: Gritznak often travels to the north along the banks of the Drunderry accompanied only a few guards where he meets others of his kind to discuss business. (False)
- 7: When the sickle moon is high and the 'even star' sits in its cusp, a spirit of the dead comes from the river's deep to watch over the fisherman and fight evil. (False)
- 8: "Its that tower, deep in them swamps, it sendin' agents to raise an army of the dead." (True, though not here!)
- 9: "Red Cap it is, its Red Cap the Goblin who is behind this." (False)
- 10: "Runin' scared I tell you, we got 'em runin' scared, should make easy targets" (False)
- 11: "Wat, wat yuh askin' me fur? I don't keer 'bout no Greeetznak, I got mee potatoes to git! Now git. Git out tuh the Drunderry der and go up and git dat Greeetznak, he's in some 'ole temple or sich, I got no knowin.'" (True)
- 12: "Keep your eye out for them little elves fellah's, they don't like us big 'uns at all and 'll take your stuff and steal your goods right there while your watching." (False)



The Drunderry River Valley

The Rising Knight

The Drunderry River runs through the Fallow Hills down into the plains below and then empties into Lake Elweth in the south. It is narrow and fast in the Fallow Hills rushing over tumbling rocks and around sharp bends. Once in the plains though, the river fans out and slowly courses south. It is a shallow and broad river with many sandbars thick with vegetation. The river valley is mostly populated by normal fauna and attracts large herds of gazelle and wilderbeast to its banks. There are also giant leopards and crocodiles which pose occasional problems for those who are not careful.

On the east bank of the river runs an old Imperial Road. Most of the road has been covered beneath sand or washed away entirely in flooding so following it is impossible. However, a close search up and down its course does reveal intact portions that lead in the direction of the Fallow Hills. A family of pixies and a dryad live in the Drunderry River Valley.

Travel in the Drunderry River Valley uses Table 3 for random encounters. Roll for encounters three times during the day and twice at night.

Table 3: Drunderry River Valley Encounters

1-2:	Wild Boar (1-4)	3-4:	Wolves (1-3)
5:	Crocodile (1-3)	6:	Nixies (2-8)
7:	Stirges (1-2)	8:	Inhabitants of Malforten (1-3)
9:	Bandits (2-5)	10-11:	Pixies (2-7)
12:	Goblin band (1-6)	13:	Leopard (1)
14-15:	Large Snake (1)	16-17:	Bugbear (2-3)
18-19:	Herd animals	20:	Dryad (see below)

Pixies: A group of twenty pixies (*hd 1d6; hp varies; ac 16; special; see Monsters & Treasure Guide*) live in the Drunderry River Valley in the bowls of the massive cottonwood trees that grow along the banks of the river. They ignore most traffic along the river unless it comes too close to their abode. Then they come out and try to confuse any travelers and reroute them in another direction. If the party appears to be well disposed towards them or contains elves, they stop and converse with the party offering the characters the location of the Imperial Road and tantalizing hints about the location of a tower in the Fallow Hills. This is the Tower of Kuthrad Ondal and not the Temple of Baleon Nakt.

The Dryad: A dryad (*hd 2d8; hp 14; ac 17; special: charm*), Ewi' ah' hnana, lives near the river. She rarely allows others to know of her existence. However, two events bring her out. On the full moon of each month, she leaves the river and performs a ritual to the goddess of the moon, thanking her for the rise and fall of the tides and the push and pull of the world's forces. Often this ritual is performed on her own and involves little more than a sacrificial fire and intonations. Should the characters come upon her performing one of these rituals, they all suffer the possibility of being charmed by her song. On these nights, she makes her way up and down the river attempting to force any unwanted creatures away. She helps goodly aligned individuals though may take a servant if it fits her mood.

Fallow Hills

The Fallow Hills stretch far to the north and are a rocky, tumultuous landscape that is difficult to travel through. The vegetation is thick with small trees, thorny brush and other undergrowth. Steep, though short, cliff faces dot the hillsides. Overhangs are common and occasionally home to bear, wolves and mountain lions. Few trails cross this land and rarely do any civilized folk travel in this region. The Drunderry runs swift through the fallow hills and courses over numerous precipices and falls. Several other streams are located in the hills and flow into the Drunderry.

Travel in the Fallow Hills can be dangerous. Table 4 is the encounter chart for travel here. Roll for encounters three times during the day and twice at night.

Table 4: Fallow Hills Encounters

1-2:	Wild Boar (1-4)	3-4:	Wolves (1-3)
5:	Brown Bear (1-3)	6:	Zombie (dead goblins, 2-8)
7:	Stirges (1-2)	8:	Bugbear (2-3)
9:	Kobold band (2-5)	10-11:	Large Spider (1-4)
12:	Goblin band (1-6)	13:	Ogre (1)
14-15:	Mountain Lion (1)	16-17:	Gnoll(1-2) and goblins (2-7)
18-19:	Herd animals	20:	Dryad (see below)

Ruins of Kuthrad Ondal

These are the remains of a very ancient elfish watch tower constructed before the coming of the Horned One and destroyed by his troops some millennia ago. It was built as a prophetic device and with the knowledge it was to be laid to waste. Only after the fall of the one who razed it did its prophetic magic become apparent. A bluish light glows from within acting as a beacon to attract elves back to the region.

Few tread near this place and even the orcs and goblins fear it for there remains the bewitchments of ancient elfish magic. The goblins have even named it Kuthrad Ondal, The Tower of Waste. The ruins are located on a hilltop about one mile from a section of the Imperial Road near the south edge of the Fallow Hills. At night, careful observation of the horizon shows a bluish glow coming from this direction. Travel to it is dangerous. On the way to the tower, the following six events occur starting six hours away from reaching the tower. One event occurs each hour but in no particular order and only once.

1: Darkness as the spell is cast on the party as if from a 7th level cleric.

2: 2-5 pixies harass the party but do not harm them unless they appear of evil bent.

3: A ghostly horn sounds causing fear as if a 7th level cleric cast the spell.

4: A magic trap drops one person into a 10 foot deep pit (CL 5).

5: A large ethereal flying snake approaches the party and warns them not to go further and curses (CL 7) them if they do. For 72 hours the characters suffer -1 to all rolls.

6: All the character's food rots.

The ruins are a jagged and stark white with walls and abutments stretching fifty feet high. A blue light glows from the center of the tower remains. For any elf who places his hand in the light, they gain a single level while within a mile of the tower. That character, gains all the bonus's of that level.

The Rising Knight --- *The Temple of Baleon Nakt*

Baleon Nakt was once a small but active temple to the Horned One, an evil lord and deity who once ruled over this land. It housed a high priest, a Knight of the Dark, who had a cohort of lesser acolytes and troops to do his bidding in the region. When the power of the Horned One wained, so to did the power of this temple. For several decades the last high priest, Unguath Kine, remained with his most loyal servants until he died mysteriously in his chambers. They then left the temple and scattered to the four winds. In the time since, the upper portion of the temple succumbed to the elements to collapse into rubble and virtually disappear beneath brush, bramble and thorn.

The temple is located near a section of the Imperial Road and six days travel into the Fallow Hills. If the characters are following the Imperial Road, on the sixth day they note a large statue of a horned man covered in vines and worn by time, with one arm pointing to the east. The temple is difficult to locate and only the concerted efforts of those who travel the wilds of the world can pick up the trail to this location.

Ten miles due east of the statue, atop a mound surrounded by bare gray rocks, are the remains of Baleon Nakt. All that appears to remain at this time are several free standing walls covered in vines, a few columns, a set of stairs going up to nothing and heaps of rubble. Close inspection reveals otherwise. There are trails leading in and out of the rubble, going north, south and east. They all converge on a large opening in the earth with stairs leading down into blackness.

Dungeon complex

The dungeon is sentient and capable of thinking and acting. The power of the Horned One still lingers here. The temple killed the Unguath Kine in hopes of preserving and raising him when the time was beneficial. The temple senses the timing is right and hopes to raise the last Knight of the Dark. Using Gritznak, whom the temple has protected, sacrificial victims have been brought to the temple and rituals performed for raising the high priest. The process is nearly complete and lacks but one more sacrifice.

Once the characters enter the dungeon, the temple attempts to manipulate the characters into moving closer to the sacrificial room and prevent them from exiting the complex. The temple is capable of creating an illusionary wall once per hour and of creating an actual wall once every six hours. Through this, the temple intends to confuse the party and prevent their escape. Gritznak is in the sacrificial chambers awaiting the arrival of the party and the enactment of the last sacrifice.

There is one entrance to the dungeon complex beneath the temple and it is guarded by some goblins, though they are often lax in keeping watch as the temple has never been raided nor do they expect anyone to enter their abode. This will not be the case once a raid occurs. The goblins then keep a keen lookout for interlopers.

The walls of this complex are a mixture of stone, brick and natural wall. For the most part the walls are all intact, if not a little worse for wear. However, all walls that the temple creates are weak and easily broken through. A pick and about 10 minutes of labor will knock holes in any of them. The same is true of any walls that abut one another. The noise caused by this activity increases the chance for random encounters, for every two minutes spent digging through a wall, a random encounter check is made.

Castles & Crusades

Little more than goblins and kobolds live in the dungeon at this point. A random encounter check occurs every two hours the party is in the dungeon or when circumstances described in specific rooms dictate one. A 1 on a d10 indicates a random encounter. If an encounter occurs, roll a d6 and refer to Table 5.

Table 5: Dungeon Random Encounters

1:	1-4 goblins and gnoll (1)	2:	2-4 goblins
3:	2-8 kobolds	4:	1-4 kobolds and 1-2 war dogs
5:	2-8 goblins	6:	1-2 gnoll and wolf (1)

Rooms with encounters or something the Castle Keeper should be aware of are numbered. The other rooms are empty.

Level I

Room 1: This was the general entrance for the dungeon complex. There are four goblins in the room now (*hd 1d6; hp 2,2,3,4; ac 12; eqp: leather armor, shortspear and short sword or mace; treasure: 1d4sp each*). These goblins are not keeping a good lookout; two are asleep, one is drunk (*suffers -2 to hit*) and the other is rolling some dice against a wall. If the party makes a lot of noise coming down the stairs, the goblin playing dice investigates and, if able, gives warning.

There is a large statue in the center of the room of a maleficent looking creature with two large curved horns protruding from its head. In front of the statue on the floor is a small golden bowl. Elsewhere in the room is a long roughly hewn table with several chairs around it. There are flagons on the table and the smell of beer permeates the air. Several piles of hay with blankets on them are against a wall while a make-shift fire has been set in the middle of the room, giving it a ghastly red glow.

The golden bowl (50gp value) in front of the statue is an offering plate and is crusted with dried blood. Before passing beyond the statue and down the corridor, an offering of blood must be placed in the bowl or, once the last character passes from the room and deeper into the dungeon, the statue emits a low howl that rumbles down the corridor causing a random encounter check. The blood sacrifice can be as little as a small drop of blood. Anyone's blood will do as long as they are alive. The blood of good aligned creatures smokes and sizzles like water in boiling fat.

Room 2: This was once a storeroom for the priests. It is now nearly empty except for old crates and other useless sundries stolen from caravans or farmers. There is a barrel of dried fruits in here equalling enough for 10 days rations.

Room 3: This was general meeting hall. Currently this is a stabling area for wolves. Makeshift stalls and cages line the far wall and contain six large wolves (*hd 2d8; hp 8, 10, 12, 12, 14, 15; atks: 1 bite; dmg 2-8*). The wolves begin to howl and gnash their teeth as soon as anyone enters the room.

In addition to the cages, hay lies over much of the floor and large animal carcasses are hanging from hooks on the far end of the room. A Table is pushed up against a wall and chunks of meat are piled on it. A massive cleaver is stuck in the table. Large, blood red columns stretch to the ceiling, meeting in a confusion of angles and arches. At the far end of the room are two open passageways and a raised section of floor.

The howling of the wolves do not alarm anyone in the dungeon since they do it so often and so ferociously. It does however, attract the attention of the stable master and he comes to quieten the wolves. The stable master (in 3a) is a massive gnoll with an ill temper and short fuse (*hd 2d8, hp 16; ac 15; eqp: chain hauberk, shield whip, club, pouch with 18gp and 32sp*). As soon as he enters the room, he begins bellowing at the wolves. His muscular frame virtually quivers with rage as his voice echoes loudly down the hallways. He beats on the cages and wolves if necessary until they are quiet.

If the wolves begin to yelp in pain before the arrival of the stable master, this sends out alarms as no one else ever messes with the wolves. The stable master charges into the room with a massive battle axe and shield along with 4 goblin helpers, also from 3a, carrying shortspears (*hd 1d6; hp 1, 2, 2, 3; ac 12; eqp: leather armor, short spear; treasure 1d4 cp*). He can also call on these goblins for help at any time.

Room 4: This passageway is in need of repair. It sits over a corridor in Level 2 of the dungeon. The Goblins know not to use it, as close inspection shows a sagging floor with broken and cracked masonry (CL 5). Walking down this hallway is dangerous. If the total weight placed on any given ten foot section of floor exceed 400 lbs, the floor has a 1 in 10 chance collapsing. For each 20 lbs over 400 lbs the chance of collapsing increases by one (420 lbs has a 2 in 10, 440 lbs 3 in 10, etc.). If the corridor collapses, it does so in 30 foot sections, 15 feet in front and 15 behind the center. Those falling suffer 1d6 falling damage and 1d6 damage from the rubble (a successful dex check halves the damage). They fall into the corridor marked “XXX” on level 2.

Room 5: This once housed 4 priests of the temple. Currently, it houses about 10 goblins at various times. At the moment, there are only four goblins in this room and they are gambling, arguing and drinking some mash whiskey they stole from Malforten (*hd 1d6; hp 1, 2, 2, 3; ac 12; eqp: leather armor, short spear; treasure 1d4 cp*).

The room is cluttered with blankets, hay, old foodstuffs, roaches and other vermin. A large brazier is in the middle of the room providing light. A small keg of lamp oil sits in one corner of the room. This is enough fuel for one lantern for 12 hours.

Room 6: This room was the well chamber. There was a hole in the roof where buckets could be lowered down into the shaft, but it was covered up when a wall on the surface collapsed and fell on top of it. The well encasement is still here and fairly intact, though one can no longer draw water from it. A retractable pulley mechanism is still located beside the well. Along the walls are various tubs and buckets, some wood, some metal.

A large spider lives in the wells haft. The Goblins occasionally feed it, so when anyone enters the room the spider begins to crawl up the shaft expecting some corpse or other morsel to chew on. This is a massive wolf-like spider that does not spin webs but leaps in for an attack (*hd 3d8, hp 19; ac 14 [Natural]; attk: 1 bite; dmg 1d3; special: jump 30 feet and poison - constitution save or paralyzed for 48 hours*). The spider has hauled several victims down into the well and if anyone cares to enter the shaft they find mounds of rotting flesh and cracked bones. The goblins pick most of their victims clean before hauling them in here, but the wolf spider has brought a few unwary explorers down into its shaft over the years. If 3-18 rounds are spent searching the bottom of the well, 25gp, 37sp, a rusted chain hauberk (human sized), and a necklace with gems on it (150gp) is found. This is a demanding task and should a character undertake it, they have the risk of

contracting a contagion. A constitution check is necessary and if the character fails, they become ill within 24 hours and are incapable of moving more than 1/4 normal movement for 2d4 days due to a fever and stomach cramps. Combat and spell casting are impossible during this time while all other checks are made at -2.

Room 7: This room once housed two large ogres. The roof is very tall and several deep alcoves were built in it to make the ogres feel even more at home. The ogres were responsible for construction, mining and related activities.

Remains of their craft still remain in the room. There are very large picks, shovels and hammers heaped up in one corner of the room. Chisels, smaller hammers and other large sized stone working implements are in another. Each of the alcoves contain old rotted piles of fir and tanned hides. When searched, roaches, mice, spiders and other vermin scatter. If searched carefully, in one pile the characters find a small bag with 30gp and 50 sp in it. The goblins have not bothered searching this room, figuring the tools are useless - or worse, they might be forced to use them in some way.

Room 8: At one time, this was nothing more than a store room for incoming goods. The room is currently used as a loot collection point. Several goblins are in here going through boxes looking for something to eat, like dried meat or salted fish (*hd 1d6; hp 1, 2, 2, 3; ac 12; eqp: leather armor, short spear; treasure 1d4 cp*). There is a large mangy dog (*hd 1d6; hp 2; ac 11; no attack*) with the goblins who is sniffing around some of the crates. Unless the party is sneaking down the corridor, the dog hears them and begins to growl, attracting the attention of the goblins. If the dog is not silenced quickly, it barks and yelps for a bit and then dashes off down the hallway at the far end of the room to its master in Room 9.

The goblins have broken open every box and crate inside and there are piles of cloth, rope, beaver pelts and other odds and ends lying about. Additionally, there are several crates of apples, potatoes, dried beans and other assorted foodstuffs. Some salted fish has been found and the goblins are eating it as if it were their last meal - and perhaps it is.

Room 9: This room was once used as a scriptorium. Commands and edicts from the capitol in Aufstrag were copied and sent on from here. Copious records were also kept. The records were partially destroyed when the temple was abandoned and most those that remained decayed with time.

This room has 3 kobolds (*hd 1d4; hp 3, 3, 4; ac 15; eqp: short spears, shield, blow gun, treasure: d12 sp*) and their kobold leader, Slissas in it (*hd 2d4; hp 7; ac 15; eqp: chain hauberk, short spear, shield, blow gun; treasure: 12 gp, gem necklace worth 50gp*). They are riffling through the remains of the records looking for something. Slissas is hoping to find a map of the complex so he can locate treasure rooms, secret passages or other important material. He can not read, but knows how to interpret a map. The kobolds generally ignore the ruckus the goblins make and only leave this room if the dog comes in barking. They then head down the hallway to investigate.

The room has several overturned chairs and desks in it with huge wooden cabinets covering all the walls. Several of the cabinets are burned. There is an old pile of burned and half burned material in the center of the room which has moldered with age. The few extant documents remaining in the room have been collected and piled on the floor near the door with a lantern nearby. This is where Slissas sits and goes over them.

If the characters investigate the documents, for the most part they find letters and letters and more letters to various lords, dignitaries and others. However, if the characters spend at least 10 minutes going through the papers in the burn pile in the center of the room, they find a comprehend Language spell written upon a piece of vellum. The magical nature of the vellum prevented it from being burned. If the characters peruse the documents by the door for at least 15 minutes and are careful to examine the documents, they find one that mentions treasure houses along the Blacktooth Ridge. The Blacktooth Ridge is far north of this location and the treasure houses are the Vargolg and Krekingolg.

Level Two

Room 1: This is an abandoned room with nothing in it except a few piles of wood, remains of old chairs and a table. The north wall of this room is very unstable and likely to collapse if any weight is placed on it. It was thin to begin with, with only brick and mortar holding it together. Time and water have worn most of the mortar away. If a character slams into this wall, a large portion of it collapses. Anyone within 10 feet receives 2-3 points of damage from falling debris unless a successful dexterity check is made, in which case they take only half damage. Knocking down the wall reveals room 2 beyond. Listening at the wall enables characters to hear what the noise in room 2.

Room 2: This room was once used as the temple mess. Currently, the goblins also use it as a mess. The central area of the floor in this room is about 5 feet lower than the walkway around its rim. Columns are located all along the walkway. One stairway, at the south end of the room, descends into the lowered portion of the room. Two huge cooking pits blazing with fire have pigs on a spit roasting over them. Goblins are sprawled out all over this room singing songs and dancing their vile dances while imbibing a fairly strong liquor. There are 16 goblins in the room in various stages of inebriation, a gnoll war chief, and the cook.

Goblins: (*hd 1d6; hp 2x1, 3x2, 5x3, 2x4, 3x5, 1x6; ac 12; eqp: leather armor, short spear; treasure 1d6 sp*). Each goblin is inebriated and this affects their combat and all checks. Randomly subtract 1-3 from all rolls made for the goblins to include the to hit roll and any attribute checks, though not damage.

Gnoll War Chief: (*hd 2d8; hp 15; ac 15; eqp: scalemail, shield, warhammer, shortsword, two daggers; treasure: gold earrings x 3 [20 gp each], silver nose ring [15gp], gem studded belt [50gp]*). The chief has not had enough to drink to effect his combat abilities. Immediately upon noticing the characters, he rouses the goblins to attack but holds back and throws his daggers. If the battle starts going poorly, he attempts to run away in search of reinforcements. If the battle starts going well, he attacks and attempts to subdue as many characters as possible in order to bring them to Gritznak.

The Cook: (*hd 1d6; hp 2; ac 10; eqp: None*). This is a grotesquely fat goblin with globs of flesh swinging and swaying with his every move. He avoids combat if at all possible and if attacked, falls to the greasy floor crying out for his life. He promises the characters anything they want, even telling them where all the other goblins are.

Rooms 3 -9: This portion of the dungeon emanates evil and anyone capable of detecting evil recognizes it as such. The temple's 'will' is great here. Characters in this area are under a constant strain and suffer a -1 to all checks including combat rolls.

Castles & Crusades

Room 3: There is an archway leading into this room. It is broad and there are gold gilded letters engraved on the lintel overhead. It is an intonation written in the ancient tongue of the Horned One, “In one is all.” Intoning it prior to entry dispenses with the previously mentioned curse for non-good alignment characters only. If those of good alignment repeat the passage, they must make a charisma save or suffer 1 point of damage.

This was a waiting room for those wishing to seek audience with the high priest. Entering the room gives everyone an eerie feeling, as if something is not yet completed. As if a sentence has been left half finished. This feeling of discomfort fills all the characters. The room has rotted furniture in it. Large chairs, several cabinets and a large brass bell on a stand are arranged about the room. Ancient scripts cover the walls.

The spirit of the last Unguath Kine lingers in these rooms. It is incapable of action and the characters never directly see it or interact with it, but they always sense that something is watching them, as if from afar.

Room 4: This is a cursed chamber. It was once used to call forth or talk to the spirits of the dead. The walls and floor are carved all over with bizarre and ancient scripts. There is also a dead and rotting goblin in the middle of the room. It has obviously lain here for quite some time and is missing huge chunks of flesh.

This room pervades evil. Upon entering, the glyphs and portions of the script on the walls begin to move. Within 3 rounds, a figure emerges out of the wall above the entry. It is a ghoul that guards this chamber (*hd 2d8; Hp 13; ac 17 [Natural]; special: paralysis*). It attacks until killed, at which point it begins to dissipate and sinks back into the floor only to come out again 4d6 rounds later if anyone remains in the room. At the far end of the chamber is a secret door, other than this, there is nothing in the room.

Room 5: This is a secret chamber the used to store vitally important information and material for rituals, though much if it was taken away when the temple was abandoned. There are a series of old rotting wood shelves cluttered with jars, candle holders, scrolls, ink wells, pens, religious items and other paraphenalia. In the center of the room is a tall desk with two chairs by it. This is a scriptorium’s desk. Overhead of it is a chandelier with candles still in place. There are several items of interest in this room and, at the south end of the north nook is a secret compartment.

Most of the scrolls are blank or have the beginnings of spells written upon them. Several contain manners of calling forth the spirits of the dead but do not work. They are failed experiments. In the mess of the scrolls is one with a Hold Person spell written on it and another with Cause Fear written on it. The desk has old quills and dry ink wells along with unused vellum in the drawers and three gold plate ram horns. These are three holy symbols of the chaotic evil deity the Horned One (60gp, 120 gp, 180 gp).



Behind a pile of bottles and decanters filled with viscous materials and dried liquids is a concealed panel. The panel itself is not trapped but the interior of the compartment is trapped. Within the compartment is a long white mace with an ebon head (+2 damage vs evil creatures; hidden here awaiting a time to be destroyed, then

forgotten), a small golden statue of a tree (300gp value) and a small sack (clay tablets inside - described below).

There is a latch above the panel and inside the chamber that, when pulled, deactivates the trap. If someone reaches their arm into the chamber without deactivating the trap and lifts the gold statue, the trap is triggered and a guillotine like blade drops from within (the trap is set again by pulling down the chandelier and when the trap is released, the chandelier actually jerks up - close inspection of the chandelier reveals it is not hooked to the ceiling rather, the chain goes into the ceiling). The blade delivers 1d6 damage. If 6 points of damage are delivered, the d6 is rolled again and if another 6 results, an arm is severed and 12 points of damage are received, otherwise the second roll is ignored. A successful dexterity check is made at +2 (due to the age of the mechanism) and if successful, 1/2 damage is received and in the case of a severing, just the fingers are lost.

There are 6 small clay tablets about 2 inches square in the sack. Upon each is a glyph. When the tablets are thrown to the floor the following occurs:

- 1:** *Fire Glyph* - 5 foot cube ball of flames shoots up from the shards causing 1d6 damage.
- 2-4:** *Ice Glyph* - Cold blast from the shards causes no damage but prevents all in 10 foot cube from taking an action for one round.
- 5:** *Death Glyph* - Causes fear to all in a ten foot radius.
- 6:** *Bone glyph* - Breaks a bone of the person nearest the broken shards. Roll d4:
1 - right arm, 2 - left arm, 3 - right leg, 4 - left leg.

Room 6: This was once the room for the High Priest. Gritznak lives in it now. Several large chairs, a rickety bed, a table with chunks of meat on it, piles of furs, a keg of ale and three trunks are scattered around the room. There is a large snake hidden in a pile of fur (*hd 2d8; hp 13; ac 15 [natural]; atks: 1 bite; dmg 2d4; special: constrict, strength save or 1-2 points of damage a round*). There is a broadsword, a spear, a longbow, 40 arrows and a mace in a corner. None of the trunks are trapped. Two trunks contain clothing and valueless household items like lamps, while the third, which is locked with a padlock, contains 240gp, 380sp, and 7000cp as well as 8 gems with a 20-80gp value each.

Room 7: This is where Gritznak's kobold guards sleep. Both doors to the room are locked. Seven kobolds are in here at the moment (*hd 1d4; hp 3x2, 3x3, 4; ac 15; eqp: short spears, shield, light crossbows, treasure: d12 sp*) with their four large pet spiders (*hd 1d6; hp 2, 3, 3, 4; ac 12; atks: 1 bite; dmg 1d4*). The kobolds are wary, having been told by Gritznak to expect visitors. Half eaten food, moldering hay, and other trash litter the room. The kobolds have no treasure which is why their leader, Slissas, is off hunting some.

Room 8: This is the sacrificial chamber where Gritznak, acting through the temple, is attempting to raise the spirit of the last high priest of Baleon Nakt. Gritznak is in here as well as eight goblin warriors. The temple itself joins in the fray as described below. The room is strangely lit with a blueish haze that emanates from the walls. In the center of the room is a stone dais upon which chains and manacles are piled. In front of this is a stand with a red velvet cloth thrown over it and a large sickle laying on top. The floor is covered with markings of an ancient script and a blood red eye peers from the center of the east wall.

Castles & Crusades

As soon as the characters enter the room, the goblins leap to attack and Gritznak begins intoning a prayer the temple has taught him. The goblins attempt to subdue the party, or at least one of them, so that a sacrifice can be made. If the attack is going well, Gritznak does not join in the fray, if it is going poorly, the temple causes Gritznak to quit praying and attack. The temple also attacks. The goal is to have at least one life to sacrifice.

If Gritznak survives to perform the final act of the ritual and sacrifices an individual, the raising of the Unguath Kine will have been successful. Room 9 contains details. The sickle used for the sacrifice is a magical blade that cause +4 damage to all lawful good creatures.

Gritznak (*Gnoll*; *hd* 2+2; *hp* 18; *ac* 17; *eqp*: chainmail, shield, +1 broadsword; *magic*: ring of protection +1)

Goblins (*hd* 1d6; *hp* 5x3, 2x4, 1x5; *ac* 14; *eqp*: boiled leather armor, shield, short spear; *treasure* 3d6 sp).

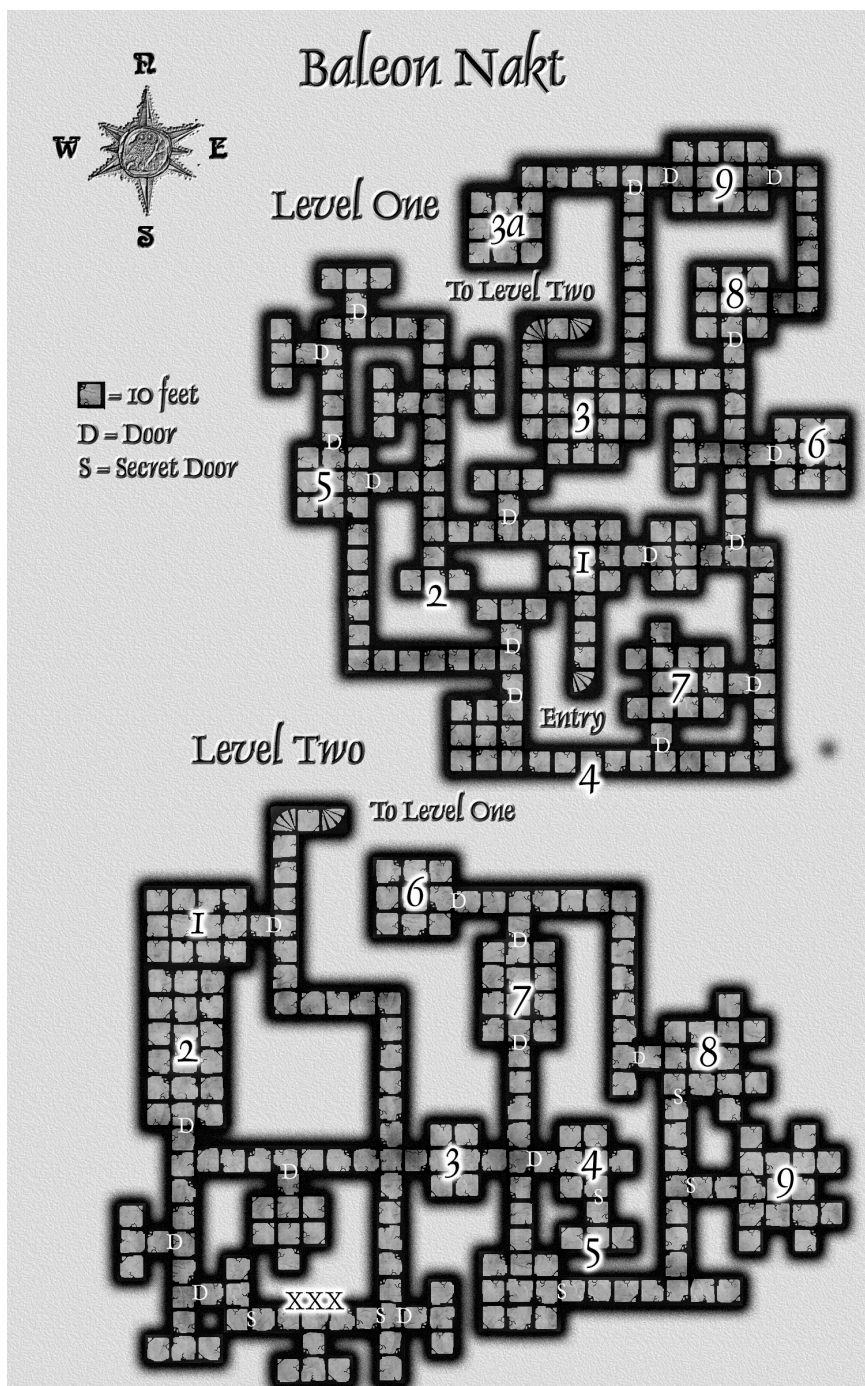
The Temple: The temple can only help in a few ways. If it still has the ability to create a wall, it does so. The temple can also heal Gritznak once for d6 hit points. As a final act, the temple can summon a spiritual hammer that fights for 2 rounds as a 2nd level fighter and can not be destroyed. The power of the temple can be temporarily ended by attacking and destroying the eye on the wall (*hp* 24; *ac* 10).

Room 9: This is the chamber that housed the body of the last high priest of Baleon Nakt and other personages of import. Each nook contains a single sarcophagi, all of which are open. The process of raising the high priest has been partially successful and in a manner the temple had not foreseen. Due to Gritznak's inability to pronounce words properly, all the high priests in the burial chamber have been raised as skeletons (*hd* 1d8; *hp* 2, 2, 5, 5, 6, 8; *AC* 13; *eqp*: mace). Each was buried with a ceremonial mace and they use them in combat. Eachmace is inlaid with silver and gold (20-120gp value each).

The skeleton of Unguath Kine is nearly sentient but acts as a normal skeleton unless the last sacrifice was made. Whenever it is hit, the skeleton of Unguath Kine falls to the ground in a clatter of bones. If the blow did not kill the skeleton of the high priest, he falls anyway acting as if destroyed. Only by looking closely into the eye socket can one perceive the slight flicker of a blue flame indicating its soul. If the ritual was completed, the skeleton of the high priest receives 8 more hit points (for a total of 16) and the ability to regenerate at 1 hit point per 24 hours. It still attempts to act dead.

The only manner to truly destroy the skeleton of Unguath Kine is to take it to a lawful good priest of high standing and have it desecrated or interred in a temple devoted to a lawful good deity. Unguath Kine, if he is left in the dungeon, begins to cast the incantations himself for his full resurrection.

Ending the Adventure: The adventure around can continue. The temple is not destroyed and may still manifest its power upon the land. Are there deeper levels to the dungeon? Perhaps hidden beneath an illusory floor one can find the dark abode of the temple's heart. Have other, more sinister creatures or people heard of Baleon Nakt and traveled here as the adventurers finally confront Gritznak? Do several of the more nefarious inhabitants of Malforten plan on ambushing the characters? Or perhaps, they have found the map to Blacktooth ridge and seek the treasures rumored to be buried there?



Castles & Crusades

This book is published under the Open Game License version 1.0a by permission of Wizards of the Coast, Inc. The Open Game Content appearing in this book is derived from the System Reference Document v 3.0, copyright 2000 Wizards of the Coast, Inc.

Designation of Open Game Content: The following is designated Open Game Content: all stat block information of characters, monsters, and traps that appears in the parenthetical following the character, monster, or trap, including the names of items and spells; and the names of monsters appearing in any table; and the names and descriptions of Fire Glyph, Ice Glyph, Death Glyph, and Bone Glyph appearing in the table on page 17.

All text, artwork, and maps appearing in this book is property of and copyright 2004 Troll Lord Games. All Rights Reserved. Castles & Crusades, C&C, Castle Keeper, Troll Lord Games, and the Castles & Crusades and Troll Lord Games logos, and products published by Troll Lord Games are Trademarks of Troll Lord Games. All Rights Reserved.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE: Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

The Rising Night Copyright 2004, Troll Lord Games; Author Davis Chenault.