

# The Valley of Karaccia



## CREDITS

DESIGN

*Matthew Evans*

EDITING

*Matthew Evans, Jeffery Hines*

CARTOGRAPHY

*Matthew Evans*

INTERIOR ART

*Dean Spencer, Donnie Maynard  
Christianson, Giulia Valentini,  
Jeshields, Matthew Evans, Rick  
Hershey, Tobias Strunz, William  
McAusland*

COVER ART

*Matthew Evans*

PRODUCTION

*Mithgarthr Entertainment*

# Table Of Contents

<b>Introduction</b>	<b>1</b>
Using This Module	1
Adventure Synopsis	1
The Valley of Karaccia	1
The Church of Erm	2
Characters	2
<b>The Town of Brink</b>	<b>2</b>
<b>Starting The Campaign</b>	<b>5</b>
<b>The Crimson Caverns</b>	<b>5</b>
Wrapping Things Up	7
<b>Brink's Countryside</b>	<b>7</b>
<b>The Relic of Fallsbarrow</b>	<b>8</b>
Nothing Here Helps?	12
Stranglehole	12
Back to the Barrow	13
Stevyn's Sacrifice	16
<b>The Brinkwood Thicket</b>	<b>16</b>
Qachurai's Sink	18
The Road to Meanora	21
The Village of Meanora	21
In The Village	22
Lind'ra Worms	22
The Menhir of Alari Nalori	23
Thalanil's Pour	23
Save Princess, Get Money	26
You Deserve Medals!	26
<b>The Tomb of Jehanson the Faithful</b>	<b>26</b>

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## Introduction

*The Valley of Karaccia* is a classic RPG setting for low-level adventures. This module can easily be played with any OSR game system with minimal effort, but is written with *Castles & Crusades* in mind. Within you'll find a brief overview of the eponymous valley, and a great way to introduce players to the setting (and C&C!) with three adventures, *The Crimson Caverns*, *The Relic of Fallsbarrow*, and *The Brinkwood Thicket*.

The adventures in Karaccia (*kuh-RACK-see-uh*) are meant for the basic level of play, i.e. focusing on dungeon exploration. However, a few short wandering monster tables for the wilderness are provided for CKs who wish to expand on the adventures in the region and let their players roam free instead of being confined to just the dungeons. Once the adventures in the valley presented here (and the upcoming modules *Trouble in Southshore* and *The Knaves of Nefford*) have been completed, characters will be ready to leave Karaccia and explore the realm at large, having reached an "expert" level of play.

## Using This Module

*The Valley of Karaccia* and the other modules set in the valley are perfect for starting a new OSR-style campaign. The early adventures are simple enough that players new to OSR play (or RPGs in general) can enjoy them without too much frustration while learning the ins and outs of the game, and the later adventures begin to grow more challenging while still giving the characters a relatively safe place to adventure in.

However, though the adventures may be written with the novice player in mind, the text presented is intended for experienced CKs who know how to use a module as raw material to forge their own great tales with. You'll find no advice on how to run encounters, how to expand areas, what to do when your players are crazy murder-hobos and go way off the path, nor any other hand-holding here. You've got this, though.

## Adventure Synopsis

Responding to a flier promising payment for kobold heads, the party has gathered in the town of Brink. From there, they set out on an expedition to the Crimson Caverns, the known location of the kobolds' lair. After proving their mettle against the vicious scamps, the PCs are implored by the local head of the Church of Erm to recover a needed artifact from Fallsbarrow to save the life of an important cleric.

Not long after, during the annual Brightbloom festival, the town is overrun by giant spiders who take the festival princess into the Brinkwood. In their effort to save her, the PCs will uncover a plot by a tribe of elves to use her as a sacrifice. The PCs will have to aid them to convince the elves to release their prisoner.

## The Valley of Karaccia

The Valley of Karaccia is a pleasant mountain basin, enclosed almost completely by sheer granite walls reaching half a mile into the sky. The basin is surrounded by impassable mountains, the only egress being a passage in the southeast where the basin slopes up to meet hills.

Two rivers enter the valley. The first, the Fallflow River, drops in over the Echo Falls near the town of Brink in the northwest. The Corkorran River meanders in through the hills to the southeast. The town of Nefford is situated at the confluence of the two, and from there they flow southwest to feed Gorgewater Lake. The Corkorran continues south from Gorgewater, passing into the mountains where it continues on underground for some way.

Humans account for 60% of the population, halflings 20%, dwarves and elves 8% each, and gnome an appropriately wee 4%. The humans are gathered mainly in the three towns of Brink, Southshore, and Nefford. The towns of Brink and Southshore are both ecclesiarchies – they are run by the head clerics of their local churches. Nefford is technically run by a democratically elected town council, but in effect is run by the two powerful merchant families of Barleyfellow and Blackgrove.

Halflings live in hamlets which dot the grasslands between the Fallflow River and the Gorgewater Lake. Dwarves and gnomes live in small clan settlements dug throughout the eastern hills. The elves are scattered about the two forests, though most are in Stonedurn Grove and the town of Gul Nalore to the southwest.

The Humans of Karaccia are generally friendly folk, more curious of outsiders than wary. The halflings are similar, if not more amiable, as are the gnomes. The dwarves, while not disagreeable, tend to keep to themselves. You'll often find dwarves working with the other races – trading, adventuring, etc. – but will rarely find them at festivities and social gatherings. The elves tend to come off as cold and emotionless, but can open up warmly to those who have proven themselves to be good, honest folk in the elves' eyes.

The climate is temperate, and the mountains keep the valley sheltered from much extreme weather. Springs are wet and warm, Summers mild and dry, rarely reaching above 90 degrees. Autumn is cool and dry, and Winter, while cold, is pleasant with gentle snowfalls through most of Coldmonth, Newmonth, and Fathermonth.

The year is comprised of 12 months, each with 28 days. They are, from the beginning of the year, Newmonth, Fathermonth, Thawmonth, Flowermonth, Birthmonth, Clearmonth, Sunmonth, Firemonth, Ambermonth, Squashmonth, Darkmonth, and Coldmonth. The months are broken into four weeks of seven days. The days are named Sunday, Moonday, Waterday, Windday, Earthday, Fireday, and Restday. Months always begin on Sundays. The current year is 268 PS (Post Sceleris), measured by when King Henry Elmson of Imlar slew the foul dragon Sceleris. Another common reckoning of the year is from the founding of the kingdom, in which case the current year is 709 AI (Age of Imlar). This adventure begins on Moonday, the 16<sup>th</sup> of of Flowermonth, 268 PS.

# The Valley of Karaccia



## The Church of Erm

The predominate by far (~99%) religion of the realm is the Church of Erm. The church worships the “goddess” **Erm**, who is in fact an Immortal being named **I’renhellem**. I’renhellem manifests in three main ways to the good folk of the world. First and foremost, to the Humans and Halflings she appears as the goddess of life and creation, **Erm**. I’renhellem appeared as Erm often during the first five generations of Men, to guide them in living fulfilling lives and celebrating the world in which they live. She still will manifest from time to time, but generally anymore her presence is known and felt through her clerics and their ability to use magic.

Though the worship of Erm has been with the people from the beginning, the Church of Erm as it exists today was founded in the year 3 AI. Prior to this, although the worship of Erm was the common religion there was no central church, and methods of prayer and ritual could vary wildly from one village to the next. The first king, Imlar Elmsen, realized that his people would be stronger and more unified if he were to bring them together in the worship of their Blessed Mother. So, beginning almost immediately after assuming the crown, he gathered holy men from all the villages across the region, those who had joined the kingdom and those who hadn’t yet, and over the course of a year they debated holy texts, compared prayers and rituals, and compiled the doctrine which would establish the official, unified Church of Erm.

The Church believes that all acts against life are sins; abuse, assault, torture, murder, and the like are all considered to be delivered upon the goddess in addition to the victim. As such, punishments generally are swift and harsh.

The Church believes that all life should be celebrated and cared for, as life is a direct and powerful gift from the Blessed Mother. However, it also believes that the evil races and creatures are a mockery of Erm’s gift, and should be snuffed out.

The Church, above all, reviles the undead and those who worship the

Prince of Undeath, Orcus; these vile beings should always be sought out, and destroyed when found.

To the Elves, I’renhellem appears as great Tree Spirits. Most tribes of elves will have a sacred tree they revere, around which they’ve built their communities, and I’renhellem communes with the sylvan beings in this manner.

Finally, to the Dwarves and Gnomes I’renhellem communes through **Grazdad Stonefather**, an amalgamation of their ancestors. Though they’re celebrating their ancestors, most fail to realize that in doing so they’re celebrating the being who brought their ancestors into creation.

## Characters

It is recommended that human and halfling characters be from a homestead near Brink, as having ties to the town will give them motivation for the events of *The Relic of Fallsbarrow*. Other races should be from the valley, but the exact location isn’t important.

Once the players have gotten their characters ready, give them Handout #1 and read the text in the “Starting the Adventure” section aloud.

## The Town of Brink

Located just east of the Echo Falls, the small town of Brink is a lawful-good farming community of some 2,000 folks run by **Father Stevyn Coldmantle**, head cleric of the Church of Erm. Father Coldmantle is an aging man in his late 60s who is generally kind-mannered, dresses simply and lives humbly. He has taken a young cleric named **Ariabelle Rosefall** under his wing and is preparing her to take over as head of the town’s church when he retires. Both Stevyn and Ariabelle are loved by the community, and love it themselves in return.

### Father Stevyn Coldmantle

5<sup>th</sup> level cleric

AC: 10 hp: 14 MV: 30’ AL: LG

Str: 9 Dex: 10 Con: 8

Int: 14 Wis: 18 Cha: 14

The center of town hosts a handful of business, but most of the population is actually spread out among homesteads located mostly south of the river. There are a few goat ranchers who live in the grassy hills northwest of town, however, and three halfling hamlets within four miles to the southeast consider themselves part of Brink as well.

Assault, murder, slander, tithe avoidance, blasphemy, and theft are all illegal. Most are sentenced with jail time and/or fines, though murder almost always results in public hanging.

People who claim Brink as their home must pay 10% of their income to the church. This is collected on the 1<sup>st</sup> of Thawmonth, Clearmonth, Ambermonth, and Coldmonth.

It is illegal to carry edged weapons while in the center of town. Unless just passing through, weapons must be checked in at the church, where a receipt for items will be given. There is no fee to keep weapons there, and they are guaranteed to be safe when PCs return for them as they leave town.

Laws are enforced by the town guard, which is led by **Brother Allecks Goldenfoot** (a 2<sup>nd</sup>-level fighter), an anointed man of the Church, who is in charge of a group of ten normal men.

### Brother Allecks Goldenfoot

2<sup>nd</sup> level fighter

AC: 12 (leather) hp: 19

MV: 30’ AL: LG

Att: short sword Dmg: 1d6+1

Str: 13 Dex: 10 Con: 17

Int: 7 Wis: 12 Cha: 12

### Town Guards

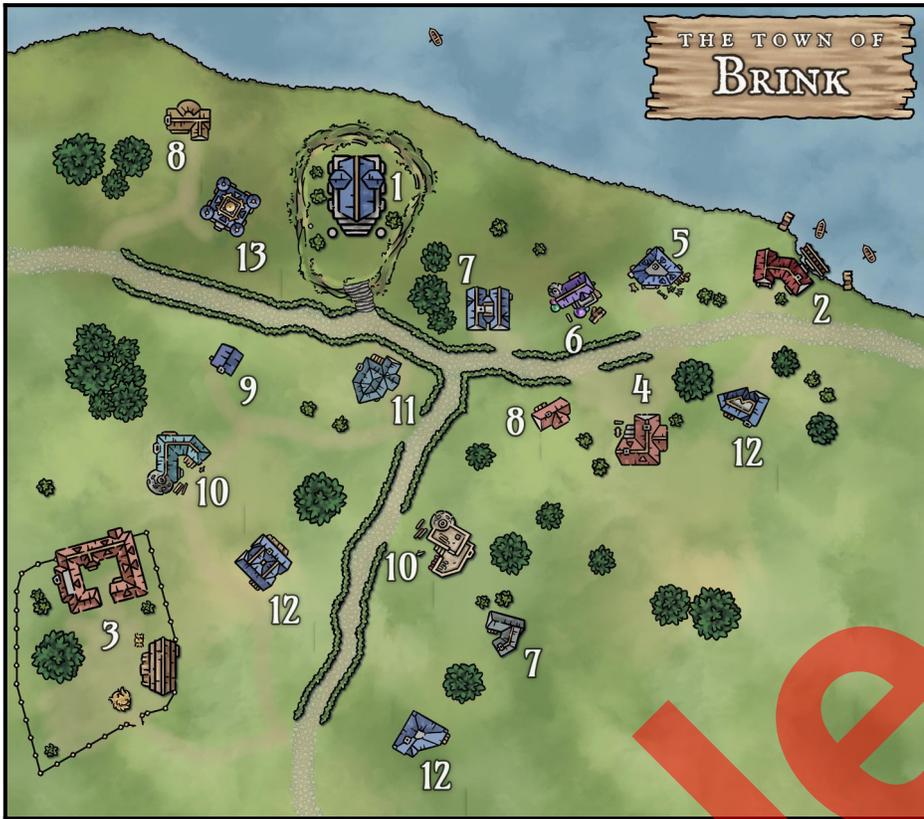
AC: 12 HD: 1 (d8) Size: M MV: 30’

Att: spear Dmg: 1d6

Save: P Int: Avg AL: LG XP: 5+1

## 1 – The Church of Erm

The largest building in town, the church doubles as the town hall. All important happenings in Brink are centered on the church. In addition to Father Coldmantle and Ariabelle, the church houses the men of the town guard, and an additional four young men who serve as acolytes.



Father Stevyn will cast *Cure Light Wounds* on those injured in service of the Church for a donation of 50gp, and will likewise remove curses, cure diseases, and the like for a donation of 150gp. It's important to note that these kinds of services aren't generally offered to the public; injury, disease, and the like are natural parts of life, as is death. The Church generally doesn't meddle in natural order of things which Erm has established, but does make exceptions for those who put their lives in peril while in service of the Church of its goals.

## 2 – Boatwright

**Grollen Humbleweaver**, an elderly human man, sells simple river rafts (5' x 8') for 250gp. He'll also ferry up to 4 people at a time across the river for 5sp per person.

## 3 – Horse Seller

**Joris and Yoland Shin**, a married human couple, sell riding horses for 100gp. A saddle and bridle is 20gp, and saddlebags cost 5gp. Feed is 2sp for a week's worth.

## 4 – The Obedient Squirrel

A simple, two story inn and tavern run by **Warmund Marinus**, a grumpy, middle-aged human male who tolerates few shenanigans.

Ale	5cp	Stew	1ep
Beer	1sp	Fowl	1gp
Wine	5sp	Mutton	2gp
Mead	1gp	Room	1gp/night

## 5 – Leathercrafter

**Audra Windsir**, a comely and flirtatious human female in her 20s, sells leather armor for 15gp and studded leather for 30gp.

## 6 – Alchemist

**Aelynthi**, a shrewd male elf, keeps a small selection of potions in stock. He has 1d4 of each for sale at any given time. He will also identify unlabeled potions for a cost of 75gp.

Protection from Evil	150
Potion of Shield	150
Potion of Cure Light Wounds	150
Potion of Aid	300

## 7 – Provisions

Two different general stores are in town, they usually have the same stock. Most items from the standard equipment list can be found between the two shops, at the CK's discretion.

## 8 – Resale Shops

Two different stores in town buy and sell used items, including some weapons. Any items for sale in other shops (except potions) are here for ¾ price. Items can be sold here for ½ their full price from the shops. However, any used weapons will break on an attack roll of a 1, and any armor will break if hit with an attack roll of a 20. Availability of items is left to the CK.

## 9 – Scribe

**Tanta Hopesinger**, an elderly female halfling, can translate texts, write letters, and provide other duties of that sort (though she can't make any sense of the text on the scroll found in Fallsbarrow).

## 10 – General Smiths

Two smiths in town provide items like nails, horseshoes, spikes, and other similar mundane items to other shops and merchants, as well as directly to townsfolk.

## 11 – Tailor

**Illunqii**, a beautiful elven woman, provides outfits of plain clothes for 1gp, and middle-class clothes for 5gp.

## 12 – Tools

Three different merchants sell a variety of mundane tools (farming, gardening, ranching, and other equipment) to the townsfolk.

## 13 – Weapons

The merchant closest to the church, **Nikodemus Sanford**, sells the following.

Sap	1gp	Staff	1gp
Club	5sp	Sling	5sp
Mace, light	5gp	Warhammer	10gp

The other weapon merchant, **Kralmuk Underbrewer** (a male dwarf), sells the following:

Arrows (20)	2gp
Arrow, silver tipped (1)	2gp
Axe, battle	15gp
Axe, hand	5gp
Bow, long	100gp
Bow, short	45gp
Dagger	5gp
Dagger, silver	100gp
Shield	20gp
Sword, short	15gp
Sword, long	20gp
Sword, two-handed	40gp

## Starting The Campaign

When you're ready to begin play, start by reading the following to the players:

Lunch at The Obedient Squirrel was surprisingly good. Jella, the barmaid, mentioned that the goat for the stew had been slaughtered just that morning.

While you dined, the lot of you came to realize you were all about to embark on a common quest: collecting the head of Irrug, a kobold trying to establish a tribe in the nearby Crimson Caverns. Gerran Hillfall, a local braggart, came in to boast that he and his fellows were off to slay the creature as you were finishing up your meals. By the time you were able to grab your gear and set off, Gerran had gained a half hour head start. Hopefully there will still be glory enough left for you!

The travel to the caverns is roughly a two mile hike after crossing the river by ferry. There's no path, but occasionally along the way you spot signs of Gerran and his friends' having recently passed though.

After two hours of difficult hiking through wooded and rocky terrain, the trees break and in the clearing you see the mouth of the Crimson Caverns.

## The Crimson Caverns

A large crystal slowly throbs with blood-red light in the lower portion of these caves. Streaks of light, like veins of precious metal, pulse along with the crystal throughout the entire complex, bathing the place in a dim, eerie red glow and lending the caverns their name. The crystal has a unique property: living creatures (PCs or monsters) who die within the caverns have a 1 in 6 chance of rising as a zombie in 1d4 turns. Zombies created in this manner do not come back once killed. Wandering monsters (1 in 6 chance, check every 20 minutes) are 1d4+1 **kobolds**.

### 1 – Gerran from the Grave

Three freshly dead bodies are sprawled on the ground; they are Gerran and his friends. The PCs arrive just in time to witness Gerran rise as a **zombie** and attack them.

**AC:** 12 **HD:** 2 (d8) **Size:** M **MV:** 20'  
**Att:** slam **Dmg:** 1d8  
**Special:** overwhelm, slow  
**Save:** P **Int:** None **AL:** NE **XP:** 10+2  
**HP:** 13

Between them they have 2 short swords, 1 dagger, a chain mail shirt, 2 sets of leather armor, 6 torches, 50' of rope, a tinderbox, two full water skins, 20gp, and 60sp.

### 2 – Watchdogs

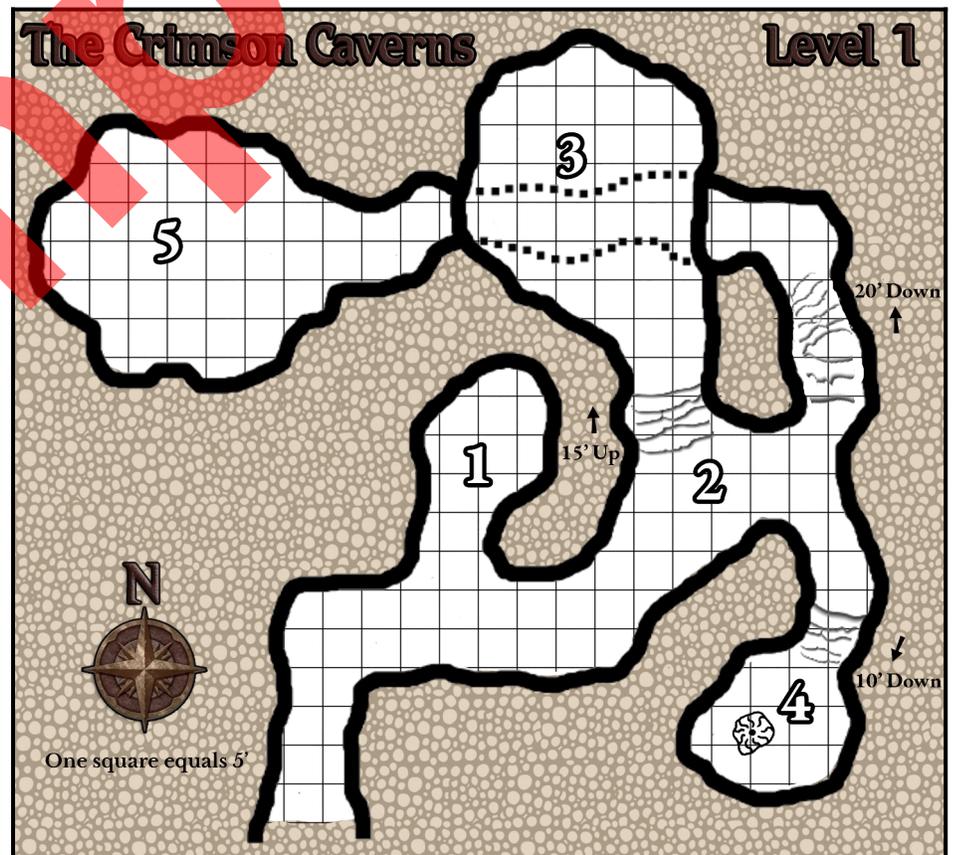
Four **kobolds** – small, vicious, dog-headed humanoids – who are anticipating more adventurers will surprise the PCs (CL 8). One will flee to warn those in room 5.

**AC:** 15 **HD:** 1 (d4) **Size:** S **MV:** 30'  
**Att:** spear **Dmg:** 1d6  
**Special:** darkvision 60', light sensitivity  
**Save:** P **Int:** Avg **AL:** LE **XP:** 5+1  
**HP:** 2, 2, 1, 1

Each carries 2d8cp.

### 3 – Trophy Room

At least one hundred heads and skulls on spikes posted in the soft earth floor of this cavern, some relatively fresh, others many years old. There's a 20% chance that a PC recognizes or knows one (or more) of them.



A platinum bracelet worth 1,500gp can be found superficially buried in the soft earthen floor if at least twenty minutes are spent searching.

#### 4 – Going Down

A sinkhole drops 60' down to the lower portion of the caverns. There is a rope ladder of kobold make going down the hole, but it can only support the weight of a small creature and will break if used by a dwarf, elf, or human after they've made it 20' down; roll 1d4 to determine the height at which the ladder breaks in tens of feet. A dexterity save with a CL equal to the above d4 roll will halve any damage taken from the fall.

#### 5 – Every Last One

Pallets for sleeping made of filthy rags and straw are scattered about. Six **kobolds** defend this lair and the three females and 10 young (non-combatants) here.

AC: 15 HD: 1 (d4) Size: S MV: 30'  
 Att: spear Dmg: 1d6  
 Special: darkvision 60', light sensitivity  
 Save: P Int: Avg AL: LE XP: 5+1  
 HP: 4, 3, 3, 2, 1, 1

10gp, 600sp, and 130cp can be collected among the pallets after thirty minutes of searching.



#### 6 – Bones

Bones from a few different creatures litter the floor beneath the drop here. Otherwise this area is empty.

#### 7 – Just Shrooms...

A patch of yellow striped, sweet smelling mushrooms cover the floor of most of this cavern. If eaten within five minutes of being picked, they grant the ability to breathe underwater for 10-30 minutes (roll 1d3).

#### 8 – Shrooms and a Spider!

Another patch of mushrooms grow in this room, these white with red and purple spots. They're tasty, but have imbue no special effects.

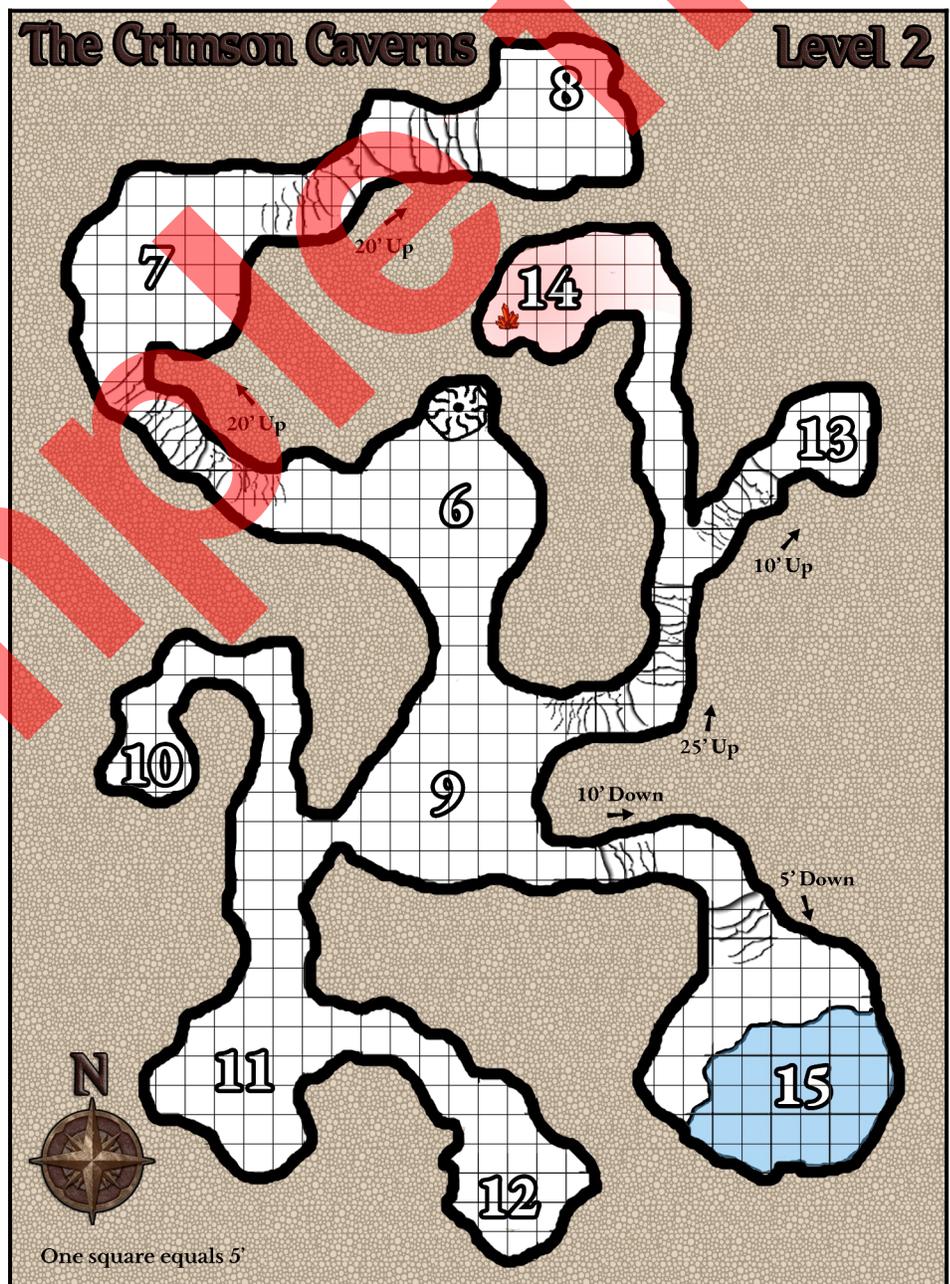
Hiding among them is a **small giant spider**.

AC: 14 HD: 1 (d4) Size: S  
 MV: 10' (climb 10')  
 Att: bite Dmg: 1d2  
 Special: poison (1d2/1d2 + 1d2 STR damage for 1d12 hours), web, twilight vision  
 Save: P Int: Avg AL: LE XP: 5+1  
 HP: 9

#### 9 – Grak's Graffiti

Scrawled in common on the west wall:

*GRAK SLEW A CREATURE HERE!*



## 10 – Anyone Have A Bobbypin?

Two **kobolds** are in here trying to break into a locked (CL 7) iron chest.

**AC:** 15 **HD:** 1 (d4) **Size:** S **MV:** 30'  
**Att:** spear **Dmg:** 1d6  
**Special:** darkvision 60', light sensitivity  
**Save:** P **Int:** Avg **AL:** LE **XP:** 5+1  
**HP:** 3, 2

The chest contains 300pp and two labeled *Potions of Cure Light Wounds*.

## 11 – Of Course They Do

From a large pile of bones near the southwest wall, four **skeletons** animate and attack.

**AC:** 13 **HD:** 1 (d12) **Size:** M **MV:** 30'  
**Att:** spear **Dmg:** 1d6  
**Save:** P **Int:** None **AL:** N **XP:** 5+1  
**HP:** 8, 8, 6, 4

Hidden among the remaining bones is a gem worth 750gp.

## 12 – Ribbit

A **giant toad** makes its lair here. It isn't hungry and won't attack unless the PCs get too close.

**AC:** 16 **HD:** 4 (d8) **Size:** L  
**MV:** 20' (jump 40')  
**Att:** bite **Dmg:** 1d4  
**Special:** twilight vision, swallow, camouflage  
**Save:** P **Int:** Animal **AL:** N **XP:** 90+4  
**HP:** 25

## 13 – Irrug's Chamber

The **kobold chieftain** Irrug and his **kobold bodyguards** can be found in this small cavern.

**Irrug**  
**AC:** 17 **HD:** 1 (d8) **Size:** S **MV:** 30'  
**Att:** short sword **Dmg:** 1d6  
**Special:** darkvision 60', light sensitivity  
**Save:** P **Int:** Avg **AL:** LE **XP:** 5+2  
**HP:** 8



### Bodyguards

**AC:** 16 **HD:** 1 (d6) **Size:** S **MV:** 30'  
**Att:** spear **Dmg:** 1d6  
**Special:** darkvision 60', light sensitivity  
**Save:** P **Int:** Avg **AL:** LE **XP:** 5+2  
**HP:** 6, 5, 5, 4

The chieftain wears a gold necklace with a ruby pendant worth 300gp, and the guards each have 2d6sp in their belt pouches.

## 14 – Calamitous Crimson Crystal

In the far western portion of this room, a four foot tall red crystal juts up from the ground. It detects as *incredibly evil*. Any creature touching it must make a **Save vs. Death** or take 2d4 points of damage. If this kills a creature, it rises as a zombie within one minute of dying. It cannot be destroyed, at least by any forces available to first level characters...

## 15 – Dangerous But Worth It

The southern portion of this cavern slopes down about 10' and is submerged in clear, cool water which a **giant crab** calls home. It won't pursue out of the cavern, but is savage if its waters are invaded.

**AC:** 17 **HD:** 3 (d8) **Size:** L **MV:** 30'  
**Att:** 2 claws **Dmg:** 2d6  
**Special:** rip  
**Save:** P **Int:** Animal **AL:** N **XP:** 40+3  
**HP:** 19

In the back of the pool under 10' of water is a locked (CL 5) iron chest that is rusted shut. It contains 2,500gp, 1,700sp, a *Potion of Gaseous Form*, three *Potions of Cure Light Wounds*, and an unlabeled vial of type III poison.

## Wrapping Things Up

If the PCs bring the head of Irrug back to Father Coldmantle, he'll reward them each with 100gp and a *Potion of Cure Light Wounds*. Additionally, they should each be awarded 500 experience points.

Allow the PCs a few days to rest and relax in town after they return before continuing with the next adventure.

## Brink's Countryside

If you'd like to expand the adventures and have your players explore the countryside as they travel to and from sites, you can roll for random encounters. A check should be made on the way to a dungeon, and on the way back, with encounters happening on a 1. During the day roll 1d6; if it's night time roll 1d12.

### The Brinkwood

- 1d4 Small Giant Spiders
- 1 Black bear
- 1d6+2 Gnolls
- 1d4+1 Bandits
- 1d4+2 Bandits
- 2d4 Stirges
- 1 Killer Tree

### Hills

- 1d3 Giant Ants
- 1d4+2 Bandits
- 1 Black bear
- 1d6+1 Kobolds
- 2d6 Deer
- 1 Ogre

### Grasslands

- 1 Centaur
- 2d4+2 Wild Boar
- 1d3 Wolves
- 1d8 Venomous Snakes
- Traveling trader (human)
- Traveling trader (halfling)
- 1d3 Cougars
- 2d4 Skeletons

## The Relic of Fallsbarrow

One evening while the party is having dinner at The Obedient Squirrel, Father Stevyn bursts into the common room weeping hysterically. He informs all of the townsfolk present that Ariabelle has been stricken with a horrible curse, and will most likely die within the week.

If pressed for more details, Stevyn explains that Ariabelle had gone to explore some ruins in the mountains just outside of Karaccia and stumbled across an artifact that spread corruption into her soul just from looking at the accursed thing. Even his pious magic has proven ineffective against the taint.

Two days will pass after this initial exchange, with the general mood in the town gloomy. Father Coldmantle will then approach the party with an air of hope about him, and reveals that he believes he has found a way to save Ariabelle's life. Stevyn explains that long ago, the Church had incorporated the worship of a goddess of death, **Sra'ha**, in their funerary rites. An ancient tomb called Fallsbarrow near the town of Brink was constructed during that time, then a bit over 100 years ago, any worship of Sra'ha was outlawed so Fallsbarrow was sealed and fell out of use.

Father Coldmantle has come across a text that details a relic of the Church that was sealed in the tomb which is rumored to be capable of clearing any evil or malady regardless of its strength or source. Explaining that the Church forbids him from entering a temple of Sra'ha, he implores the party to seek out this relic before Ariabelle succumbs to her affliction.

If the party doesn't take the job for free, Stevyn will go on to offer a reward of 250gp per party member. If the PCs try and raise the reward, make an opposed Charisma roll between the PC and Stevyn; if the PCs lose, Father Coldmantle will become incredibly offended and threaten to not only seek out another group for the undertaking but to also have them excommunicated from the Church and if they win he will just stand firm at 250gp. Pressing the

matter will cause him to lose his temper and demand they leave his presence, and he will seek out another group and begin the process of excommunication. This will, of course, end this adventure. Assuming the party agrees to help, they should set out west towards Fallsbarrow the same day.

The entrance to the crypts is located just a bit over two miles west of town, amidst rolling, grassy hills. A once proud-yet-simple mausoleum, 20' wide by 40' deep, stands mostly in ruins completely and completely overtaken by weeds and wild flowers. Towards the rear of the structure are stairs that lead down 100' into the darkness.

Ceilings are about 12' tall, unless otherwise noted. Hallways arch to a height of 10' in the center. Also, unless noted, the interior of Fallsbarrow is pitch black as it's over thirty yards underground; PCs without Darkvision will need a light source. There are no wandering monsters on the first level.

### 1 – Statue of Sra'ha

The ceiling vaults to a height of 30' here. The four massive pillars are made of lapis lazuli and are capped with ornate capitals made of silver.

The northern section is dominated by a 25' tall statue of Sra'ha with eyes made of green jewels. One glows, the other does not. The glowing gem is impossible to remove. The other comes out easily, and is made of glass.



### 2 – There Are Four Doors

The walls here are covered in old, crumbling frescoes depicting the ancient burial rites.

### 3 – Ghouls Gone Wild

Two ghouls sitting on the floor in the northeast corner rise to attack when the door to the south at the top of the stairs is opened. Letting out a blood-curdling wail, the creatures surprise the PCs with a -3 to their rolls.

**AC:** 14 **HD:** 2 (d8) **Size:** M **MV:** 30'  
**Att:** 2 claws, 1 bite **Dmg:** 1d3/1d3/1d6  
**Special:** paralysis, darkvision 60'  
**Save:** P **Int:** None **AL:** CE **XP:** 20+2  
**HP:** 11, 9

**Burial Niches:** Four on the north wall, six on the east, four on the south; they contain a total of 200gp and 1,000sp.

### 4 – Step to the Side

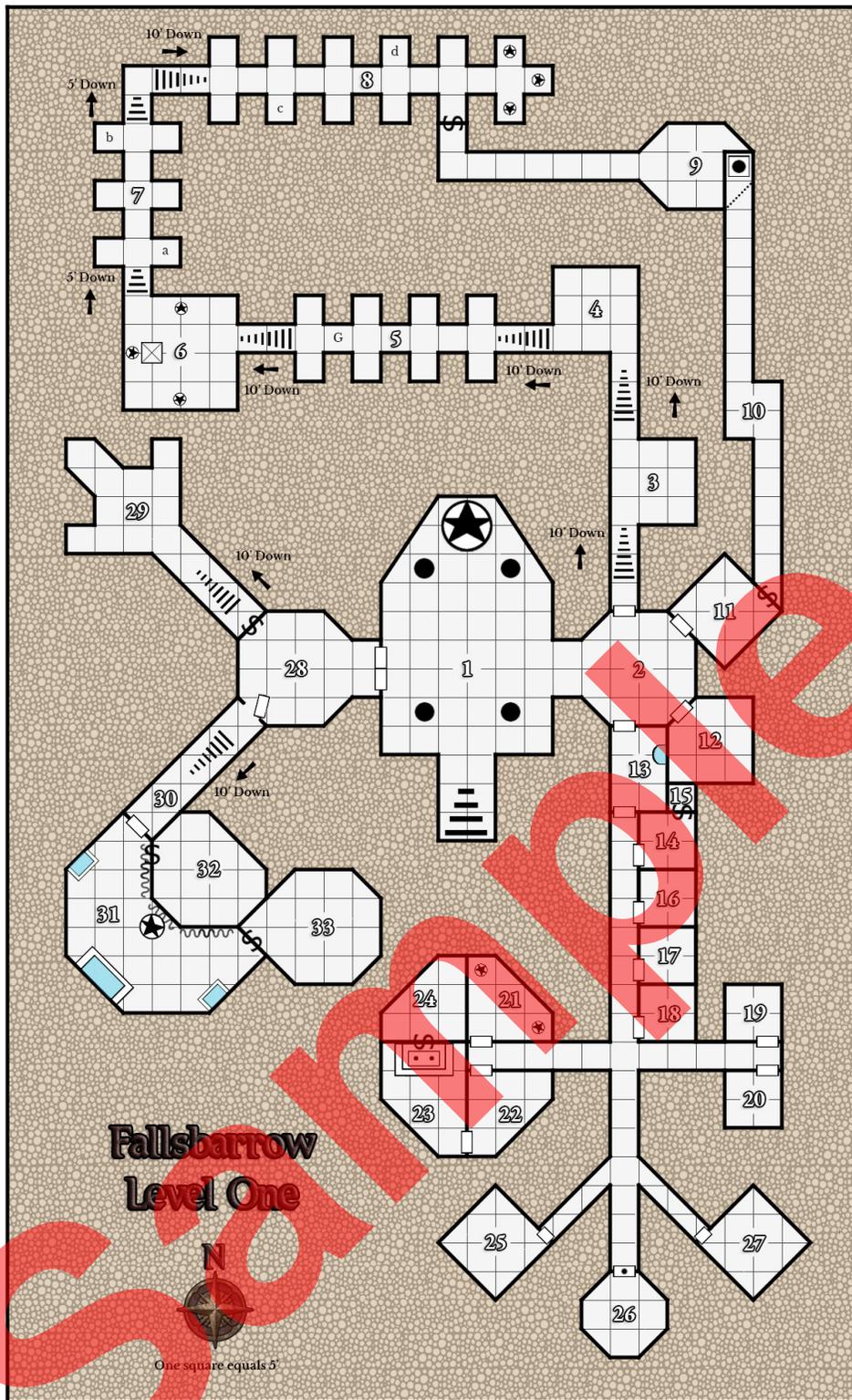
**Burial niches:** Six on the east wall, six on the north, four on the west. A gem in a niche on the north wall is trapped (CL 3); spikes shoot up from the floor in front of it when it is removed causing 1d6 damage. It is worth 500gp.

### 5 – A Gelatinous for the Newbs

The hallway here is exceptionally clean. A gelatinous cube (marked G on the map) blocks any egress to the west.

**AC:** 3 **HD:** 4 (d10) **Size:** L **MV:** 20'  
**Att:** slam **Dmg:** 1d4  
**Special:** acid, engulf, paralysis, blindsight 60', immunity to electricity, transparent, partial cold immunity  
**Save:** P **Int:** Nil **AL:** N **XP:** 180+4  
**HP:** 21

Each alcove along the hallway contains an upright sarcophagus. All of them are empty, save the remains of those interred within.



## Fallsbarrow Level One



### 6 – Proud Prehistoric Patriarchs

Three proud statues of past town patriarchs stand in this room. The old floor in front of the westernmost statue gives way if more than 100 pounds is placed on it, causing a 10' fall.

Each statue holds a mace with a head of pure gold and an ironwood handle, worth 250gp each. These can't be sold in Brink of course, as they are considered relics of the Church.

### 7 – More Dead

Each alcove contains an upright coffin, and within each is a **zombie**. They only attack if their coffin is disturbed.

AC: 12 HD: 2 (d8) Size: M MV: 20'  
Att: slam Dmg: 1d8  
Special: overwhelm, slow  
Save: P Int: None AL: NE XP: 10+2  
HP: 13, 13, 11, 10, 9, 4

The niche marked "a" contains a ring worth 150gp; "b" contains 600sp and a *Potion of Cure Light Wounds*.

### 8 – An Enraged Erm

The two statues in the north and south are made of green marble, and are of previous patriarchs of the Church. The eastern statue is made of quartz and depicts the goddess Erm. All other alcoves contain upright sarcophagi, most with nothing but remains. Opening any of them causes the statue of Erm, which is a **stone guardian**, to attack. It will not pursue past room 3.

AC: 18 HD: 4 (d10) Size: L MV: 20'  
Att: slam Dmg: 1d8  
Special: immunity to poison and disease, immunity to mind control, see invisible, resistant to weapons  
Save: P Int: None AL: N XP: 130+4  
HP: 19

The alcove marked "c" contains two *Potions of Cure Light Wounds* and a *Potion of Antidote (All Poisons)*. Alcove "d" contains a locked (CL 5) metal box containing 500pp. It is **trapped** (CL 4) with a poisoned needle (CL 2 CON save, or die in 30 minutes).

### 9 – Hold Your Breath

An ornate, white marble sarcophagus along the eastern wall is illuminated by a beam of pure white light. The source is a *Light* spell with *Permanency* cast on a glass ball that is set in the ceiling of the hallway 60' above; a 3' diameter shaft runs between the floor of that hallway and this chamber.

The remains inside of the sarcophagus are covered in a patch of **yellow mold**. Opening the lid causes

the mold to release spores; anyone standing within 10' must make a CL 5 CON save or choke to death within the day.

Once the mold is cleared (any application of fire will kill it), inside the sarcophagus can be found a quiver with 20 *Arrows +1*, a *Long Sword +1*, and a *Wand of Cure Light Wounds* with 13 charges left.

## 10 – Eerie Glow

Glowing glyphs encircle this room, illuminating the small chamber with a soft orange glow. It is but a simple prayer to Sra'ha.

## 11 – Tension Builder

**Burial niches:** Six on the north-west wall, six on the southeast. They contain only remains and no treasure.

## 12 – Simply Skeletons

Two **skeletons** clamber out to attack from the northern, eastern, and southern walls.

**AC:** 13 **HD:** 1 (d12) **Size:** M **MV:** 30'  
**Att:** spear **Dmg:** 1d6  
**Save:** P **Int:** None **AL:** N **XP:** 5+1  
**HP:** 12, 11, 9, 6, 2, 1

**Burial niches:** Four on the north wall, six on the east, four on the south. They contain only remains and no treasure.

## 13 – Fountain of Health

The walls are covered in beautiful frescoes of the afterlife. A fountain with a relief of Sra'ha and Erm both on it still runs with fresh, cool water. Once per person per day, drinking from this fountain will heal all lost hit points.

## 14 – Room of the Living Dead

Two **zombies**, one in each northern corner, shamble to attack when this room is entered.

**AC:** 12 **HD:** 2 (d8) **Size:** M **MV:** 20'  
**Att:** slam **Dmg:** 1d8  
**Special:** overwhelm, slow  
**Save:** P **Int:** None **AL:** NE **XP:** 10+2  
**HP:** 11, 7

The secret door to room 15 is CL 10 to discover.

**Burial niches:** Four in the east wall; 75gp, 700sp, 300cp.

## 15 – Hidden Treasure

A locked iron chest (CL 5) contains 5,000gp, four *Potions of Cure Light Wounds*, and a *Dagger +1, +2 vs. Skeletons*.

## 16 – More Skeletons

A **skeleton** climbs out of each of the burial niches in the east wall.

**AC:** 13 **HD:** 1 (d12) **Size:** M **MV:** 30'  
**Att:** spear **Dmg:** 1d6  
**Save:** P **Int:** None **AL:** N **XP:** 5+1  
**HP:** 11, 6, 6, 3

**Burial niches:** Four on the east wall; 30sp total.

## 17-18-19 – Empty Chambers.

**Burial niches:** Four on the east wall (and four on the north, four on the west in 19). They contain only remains and no treasure.

## 20 – Terrifying Trio

Three **zombies** sitting with their backs along the southern wall rise and attack when this room is entered.

**AC:** 12 **HD:** 2 (d8) **Size:** M **MV:** 20'  
**Att:** slam **Dmg:** 1d8  
**Special:** overwhelm, slow  
**Save:** P **Int:** None **AL:** NE **XP:** 10+2  
**HP:** 13, 10, 9

**Burial niches:** Four on the east wall, four on the south, four on the west; 250gp total.

## 21 – Wave of Bones

Two patriarchal statues flank a wall pocked with niches. Each round for three rounds, three **skeletons** climb out to attack.

**AC:** 13 **HD:** 1 (d12) **Size:** M **MV:** 30'  
**Att:** spear **Dmg:** 1d6  
**Save:** P **Int:** None **AL:** N **XP:** 5+1  
**HP:** 10, 10, 10, 8, 5, 3, 3, 2, 2

**Burial niches:** 15pp, 50gp, 200sp, and two *Potions of Cure Light Wounds*.

## 22 – Sir Bones

Old moth-eaten ceremonial robes hang from pegs in the north wall. Candles, spoiled incense, and crumbling prayer books can be found in a cabinets along the south-east wall. A lone **skeleton** clad in full yet rusted suit armor and clutching a halberd sits in a chair on the west wall. It animates and attacks if the door to 23 is opened.

**AC:** 18 **HD:** 1 (d12) **Size:** M **MV:** 30'  
**Att:** halberd **Dmg:** 1d10  
**Save:** P **Int:** None **AL:** N **XP:** 5+1  
**HP:** 12

## 23 – Bloody Secret

A beautiful altar crafted out of rose quartz stands against the north wall. Two platinum candlesticks are set atop it, worth 500gp each. Hanging on the wall behind the altar is a magnificent tapestry with an intricate and beautifully woven image of Sra'ha, her eyes formed from two emeralds sewn into the tapestry (each worth 250gp). Both emit a soft glow, which fades if they are removed. She stands before a throng of worshipers who are performing a blood ritual in her honor.

Close examination of the altar with a good light source reveals the presence of blood here and there; obviously the altar was cleaned (if not thoroughly) between uses.

Behind the tapestry, the seam of the secret door is obvious. However, it only opens if blood is spilled (even just a drop) on the altar.

## 24 – Clues!

A time-worn yet fine maroon velvet carpet covers the middle of this room, with a large matching pillow resting in its center. Upon the pillow is a pearl necklace worth 3,000gp, a gold medallion with the image of Sra'ha embossed on it worth 4,000gp, an ornate gold and ivory scroll case worth 1,500gp, and lying next to the pillow is a *Medium Steel Shield +1*. Inside the scroll case is Handout #2 and Handout #3.

## 25 – Of Course They Do Pt. 2

Eight **skeletons** animate from a large pile of bones in the southwest corner and attack

AC: 13 HD: 1 (d12) Size: M MV: 30'  
Att: spear Dmg: 1d6  
Save: P Int: None AL: N XP: 5+1  
HP: 12, 10, 8, 8, 7, 5, 5, 4

**Burial niches:** Four on the north-east wall, six on the northwest, six on the southwest, and six on the south-east; 250gp, 600sp, two gems worth 75gp each, and one *Potion of Cure Light Wounds*.

## 26 – Well Armed Zombie

The door to this room is locked (CL 3). Sitting on a stone throne along the southern wall is the **zombie** of a priest of Sra'ha, armed with a cursed *Mace +1, -2 vs. Undead* and wearing ornate plate mail. It animates when the room is entered, as do four **skeletons**.

AC: 17 HD: 2 (d8) Size: M MV: 20'  
Att: mace Dmg: 1d6+1  
Special: overwhelm, slow  
Save: P Int: None AL: NE XP: 10+2  
HP: 16

AC: 13 HD: 1 (d12) Size: M MV: 30'  
Att: long sword Dmg: 1d8  
Save: P Int: None AL: N XP: 5+1  
HP: 10, 5, 3, 3

**Burial niches:** Two in the north-west wall, two in the west wall, two in the east wall, and two in the north-east wall; 20pp, 300gp, 150sp total.

## 27 – Empty Chamber

**Burial niches:** Four in the north-west wall, six in the southwest, six in the southeast, and six in the north-east. They contain only remains and no treasure.

## 28 – They Didn't Stay Buried

The walls of this room are covered in mosaics depicting the old burial rites. A group of six **zombies** lurch to attack as soon as the double doors are opened, gaining surprise on 1-4. Sounds of battle in here will attract two **ghouls** from area 30.

AC: 12 HD: 2 (d8) Size: M MV: 20'  
Att: slam Dmg: 1d8  
Special: overwhelm, slow  
Save: P Int: None AL: NE XP: 10+2  
HP: 12, 12, 7, 6, 6, 2

AC: 14 HD: 2 (d8) Size: M MV: 30'  
Att: 2 claws, 1 bite Dmg: 1d3/1d3/1d6  
Special: paralysis, darkvision 60'  
Save: P Int: None AL: CE XP: 20+2  
HP: 8, 4

## 29 – Empty Chamber

Bones litter the floor here, and all the **burial niches** which cover all of the walls in all three wings of this chamber have been ransacked. There is nothing of value to be found.

## 30 – Hallway

The door to this hallway was left open by a pair of **ghouls** who wandered in. If the zombies in room 28 were lured out of that chamber and fought in room 1, these ghouls will still be here.

## 31 – Hidden Secret Door

A large statue of Erm dominates this oddly shaped chamber. Directly across from the statue is a 12' wide pool filled with surprisingly clear and refreshing water. To each side of the large pool are smaller fonts, both filled with murky water.

Tapestries hang on the walls behind and to the sides of the statue, each a scene showing mankind receiving blessings from the goddess.

The seam of the eastern-most secret door is noticeable, as there's a faint green light coming from the other side. If the tapestry covering the western-most secret door is moved, light can be seen coming from it as well though it is white instead of green.

A small button is located in the bottom right (as one is facing it) of each of the smaller pools. Pressing the button in the eastern pool opens the western secret door, and pressing the button in the western pool opens the eastern secret door.

## 32 – Gassy Patriarch

A lone sarcophagus stands in the center of this room. The ceiling domes up to 18' in the center, in which a glass ball with a *Light* spell with *Permanency* cast upon it is affixed.

The sarcophagus is **trapped** (CL 3) it is filled with poisonous gas. On a successful check, a thief can discern that it's trapped by noticing a discoloration around the seam of the lid that denotes the presence of the gas, which can then be avoided by the covering of one's mouth and nose with a rag or something similar. Any character in the room who doesn't have their airways protected when the lid is opened will take 3d6 points of damage, with a CL 5 save vs. poison halving that.

Inside, buried with the remains of a past patriarch, is a suit of *Chain Mail +1*, a *Ring of Protection +1*, and a scroll with the cleric spells *Remove Curse*, *Cure Serious Wounds*, and *Raise Dead*.



### 33 – A Dungeon Staple

A lone sarcophagus stands in the center of this room. The ceiling, the center of which is a glowing char-  
treuse color, domes up to 18' in the center, in which a glass ball with a *Light* spell with *Permanency* cast upon it is affixed.

The green color is caused by a **green slime** which has grown over the ball. The slime has weakened the bond between the ball and the ceiling, and the vibrations from a PC walking under it will cause it to fall, hitting them for 1d6 damage and covering their head (or helmet) with the slime. This can be avoided with a CL 5 dexterity save.

AC: 10 HD: 4 (d8) Size: M MV: 0'  
Att: none  
Special: devouring assimilation  
Save: Nil Int: None AL: N XP: 60+4  
HP: 22

Green slimes can only be harmed by freezing, burning, or *Remove Disease*. Once in contact with flesh, it causes 2d6 damage and turns the flesh into green slime. It can't be scraped off, but can be burnt off or treated with a *Cure Disease* spell. If not removed, it will turn the victim into a green slime in 1d4+6 rounds after contact. Burning does half damage to the victim, and half to the slime.

The patriarch interred within was buried with a platinum necklace worth 2,500gp.

#### Nothing Here Helps!

Even if they find and explore every room on this level, the PCs obviously find nothing that will help Ariabelle. They will, however, have found a scroll and a map pointing them towards a cavern known as "Stranglehole." If a wizard casts *Comprehend Languages*, they'll be able to read the text at the bottom of the parchments found in room 24. The labels on the map are "Temple of Sra'ha," "Brink," and "Stranglehole." The prayer reads:

*She has cravings  
Must be sated  
Her terrible form  
Grows like the abyss*

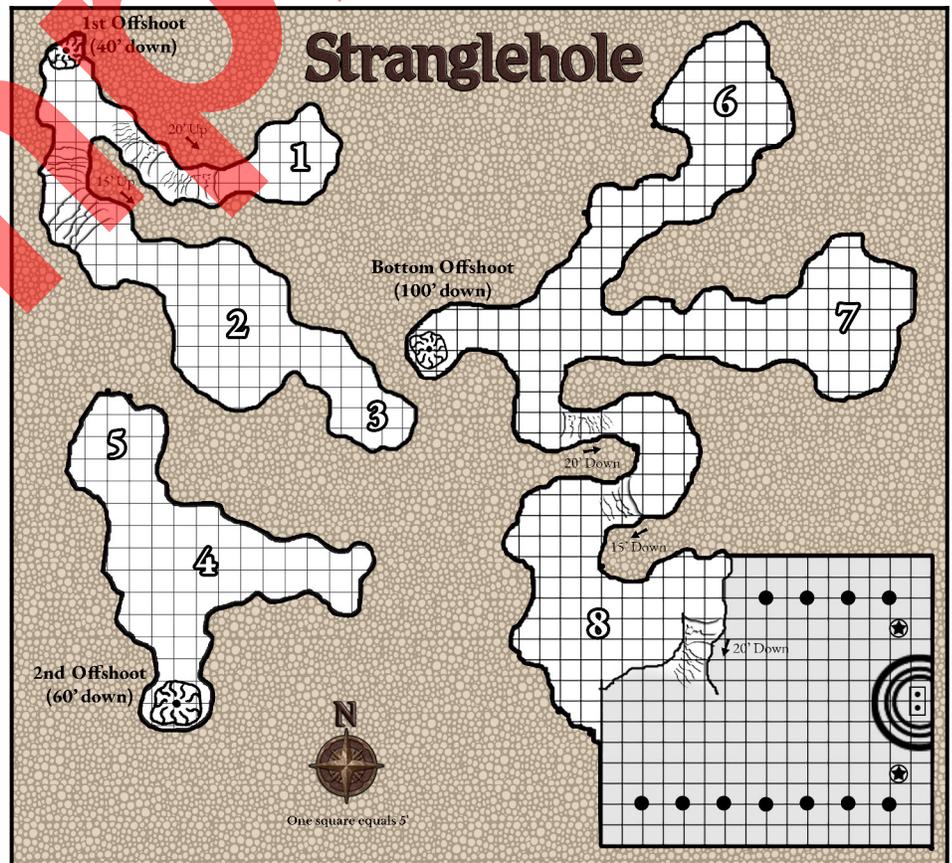
They'll most likely contact Father Coldmantle to see if he can shed any light on the scrolls they found, however it is possible that the characters try to find Stranglehole on their own using the map as guidance. This is completely possible, though searching for the location without help takes 1d6+4 days before the characters successfully locate it, whereas getting directions from Stevyn will lead the characters straight there.

Additionally, if they go to the priest for advice they'll gain information about the cavern which will help them in their quest there. Father Coldmantle explains that the caverns were named as such because of the terrible vines that grow all down the sides of the sinkhole which serves as the caverns' entrance. The plants are carnivorous, and have a tendency to grab and clutch at creatures that traverse the length of the shaft. He was unaware that there was anything hidden by the Church there, but has always warned young adventurers from going there, as the vines can be deadly.

### Stranglehole

The entrance to the caverns is a shaft, generally 12'-14' in diameter which descends 100' straight down with side passages at 40', 60', and at the bottom. Covering the entirety of the walls on the way down is a mass of slowly writhing, dark green vines interlacing haphazardly here and there. The vines are speckled with yellow splotches, and small blue and yellow flowers sprout out here and there.

It's easy enough to climb up or down, even without rope, as the vines provide ample hand- and footholds. However, for every 20' traveled by climbing there is a 1 in 6 chance per PC of being attacked by 1d4 vines. The vines attack with a +3, and cause 1 point of damage per hit. If a PC is successfully hit by 3 or more vines in the same round they become entangled and restrained, and will be choked to death in 6 rounds if not freed by hacking away the vines. The vines are AC 10 to hit and can take 3hp of damage each, however an entangled PC is unable to attack and must be freed by



someone else. Casters using *Levitate*, *Feather Fall*, or similar magic to traverse the tunnel aren't attacked.

Note that it is completely possible for characters to go straight to the room with the key for the lower level of Fallsbarrow and grab it, running from the living statues and using magic to escape. If they do, *let them!* Don't be a CK who punishes smart play, those guys are dicks.

### 1 – Sweet, Free Loot!

A moss covered chest in the northern area contains 300sp, and propped beside it, also covered in moss, is a *Glaive +1, +2 vs. goblins*.

### 2 – Seymour Fed Him

A small amount of the vines grow into this area along the western wall of this offshoot cavern. Large piles of bones of all shapes and sizes are piled about here and there in this area. A few of them have desiccated corpses (two human, three kobold, and six goblin) on top of them. These are the remains of the vines' victims. Light and noise in the cavern will attract the bats in room 3.

### 3 – Batcave

Five very hungry **giant bats** call this guano-filled cavern home.

**AC:** 13 **HD:** 2 (d8) **Size:** S  
**MV:** 5' (40' fly)  
**Att:** bite **Dmg:** 1d6  
**Save:** P **Int:** Animal **AL:** N **XP:** 10+2  
**HP:** 9, 8, 7, 7, 6

### 4 – Harpy Hangout

A trio of **harpies** lair in this large cavern.

**AC:** 13 **HD:** 3 (d8) **Size:** SM  
**MV:** 20' (50' fly)  
**Att:** 2 claws **Dmg:** 1d3/1d3  
**Special:** captivating song, darkvision 60'  
**Save:** P **Int:** Animal **AL:** N **XP:** 10+2  
**HP:** 10, 10, 9

Harpies try and mesmerize their prey with their song. Any creature who hears the harpies' songs must make a charisma save or be captivated and begin walking towards the creatures.

### 5 – Nest

Many pillows and carpets are piled here. They were all once fine, but are now covered in mildew and shredded. Hidden amongst it all is a fine gold necklace worth 750gp.

### 6 – Ew, It Got In My Hair

A **gray ooze** clings to the ceiling here and will drop on the first PC to walk under it, which can be avoided with a CL 8 dexterity save.

**AC:** 5 **HD:** 3 (d10) **Size:** M **MV:** 10'  
**Att:** acid **Dmg:** 1d8  
**Special:** acid, constrict, transparent  
**Save:** P **Int:** None **AL:** N **XP:** 50+3  
**HP:** 18

### 7 – Herpetarium

The skeletal remains of some sort of massive beast lies here. A **pit viper** uses the skull as its home.

**AC:** 13 **HD:** 1 (d4) **Size:** S **MV:** 20'  
**Att:** bite **Dmg:** poison (1d10/death)  
**Special:** acid, constrict, transparent  
**Save:** P **Int:** Animal **AL:** N **XP:** 7+1  
**HP:** 3

### 8 – Fallsbarrow Key

Two **stone guardians** made of shimmering pink crystal guard a grandidierite which lies on an altar made of lapis lazuli.

**AC:** 18 **HD:** 4 (d10) **Size:** L **MV:** 20'  
**Att:** slam **Dmg:** 1d8  
**Special:** immunity to poison and disease, immunity to mind control, see invisible, resistant to weapons  
**Save:** P **Int:** None **AL:** N **XP:** 130+4  
**HP:** 25, 22

The statues were ordered to guard the gemstone, and will fight to the death to do so. However, they can't pursue PCs who ascend back up the sinkhole. This gemstone is of course the key to accessing the lower level of Fallsbarrow.

## Back to the Barrow

If the non-glowing eye on the statue of Sra'ha in Room 1 of Fallsbarrow is replaced with this gem, it begins glowing to match the other then the entire statue shifts to the left revealing a staircase that spirals downwards for 40'.

None of the rooms are lit unless otherwise noted. Like the level above it, most ceilings are about 12' tall, and hallways arch to a height of 10' in the center.

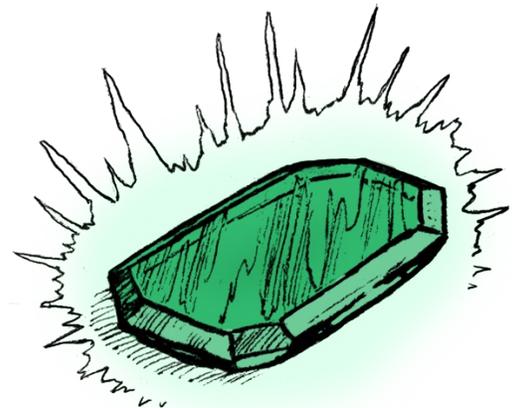
Wandering monsters on this level are 1d3+1 **ghouls**, checked every 20 minutes for the first two hours the party is here. After that, checks begin every 10 minutes. There are no wandering monsters in rooms 22-26, however.

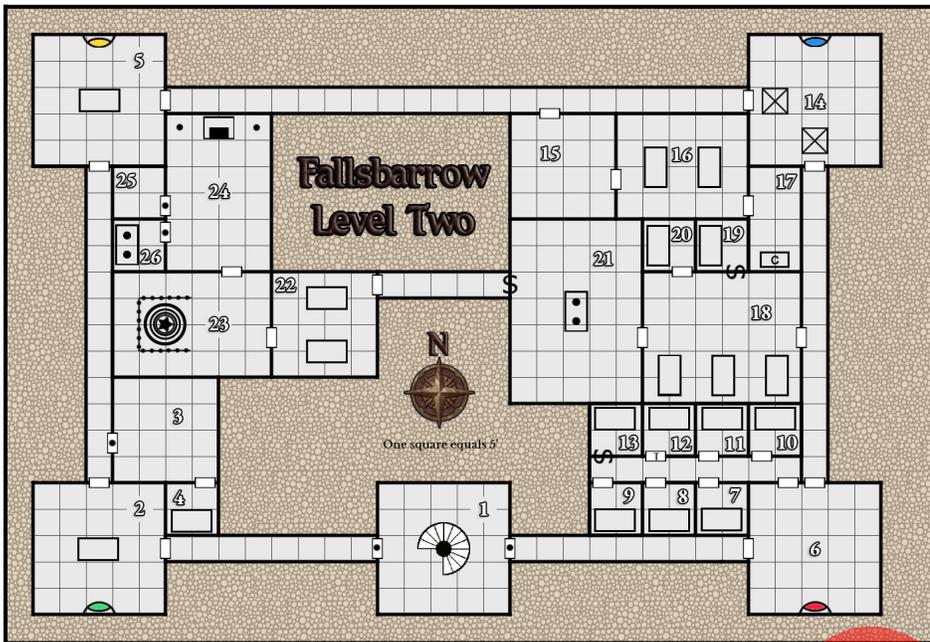
### 1 – Here We Go...

The stairs under the statue land in this chamber. Both of the doors leading out are locked, (CL 5) but the lock on the western door has parts that are in poor repair. As such, thieves gain a +5 bonus to their open locks ability against it, or it can even be busted open with a CL 5 strength check. Shortly after the room is entered, eight **skeletons** climb out of burial niches in the walls to attack.

**AC:** 13 **HD:** 1 (d12) **Size:** M **MV:** 30'  
**Att:** spear **Dmg:** 1d6  
**Save:** P **Int:** None **AL:** N **XP:** 5+1  
**HP:** 10, 9, 8, 8, 3, 2, 1, 1

**Burial niches:** Ten on the north wall and ten on the south; 20gp, 75sp, 200cp.





### 2 – Ah, A Color Puzzle...

A fountain shaped like a dragon head is affixed on the south wall. Water with a soft green glow slowly drips from its mouth. A lone sarcophagus stands in the center of the room. Inside is a **ghoul** who attacks if the sarcophagus is opened.

**AC:** 14 **HD:** 2 (d8) **Size:** M **MV:** 30'  
**Att:** 2 claws, 1 bite **Dmg:** 1d3/1d3/1d6  
**Special:** paralysis, darkvision 60'  
**Save:** P **Int:** None **AL:** CE **XP:** 20+2  
**HP:** 8

**Burial niches:** Ten along the west wall; 50gp, 175sp, and 3 vials of holy water.



### 3 – An Empty Chamber

The door to this room is locked (CL 3). There are burial niches in the east wall, but they all contain nothing other than human remains.

### 4 – A Very Fine Sword Indeed

A lone sarcophagus stands against the southern wall. The body inside was buried with a very finely crafted two-handed sword. It isn't magical, but holds a keen edge and grants a +1 to damage. It is worth 300gp.

### 5 – Another Puzzle Piece...

A fountain shaped like a dragon head is affixed on the north wall. Water with a soft yellow glow slowly drips from its mouth. A lone sarcophagus stands in the center of the room, the lid broken into pieces around it. The remains inside do not animate.

There are ten burial niches along the west wall, all empty. However, there is a 2 in 6 chance per PC searching them of setting off an **arrow trap**. If triggered arrows shoot out from the niches. Make an attack roll against each PC in the room (+4); if hit a character takes 1d6 damage. This trap can be set off multiple times (if multiple PCs are searching and you roll a 1 or 2 on 1d6 for more than one of them, the trap goes off that many times).

### 6 – And Another...

A fountain shaped like a dragon head is affixed on the south wall. Water with a soft red glow slowly drips from its mouth. There are ten burial niches along the east wall, but they hold nothing other than remains.

### 7 – A Simple Tomb

A sarcophagus containing only remains is in this small room.

### 8 – A Less Simple Tomb

A sarcophagus containing a **zombie** is in this small room.

**AC:** 12 **HD:** 2 (d8) **Size:** M **MV:** 20'  
**Att:** slam **Dmg:** 1d8  
**Special:** overwhelm, slow  
**Save:** P **Int:** None **AL:** NE **XP:** 10+2  
**HP:** 9

### 9 – Another Simple Tomb

A sarcophagus containing only remains is in this small room.

### 10 – Another Less Simple Tomb

A sarcophagus containing a **skeleton** is in this small room.

**AC:** 13 **HD:** 1 (d12) **Size:** M **MV:** 30'  
**Att:** spear **Dmg:** 1d6  
**Save:** P **Int:** None **AL:** N **XP:** 5+1  
**HP:** 10

### 11 – He Was Once A Pious Man

A sarcophagus containing a **ghoul** is in this small room.

**AC:** 14 **HD:** 2 (d8) **Size:** M **MV:** 30'  
**Att:** 2 claws, 1 bite **Dmg:** 1d3/1d3/1d6  
**Special:** paralysis, darkvision 60'  
**Save:** P **Int:** None **AL:** CE **XP:** 20+2  
**HP:** 16

Inside the sarcophagus is a *Potion of Invisibility* and 150gp.

### 12 – He Once Was A Holy Man

The door is **trapped** (CL 5) with a poisoned needle (2d4, CL 5 constitution save for half). A sarcophagus containing a **ghoul** is in this small room.

AC: 14 HD: 2 (d8) Size: M MV: 30'  
Att: 2 claws, 1 bite Dmg: 1d3/1d3/1d6  
Special: paralysis, darkvision 60'  
Save: P Int: None AL: CE XP: 20+2  
HP: 10

Inside the sarcophagus is a scroll with two *Cure Light Wounds* spells on it.

### 13 – Father Jepage’s Tomb

The secret door is CL 8 to find. The remains in this sarcophagus are clutching “Jepage’s Judgment,” a large *Mace +1, +2 vs. Undead*. It can only be wielded by lawful good creatures.

### 14 – The Final Puzzle Piece

A fountain shaped like a dragon head is affixed on the north wall. Water with a soft blue glow slowly drips from its mouth. Both **pit traps** (CL 8 to spot) are 10' deep (1d6), and have spikes at their bottoms (1d4). Victims may attempt a CL 5 dexterity save for half damage.

There are ten burial niches along the east wall, all empty, even of remains.

### 15 – An Empty Chamber

There are burial niches in the east wall, but they all contain nothing but remains.

### 16 – A Moment of Respite

Both sarcophagi in this room contain remains, but the eastern-most also holds a *Potion of Cure Light Wounds*.

### 17 – Not Worth It

A large wardrobe along the southern wall contains many ceremonial robes and raiments. Many other boxes and crates are scattered about which contain candles, incense, oils, and other items of that nature. All together it weighs 250 pounds and is worth 300gp.

If more than ten minutes is spent searching through the boxes, a crate containing a **yellow mold** is found. Anyone standing within 10' must make a CL 5 CON save or choke to death within the day.

### 18 – A Small Bit Of Protection

Three sarcophagi along the southern wall. The western-most is sealed with wax, and if opened release **poisonous gas** that instantly fills the room for one turn (CL 5 to discern that it is trapped). Anyone caught in the gas must make a CL 6 poison save or take 2d4 damage.

All three contain remains, but the trapped sarcophagus also contains a *Small Wooden Shield +1*.

### 19 – Bone Golem

The secret door to this small room is CL 10 to find. Guarding the sarcophagus in this room is a **bone golem**. This horrible construction has four arms, and with them it is wielding a short sword, hand axe, mace, and spear. They're **not magic**, but are beautifully and expertly crafted of bronze, granting them +1 to hit. The golem can only be hit by magic or magic weapons, and is immune to any spells with allow an M save, as well as *Sleep*.

AC: 18 HD: 6 (d10) Size: L MV: 20'  
Att: 4 weapon Dmg: 1d6/1d6/1d6/1d6  
Special: immunity to magic  
Save: P Int: None AL: N XP: 210+6  
HP: 36

Inside the sarcophagus is a diamond worth 5,000gp, a scroll with the spells *Dispel Magic*, *Fireball*, and *Knock on it*, and a tiara made of platinum and set with rubies worth 3,500gp.

### 20 – An Empty Chamber

A sarcophagus containing only remains is in this small room.

### 21 – Putting The Puzzle Together

An altar made of white marble streaked with gold stands proudly in the center of this large chamber. Upon it are four chalices; one made of grandidierite, one made of citrine, one made of lapis lazuli, and one made of rhodonite.

Placing water from each of the dragon head fountains in the correct cup (green/grandidierite, yellow/citrine, blue/lapis lazuli, and red/rhodonite) opens the secret door.

### 22 – Ghouls And Gold

The lids of both these sarcophagi are broken. A **ghoul** leaps from each when this room is entered.

AC: 14 HD: 2 (d8) Size: M MV: 30'  
Att: 2 claws, 1 bite Dmg: 1d3/1d3/1d6  
Special: paralysis, darkvision 60'  
Save: P Int: None AL: CE XP: 20+2  
HP: 11, 6

**Burial niches:** Ten on the north wall and ten on the south; 2,000gp, 1,600sp, 800cp.

### 23 – Reliquary of Sra’ha’s Smile

An ornately carved altar stands in the center of a stepped dais. A glowing azure orb gently pulses as it floats just above the surface of the altar.

This orb is the *Reliquary of Sra’ha’s Smile*, which is the relic Stevyn needs to save Ariabelle. Unless one of the medallions from room 25 is being worn, stepping upon the dais causes 1d4+1 damage and violently throws one back 10'. Additionally, unless the guardian in room 24 has been defeated, the orb will not budge from its location.



## 24 – Amistrea, Priestess of Sra’ha

Sitting upon a throne carved of stone and flanked by two tall brass candlesticks is **Amistrea, Priestess of Sra’ha**. This ghoulish creature was a priestess interred alive when the orb was sealed here, chanting the ritual needed to bind the orb to its altar and Amistrea’s soul as a guardian to this tomb.

She rises and shrieks loudly when the room is entered, “The goddess will never smile upon you!” Then, a sphere of sickening green light forms around her head and begins expanding in radius by 5’ per round (to a maximum of 25’). Anyone entering or touching this light must make a CL 7 intelligence save or suffer from a chilling weakness that causes a -2 penalty to attack and damage rolls. During combat, she will focus on elves and magic users if present. Her attacks are as those of a ghoul, and can paralyze creatures.

**AC:** 16 **HD:** 5 (d8) **Size:** M **MV:** 30’  
**Att:** 2 claws, 1 bite **Dmg:** 1d3/1d3/1d6  
**Special:** paralysis, darkvision 60’, chilling orb  
**Save:** P **Int:** Avg **AL:** CE **XP:** 140+5  
**HP:** 29

Once Amistrea has been defeated, the locks to rooms 25 and 26 release and both doors swing open. Additionally, this allows the *Reliquary of Sra’ha’s Smile* to be removed from its altar.

## 25 – Closet

A dozen dark green robes hang from pegs in the walls here; four on the north wall, four on the east, and four on the south. Each has an interior pocket, and within each pocket is a small gold medallion with the image of Sra’ha on it (worth 50gp each).

## 26 – Erm’s Healing Power

An altar to Erm is positioned along the western wall. Inlaid in gold on the wall behind it are the words, “Praise be to the goddess of life, without whom death would not exist.”

Once per year per person, touching this altar while saying that prayer will heal any wounds, disease, or curse.

## Stevyn’s Sacrifice

Once the *Reliquary of Sra’ha’s Smile* has been obtained, it is assumed the characters will bring it straight to Father Stevyn Coldmantle back in Brink.

He almost immediately begins performing a ritual that he has prepared in anticipation of the PCs’ return.

Father Coldmantle finishes lighting the last of the many candles encircling Ariabelle, who is lying on a silk pillow upon the altar in the church. Stevyn places the orb on her stomach, and moves her hands to hold it in place. As Ariabelle’s hands lightly grasp the holy relic, it begins to fill the room with warmth, and she smiles slightly though her eyes remain closed as if still wincing from pain.

Stevyn recites a prayer from an ancient tome, and before your very eyes the goddess Sra’ha appears, hovering between Ariabelle and the priest. “Faithful of Erm, why do you pray to me?”

Unwaveringly, Father Coldmantle replies with the words indicated in the tome, “For you to smile on the pure of heart Ariabelle, and embrace me instead.”

With this, Sra’ha turns to smile at Ariabelle whose eyes immediately open as she draws a deep, gasping breath. The goddess then steps to Father Stevyn, places her hand on his cheek and say, “Come home, selfless son of Erm, and rest well in our arms,” before wrapping her arms around him as she fades away. The old priest, his life gone from him, then gently slumps to the ground as the orb disintegrates into a fine dust.

Whatever day it ends up being when the PCs complete this quest will become known as Saint Coldmantle’s Day in Karaccia, and eventually within Imlar as a whole. Sister Ariabelle Rosefall will be appointed by the Church as the new head

cleric of Brink. The PCs will be recognized as heroes of the church, and Ariabelle will forever be grateful to them for saving her life. They should each be awarded 1,000 experience points for successfully completing this adventure.

## The Brinkwood Thicket

Depending on exactly how long it took the PCs to complete the events in RCI, it should be towards the beginning of Birthmonth, 268 PS. This will give them about two weeks of rest and relaxation in town.

On the 15th of Birthmonth, the town of Brink begins a celebration known as “Brightbloom.” This festival celebrates the height of Spring, and is full of dancing, games, music, shows, food, and other entertainment. It lasts for the whole week, with closing ceremonies happening on the 21st.

The first three days of the festival go off perfectly. If you wish, you may spend time role playing festival activities such as carnival games. For example, a character could spend a copper coin to toss a beanbag at a target board. Rolling 1d20 and adding any Dexterity modifier: on a 1-5 they miss the board; 6-14 they make it into a hole worth a small prize (cut flowers, a small token, etc.); 15-18 they make it into a hole worth a prize of 1 silver coin, and on a 19-20 they win 1 gold coin.

On the third day of the festival (the 18th of Birthmonth) an event is held crowning the “Princess of Petals,” a ceremonial title given to a girl aged 13-16 every year. Sat upon a “throne” (a chair decorated with flowers), she’s carried through the town before being crowned with flowers on the steps of the church.

The adventure begins with the characters in with the crowd gathered to watch the crowning of the princess. Start by reading the following to the players:

A warm, calm wind brings the scents of the meadows up from the south as the sun gently shines from a sky with just a few bright, puffy clouds floating through it. A chorus of birdsong jangles above the din of a cheerful crowd. It is a perfect day indeed for crowning this year's Princess of Petals!

Just as you're getting your first glimpses of the princess' procession coming up from the fields south of town, you begin hearing odd chittering noises from the northeast, towards the river. It quickly grows louder and within a brief moment you're witness to the source of the unnerving, droning sound: a large swarm of monstrously gigantic brown spiders pours into the center of town! Most of the crowd either freezes in fear, or runs for their lives, and the creatures seem to ignore them. The few townsfolk, mostly guardsmen, who start to take action are quickly neutralized as the spiders spray them with sticky, silken webs causing the guards to go limp when it touches them.

The horde moves quickly, and with lightning speed they make their way straight towards the Princess of Petals. Four of the creatures surround her, and shoot a strand of web at the defenseless maiden. They then, surrounded by the rest of the swarm, carry her off just as fast as they appeared in the direction they came.

There are a total of 24 giant brown wood spiders in the swarm.

AC: 15 HD: 3 (d8) Size: M

MV: 30' (20' climb)

Att: bite Dmg: 1d6

Special: poison, web, twilight vision

Save: P Int: Animal AL: N XP: 40+3

HP: 12 each

The poison from the bite of a giant wood spider inflicts an additional 1d8 damage and causes the victim to be sluggish (always loses initiative and movement is halved) for 2d4+2 rounds. This is negated by a CL 5 constitution saving throw. Instead of biting, a giant wood spider can shoot a wad of poisoned webbing at a target up to 30' away. Any creature hit

by this mess must make a CL 10 constitution saving throw or become immobile until 2 rounds after they've lost contact with the webbing, or two hours have passed and the poison weakens, whichever comes first. This group doesn't want to fight, and prefers to web opponents to keep them in place while the creatures make their retreat with the princess.

You can play out the encounter instead, if you wish, though nothing short of magic dice will likely cause it to end in anything other than the PCs getting webbed in place as the spiders escape with their prize.

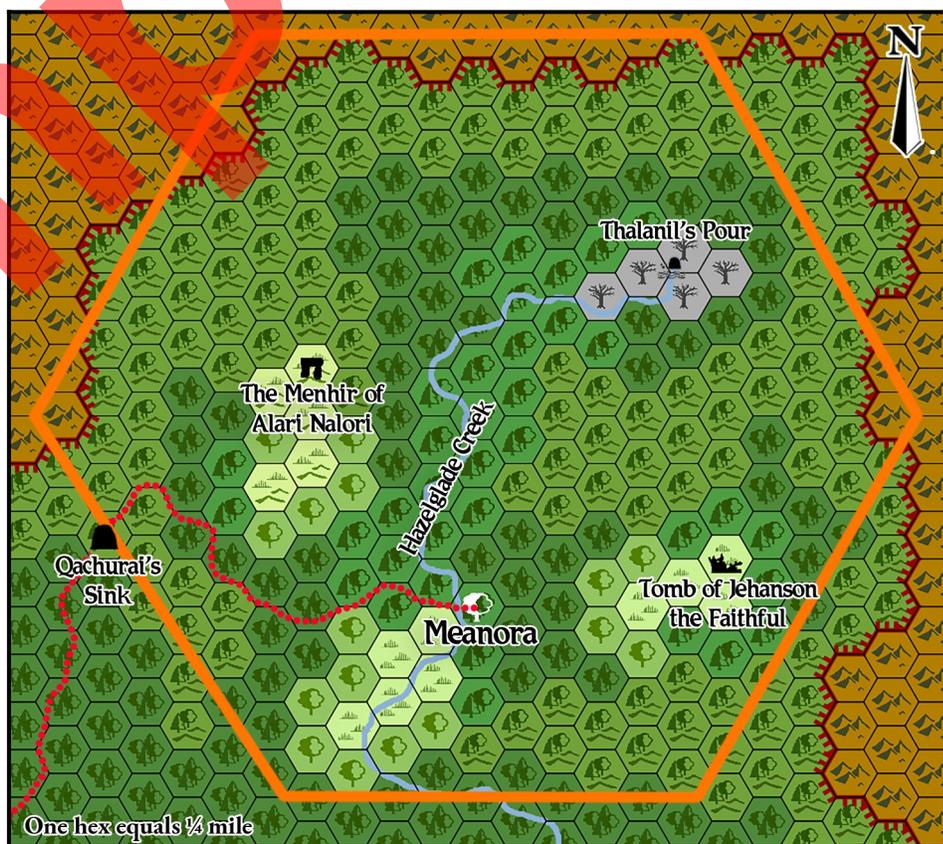
Once the creatures have left, the townsfolk who hadn't been frozen by wads of poisoned silk rush to the aid of those who have, scraping away the goo so that those affected regain movement.

Sister Ariabelle Rosefall, the new head cleric of the Church of Erm and leader of the town of Brink, soon gathers the PCs at the church. The conversation is short, no mention or offer of compensation is made, but the message is clear: Jana Darby, the poor girl who was to be

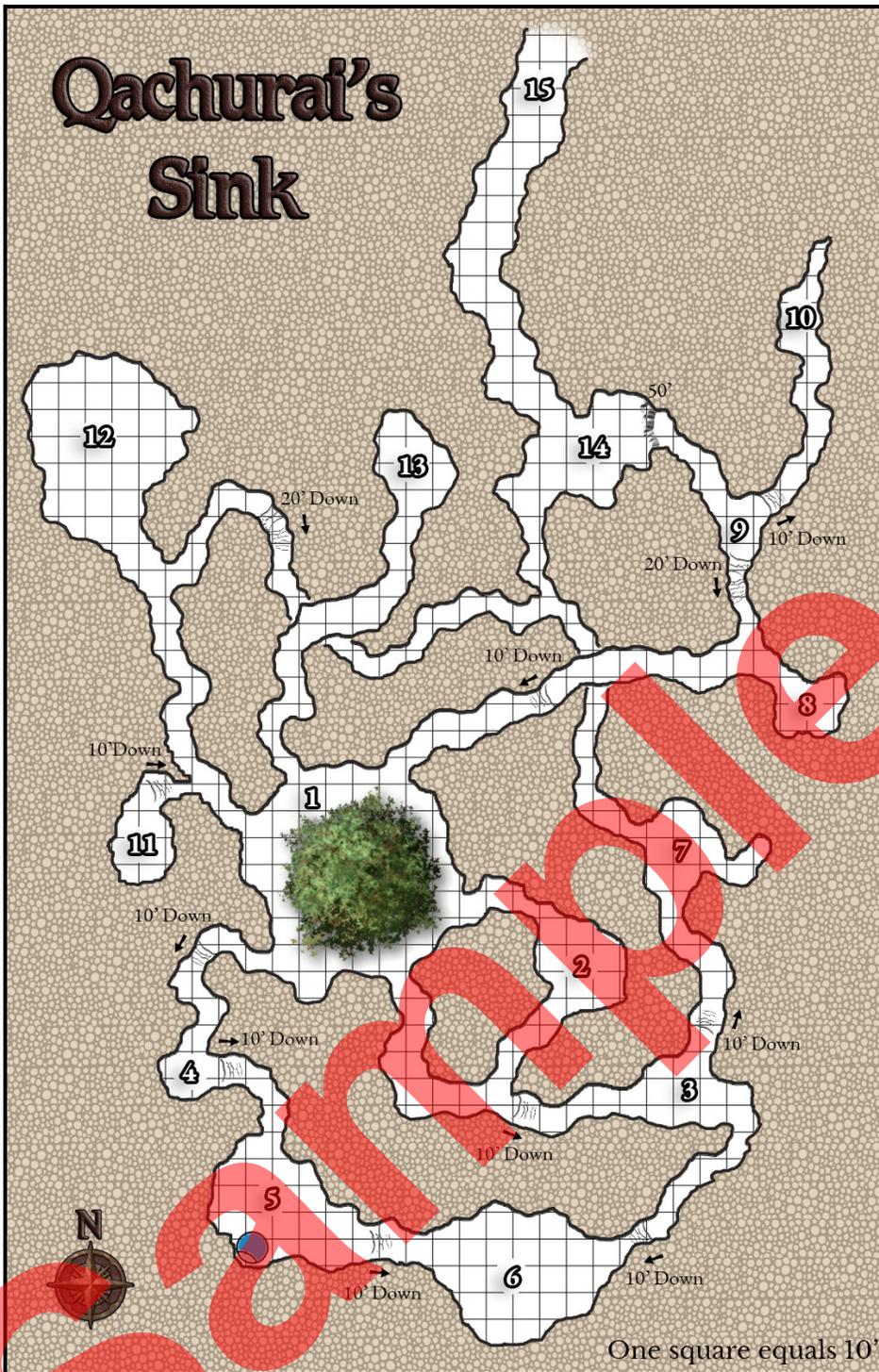
this year's Princess of Petals, *must* be saved. It is quickly established that the PCs should set off and follow the spiders' trail to see where they took Jana. They'll have precious little time to hastily gather their gear; half an hour at most.

It'll be just after noon as the party sets out from Brink. They'll find that the spiders spun a bridge to cross the river, but have cut the webs at the far side after the last of them crossed. Joris and Yoland Shin will offer horses for the PCs to use, if they don't have their own; the closest spot where horses can ford the river is the small village of Stanwyck Crossing about four miles to the east. After crossing north of the Fallflow River, the PCs can head back west across the Hazelglade Creek, which they'll find oddly dry.

Their first day of travel will be uneventful. The path is easy to follow, and the roving horde of giant spiders has kept other creatures who would have otherwise presented a problem to the characters out of the area. After the first few miles north from the river, the trail enters the Brinkwood and the PCs' pace will



# Qachurai's Sink



have to slow. Although the trail isn't hard to see, it is hard to traverse; the spiders' smooth, chitinous legs wouldn't have gotten caught and snagged in the underbrush that carpets the path they took, but for the PCs it's no pleasant stroll through a meadow and movement will be reduced to 10% normal speed (about six miles per day).

## Qachurai's Sink

The relatively flat terrain that the spider's path had been following begins climbing up through the hills. After a blind turn, the PCs find a large sinkhole, some 75' in diameter, that descends about 20' to form a circular basin.

In the center of the basin grows a large elm that is bursting with seeds,

so much so that as the wind blows through it almost appears to be snowing. There are small tunnels leading off underground in multiple directions at the bottom. All of them show signs of recent passage by spiders: claw prints, strands of webbing, etc. Countless small, brown, normal orb weavers skitter about their own little webs. The air around the place is pleasantly free of annoying insects.

Inside the tunnels it is very dark, save for the areas near the openings. PCs without infravision will need a light source. The floors, and to a lesser extent the walls and ceilings, are mostly covered in webbing, though it's generally not sticky unless otherwise noted; it acts as a carpeting not as traps.

There are three types of giant spiders living in these caverns. One is neutral, one is dangerous, and the third is deadly. First are the giant brown wood spiders that the PCs have already encountered. These creatures are often herded by the elves of Meanora and used for labor (or in this case, kidnapping). Unless the PCs are aggressive and initiate combat with these spiders, they will ignore the PCs as they traverse the tunnels. Their poison and attacks were detailed above.

**AC:** 15 **HD:** 3 (d8) **Size:** M

**MV:** 30' (20' climb)

**Att:** bite **Dmg:** 1d6

**Special:** poison, web, twilight vision

**Save:** P **Int:** Animal **AL:** N **XP:** 40+3

The second group are the giant green hunting spiders. These creatures can be dangerous if they're encountered while they're hungry. Roll a CL 5 charisma save for the spiders, with failure indicating creatures that need to eat and who view the PCs as food. Their poison causes an additional 2d4 points of damage, with a CL 5 constitution save halving that.

**AC:** 15 **HD:** 3 (d10) **Size:** M

**MV:** 30' (20' climb)

**Att:** bite **Dmg:** 1d10

**Special:** poison, web, twilight vision

**Save:** P **Int:** Animal **AL:** N **XP:** 40+3

The third, and deadliest, group are the **giant black widow spiders**. These foul creatures will always attack when encountered, and inject venom which can easily kill a grown man (death in 1d6 rounds unless a CL 5 constitution save is made, in which case it causes 3d4 damage instead).

**AC:** 15 **HD:** 3 (d6) **Size:** M  
**MV:** 30' (20' climb)  
**Att:** bite **Dmg:** 1d4  
**Special:** poison, web, twilight vision  
**Save:** P **Int:** Animal **AL:** N **XP:** 40+3

Wandering monsters should be checked for every twenty minutes, with a 1 in 6 chance for an encounter. On a positive check, roll 1d12:

1-6: 1d4 **giant brown wood spiders**.

7-11: 1d4+2 **giant green hunting spiders**.

12: A lone **giant black widow spider**.

## 1 – The Great Elm

This ancient tree stands proudly to a height of some 80' and branches out to a diameter of at least 60'. During this time of year it creates almost a blizzard of white seeds, covering the ground around it with swaths of small, white, leafy seeds.

Scattered across the ground here are many coins and small trinkets from countless spiders' meals. Ten minutes of searching returns 25gp, 30ep, and 60sp. Twenty minutes nets another 40gp, 200ep, and 15sp. After thirty minutes of searching only 50cp more are found, but pressing on for just ten more minutes will yield a copper spoon with a carved hickory handle.

This is a *Spoon of Good Health*. Once per day, this spoon can be used to dine on a normal broth and it will cure any one disease, save lycanthropy.

## 2 – Food Storage

Half a dozen deer are wrapped tightly in spider silk, waiting here to be eaten. Two **giant brown wood spiders** stand guard over them, keeping the green and black spiders away from the brown spiders' food.

**AC:** 15 **HD:** 3 (d8) **Size:** M  
**MV:** 30' (20' climb)  
**Att:** bite **Dmg:** 1d6  
**Special:** poison, web, twilight vision  
**Save:** P **Int:** Animal **AL:** N **XP:** 40+3  
**HP:** 16, 13, 6

An old desiccated adventurer wrapped in a silk cocoon still holds a coin sack that contains 30pp and 190cp, though the spiders will attack if any of the cocoons are disturbed.

## 3 – A Fun Guy

Among some stalagmites are the skeletal remains of a man who was wearing colorful silk clothing and a festive hat adorned with many different shapes, sizes, and colors of feathers as well as a two rubies (20gp each), three emeralds (50gp each), and a large diamond (250gp). Growing directly out of his chest is a 2' tall brown mushroom with purple stripes on its cap.

Disturbing the remains causes the **mushroom** to release spores in a 15' radius. Anyone caught in these spores must make a CL 7 save vs. poison or begin loudly singing a jovial tune for 1 turn. If this occurs, it attracts a wandering monster.

## 4 – A Sticky Situation

The webbing on the floor in this small cavern is sticky, snagging the first two PCs who enter (or four if they're marching two abreast). Stuck PCs can free themselves by cutting the webs, burning them (though this also causes 1d4 damage to themselves), or ripping free of them with brute force (CL 5 Strength check). Each option takes 10 minutes (or 10 minutes per try in the case of Strength checks).

Roll for wandering monsters every ten minutes the PCs are dealing with the web, with a 1-3 being a positive instead of the normal 1.

## 5 – Bathhouse

This sinkhole and its caverns are named after an elf explorer, Qachurai Wildtamer, who discovered it some 500 years ago before it was infested with spiders. Qachurai used this location as a retreat, and a bath was built around a natural hot spring in this cavern.

The rest of the spiders avoid this cavern, as it is home to a particularly nasty **giant black widow spider**.

**AC:** 15 **HD:** 3 (d6) **Size:** M  
**MV:** 30' (20' climb)  
**Att:** bite **Dmg:** 1d4  
**Special:** poison, web, twilight vision  
**Save:** P **Int:** Animal **AL:** N **XP:** 40+3  
**HP:** 9

At the bottom of the bath is a *Wand of Surprising Missiles*. This wand usually fires a *Magic Missile* when used, however there is a 10% chance that instead of a *Magic Missile* it shoots a five die *Fireball*. It has 14 charges left, and its command word, "ZAP," is inscribed along its length.

## 6 – They Went That-A-Way

A small group of terrified **goblins** can be found in this room. They seem excited to see the PCs, and explain in broken common that they came across these caverns just this morning and decided to explore them. Not long after they entered, the swarm of spiders that the PCs are pursuing showed up. The goblins fled to this cavern but saw the widow in the bathhouse so they won't go that way, and they're too afraid to try leaving the way they came.

One of the creatures will ask if it is safe to leave and if any of the spiders they saw heading north (towards room 7) have come back this way. If allowed to, the creatures will quickly make their way out of the caverns.

**AC:** 15 **HD:** 1 (d6) **Size:** S **MV:** 20'  
**Att:** spear **Dmg:** 1d6  
**Special:** darkvision 60'  
**Save:** P **Int:** Avg **AL:** LE **XP:** 5+1  
**HP:** 6, 4, 4, 2, 1, 1

Each has 2d12sp, and one has two *Potions of Cure Light Wounds*.

## 7 – Nursery

Many egg sacs are placed along the northern wall, and into the alcove to the east. They're being carefully guarded by six **giant brown wood spiders**.

**AC:** 15 **HD:** 3 (d8) **Size:** M  
**MV:** 30' (20' climb)  
**Att:** bite **Dmg:** 1d6  
**Special:** poison, web, twilight vision  
**Save:** P **Int:** Animal **AL:** N **XP:** 40+3  
**Hit Points:** 17, 12, 12, 12, 11, 8

Tucked away under some of the egg sacs in the alcove is a *Bit of Carrying*. If the bit in a horse's tack is replaced with this plain-looking iron mouthpiece, it doubles the encumbrance capacity of the horse. The spiders of course attack if any of the egg sacs are disturbed.

## 8 – I'm Taking You With Me

A variety of bones in all shapes and sizes litter the floor of this cavern and many desiccated corpses, still entombed in silk, are stuck to the walls throughout. Something on the southeast wall glitters in the party's light sources.

A skeletal hand clutches a small golden pendant set with a deep red gemstone. This device is *Khellard's Last Stand*. The command word, "GLORY," is inscribed on its rear surface. When the device is held and the command word is spoken, it explodes causing 3d6 damage to anything within a 10' diameter. The unlucky fool clutching it tried to use it to take down the spider who had mortally wounded him, but was unable to speak the command word before the spider's venom took effect.

## 9 – Heebie-Jeebies

Countless small brown orb weavers nest in this cavern. Traversing this area results in having many of the small creatures drop onto a PC, causing them to be -1 to attack rolls and saving throws for 30 minutes as they swat and scratch at the nuisance creatures.

## 10 – Deadliest Of The Species?

A chest can be seen towards the front of the cave among webs and desiccated corpses. Two large brown spiders lurk on the ceiling towards the rear of the cave, surprising on a 1-4. These are actually **giant black widow spiders**, though they are male and so they don't look the part; their venomous bites may be a surprise indeed.

**AC:** 15 **HD:** 3 (d6) **Size:** M  
**MV:** 30' (20' climb)  
**Att:** bite **Dmg:** 1d4  
**Special:** poison, web, twilight vision  
**Save:** P **Int:** Animal **AL:** N **XP:** 40+3  
**HP:** 11, 7

The chest is locked (CL 3). It contains three rusted, normal daggers, 90sp, and 2,000cp.

## 11 – Qachurai's Statue

A statue of Qachurai Wildtamer stands draped in webbing in the southern portion of this cavern. His arms are outstretched, and in his hands is an elvish short sword, simple of design yet of exceptionally fine craftsmanship and wrought of mithril. This blade was last known as *Wildtamer's Slice*. It is a short sword +1, +4 vs. gnolls. Wildtamer's Slice has a will of 21, is lawful good, and can speak common, elf, and gnoll. The sword grants spell resistance as an elf, the ability to spot secret doors as an elf, stonework ability as a dwarf, can *locate creature* three times a day, and can *detect opposing alignment* at will.

The eyes of the statue are made of emeralds (50gp each) encircled with copper. Removing the emeralds reveals that the copper borders are actually pipes that recess deep into the statue.

Removing the sword causes flames, bright green in color, to spout forth violently from the eyepipes in a 20' cone. Anyone caught in this must make a CL 5 dexterity save, taking 3d6 damage on a failure or half as much on a successful roll.

Wildtamer's Slice refuses to let itself be drawn from its scabbard by any elf, ever. It is unhappy that its last elf owner left it here in the dark

for so long. It cannot be drawn by anyone else either, at least until it has spent three days observing whoever is carrying it. If its new owner is lawful, the sword will speak to them during dinner, introducing itself as "Slice." It will inform its owner that until the sword has witnessed them slaying at least a dozen gnolls, they will be unable to draw it.

Once a new owner has proven themselves worthy to Slice, they will then be able to use it normally. However, if they don't slay at least one gnoll per month, the sword will stop letting them draw it until they've again slain a dozen gnolls. Once Slice's new owner has taken the lives of one hundred gnolls, the sword will consider itself to be named after the owner ("Bob's Slice"), and will no longer require that the owner kill gnolls monthly to prove their worth.

## 12 – A Swarm of Green

A dozen **giant green hunting spiders** are in this large cavern, which is full of glowing crystals in a myriad of colors, casting rainbow shadows everywhere. Half are sleeping, roll reaction for the other half. If combat occurs in the cavern itself (not if the spiders leave the cavern in pursuit of the PCs and fight them elsewhere), those sleeping will wake and join in three rounds.

**AC:** 15 **HD:** 3 (d10) **Size:** M  
**MV:** 30' (20' climb)  
**Att:** bite **Dmg:** 1d10  
**Special:** poison, web, twilight vision  
**Save:** P **Int:** Animal **AL:** N **XP:** 40+3  
**HP:** 25, 20, 18, 18, 18, 18, 17, 17, 16, 15, 14, 14

Among the carcasses, rubbish, and webbing are four different coin purses from four separate victims. One contains 1gp, 10sp, and 30cp; another holds 10sp and 300cp; the third has 15pp, 20gp, and 30sp; the fourth has a handful of gems, 10 worth 50gp, 5 worth 25gp, and 15 worth 10gp. Additionally there can be found five sets of chain mail (two of which are halfling/gnome sized), three medium shields, a long sword, a spear, two short swords, and five daggers.

### 13 – Qachurai’s Tomb

In the center of this cavern stands a sarcophagus carved out of unakite in an elvish design. There is also a pair of **giant green hunting spiders** out hunting for food.

**AC:** 15 **HD:** 3 (d10) **Size:** M  
**MV:** 30' (20' climb)  
**Att:** bite **Dmg:** 1d10  
**Special:** poison, web, twilight vision  
**Save:** P **Int:** Animal **AL:** N **XP:** 40+3  
**HP:** 18, 14

The sarcophagus contains the remains of Qachurai Wildtamer who was interred wearing *Mithril Chain Mail*. This armor gives the same AC as regular chain mail, however it weighs nothing and makes no sound when moving.

### 14 – Spittin’ on the Ledge

When the PCs are in the lower, larger portion of this cavern (even if they get there by descending the ledge), a pair of **giant brown wood spiders** will come up to the ledge from the direction of room 9 and spit wads of webbing at the PCs until they leave this cavern. The spiders will not descend to attack unless all of the PCs have been paralyzed, at which point they will be taken to room 2 to be eaten later.

**AC:** 15 **HD:** 3 (d8) **Size:** M  
**MV:** 30' (20' climb)  
**Att:** bite **Dmg:** 1d6  
**Special:** poison, web, twilight vision  
**Save:** P **Int:** Animal **AL:** N **XP:** 40+3  
**HP:** 16, 14

### 15 – Almost Had ‘Em

This tunnel continues onward for 250' where it exits a bit northeast of the sinkhole. Like the trail the party followed here, a path produced by the pesky princess pilferers can be perceived plotting off into the pines.

### The Road to Meanora

This deep into the Brinkwood, the presence of the giant spiders isn't abnormal like it was closer to Brink. As such, the wildlife here is more active. Along the spider's trail, shortly after exiting the caves they'll first be swarmed by eight **stirges**.

**AC:** 16 **HD:** 1 (d6) **Size:** S  
**MV:** 10' (40' fly)  
**Att:** touch (+3) **Dmg:** 1d3  
**Special:** attach, blood drain, agile, darkvision 60', twilight vision  
**Save:** P **Int:** Animal **AL:** N **XP:** 11+1  
**HP:** 5, 4, 4, 4, 3, 2, 2, 1

Roughly a mile into their journey along the trail, the party is set upon by a very hungry **owlbear** who has recently woken from hibernation. Its lair can be fairly easily located only 30 yards away by a successful CL 3 intelligence check.

**AC:** 15 **HD:** 5 (d10) **Size:** L **MV:** 30'  
**Att:** 2 claws, 1 bite **Dmg:** 1d6/1d6/2d6  
**Special:** improved grab  
**Save:** P **Int:** Average **AL:** N **XP:** 160+5  
**HP:** 20

In its lair can be found, among the remains of a previous victim, 315gp and an incredible dwarf-size suit of *Plate Mail +1* made of finely filigreed copper with a matching *Small Shield +1*.

Finally, about another mile along the roughly 2.5 mile trek from Qachurai's Sink and Meanora, the party spots a handful of men who've setup camp. They're actually **bandits**, though they're not suicidal. They're armed with short swords, small shields, and chain mail. Each carries 3d8gp. One of them possess Handout #4, leading to the side adventure "The Tomb of Jehanson the Faithful," detailed later.

**AC:** 14 **HD:** 1 (d8) **Size:** M **MV:** 30'  
**Att:** short sword **Dmg:** 1d6  
**Save:** P **Int:** Avg **AL:** NE **XP:** 5+1  
**HP:** 6, 5, 4, 4, 3, 3, 1

### The Village of Meanora

Meanora is the northern-most elven village in the Brinkwood. It is small, with only about 500 residents. Around 1,500 years ago, an elf named Meanora Hailstone established the settlement after his adventuring days came to an end and he decided to retire. He worked with a close **gnomish** friend, **Thalanil Fizzbeard**, to create a beautiful fountain fed by the water in a nearby cenote via a **gnomish** contraption that **Thalanil** constructed out of mithril. The fountain was designed in such a manner so that as it began to overflow it became the head of the newly formed Hazelglade Creek. This fountain became known as **Thalanil's Pour**, and the village of Meanora was founded along the bank at the first clearing the creek came near.

The spider's trail from Qachurai's Sink leads more or less straight to Meanora. When the party first approaches the village, read the following:

The woods have grown lighter within the last half mile or so of your journey, and soon you find yourselves skirting the woods on the edge of a pleasant, flower-speckled meadow. In the distance, about 300 yards to the east, smoke and song rise from a settlement built into the trees just on the other side of a dry creek bed. Suddenly, you see seven elves riding out from the village on giant brown spiders. Crossing a bridge that spans the creek bed, they begin heading your direction!

This delegation is lead by the village elder, **Tessarion Woodbreath**. The elves of Meanora dress in clothes dyed mainly orange and yellow, and arm themselves with delicately crafted and beautifully decorated poleaxes. Tessarion wears a headdress adorned with giant spider fangs.

The six other riders will encircle the party, and Tessarion will address them in common:

Outsiders! I know why you have come here, and I tell you now that the need of my whole tribe means more to me than the life of a lone member of yours. Begone, and let us save our own in peace! If the blood of your maiden saves us, we'll hold ourselves in your debt. But until then, please, leave us be and begone from our lands!

Though tenacious, Tessarion isn't a fool and he will listen to what the PCs have to say, especially if they seem sincere and address him with respect. He'll explain to the PCs that his village's source of water, the Hazelglade Creek, ran dry 10 days prior. He sent the village's best warriors to investigate, but they never returned and the creek is still dry. Tessarion tells the PCs that the village shaman gleaned in a vision that the waters would return after the cutting of fresh spring blossoms, and has interpreted this as using the Princess of Petals as a sacrifice.

Tessarion is willing to delay the sacrifice in order to give the PCs a chance to find out what has happened to the Hazelglade Creek, but only until the first of Clearmonth. If the elves don't have a solution in sight for their conundrum by the new moon, the Princess of Petals will be sacrificed.

Of course, if the PCs attack instead of parlaying, the elves will fight fiercely to defend their home. This will be a poor choice for the PCs.

### Tessarion Woodbreath

5<sup>th</sup> level elf fighter/wizard

AC: 13 hp: 34

MV: 30' AL: CN

Att: halberd (+7) Dmg: 1d10+2

Str: 14 Dex: 18 Con: 13

Int: 14 Wis: 8 Cha: 12

0 – *Dancing Lights, Detect Magic, Detect Poison, Light, Message*

1<sup>st</sup> – *Charm Person, Charm Person, Sleep, Sleep*

2<sup>nd</sup> – *Acid Arrow, Ray of Enfeeblement*

3<sup>rd</sup> – *Fireball*

### Meanora Elves

AC: 15 HD: 1 (d8) Size: M MV: 30'

Att: halberd Dmg: 1d10

Special: elven traits, forest stealth

Save: P Int: Avg AL: CN XP: 9+1

HP: 8, 8, 7, 6, 5, 4

### In The Village

Meanora has a few buildings on the ground, notably the smith, stables, and what appears to be a shrine or temple of some sorts, but most structures (the bulk of which are private residences) are built up in the trees. There is no inn, no tavern, no accommodations whatsoever for outsiders: the village obviously rarely, if ever, has visitors.

The party will see Jana being kept in a cell made of wood which is surprisingly well appointed. Though securely guarded and too high up for effective communication, from what the PCs can see on the ground she's in good health and being well cared for.

The elder elf isn't hostile towards the PCs at all (unless, of course, they show aggression first), but may come off as callous and heartless because of his elven nature and the manner in which he answers questions, especially where Jana Darby and her return are concerned. Tessarion does, and always will, place the lives of his own people above all others. This doesn't mean he wishes ill upon others, just that he'll protect his own to others' detriment if need be.

Tessarion will suggest the party set out for Thalanil's Pour, a magnificent elven fountain from which the creek flowed, which is in the woods to the north. He advises that the easiest path would be to follow the

dried creek bed north from the village.

In addition to Tessarion, there are two other elves that the PCs are likely to interact with while in the village. They are the ostler at the spider stables Felaenya Fogfeather, and A'draen Woodcaller the blacksmith.

Felaenya Fogfeather has a large scar down the left side of her face, the eye on that side white and blind. She's very shy because of this, but is fascinated with humans. Before the party sets out to investigate Thalanil's Pour, she will approach them and warn them about the lind'ra worms along the creek bed. Since the waters dried up, these creatures have been spotted attacking wildlife.

A'draen Woodcaller, a mute, crafts Mithril Chain Mail in addition to the mundane items he crafts for the village. He currently has two sets available, but both are elf sized. He can make them in any size, but orders take one month. A set of this mail costs 250gp. A'draen is no-nonsense and completely business minded. He cares not for taking sides in moral battles, only for working metal. He communicates via a small chalkboard he keeps near him.

The rest of the villagers generally avoid the PCs, and will shy away if approached.

### Lind'ra Worms

If the party does indeed follow the creek bed to find Thalanil's Pour, they'll occasionally see small, green worms jut out from the ground and spear small forest animals (squirrels and the like) with their horn then grapple them and drag them back under the dirt. There is a 1 in 6 chance per PC per half hour traveled in the dry creek bed that a lind'ra worm will attack a PC's foot. On a successful hit, the lind'ra worm will inject a poison (CL 3) that causes the character's leg to go completely numb for 2d4x10 minutes. Roll 1d6; on 1-3 the worm attacked the left foot, and on 4-6 it attacked the right foot. PCs who've had a leg go numb have their movement rate cut in half, and are -2 to attacks and saving throws.



AC: 10 HD: 1 (d6) Size: S MV: 10'  
Att: poke Dmg: 1  
Special: poison  
Save: P Int: Animal AL: N XP: 7+1



### The Menhir of Alari Nalori

Alari Nalori was one of the original settlers of the area, long before even Meanora Hailstone ventured here. All that remains of his legacy are a few ruined standing stones along the top of a small ridge of clear hills.

A few years ago the goblin **Tez Keentusk** and a few of his closest comrades founded a small boar hunting outpost here. His tribe, though small at only about 150 creatures, has become well established in the area. Other than the occasional skirmish with the elves of Meanora, the Keentusk tribe keeps to themselves, content to live a simple life of hunting boars in the forest.

The Keentusks have been on edge ever since the Sapspill gnolls have moved into the area. Skirmishes with the gnolls could be dealt with, but recently the gnolls have been sneaking into the goblins' village at night and stealing metal: weapons, pots and pans, shovels and other farming equipment, etc.

Assuming the PCs follow the Hazelglade Creek bed to Thalanil's Pour, about halfway along their journey they'll have an encounter with the Keentusks where the creek comes closest to the goblin settlement. As they're traveling along the path, a **giant lind'ra worm** busts up from the ground to attack. This worm is much larger than any the party will have encountered so far, with its top part coming a good 4' out of the earth. The worm won't

move from this position, but try and jab its spike at any PCs within melee distance. Saves against the poison of this giant worm are against CL 10, and the duration of the numbness lasts for days instead of turns.

AC: 15 HD: 6 (d10) Size: L MV: 20'  
Att: poke Dmg: 2d4  
Special: poison  
Save: P Int: Animal AL: N XP: 180+6  
HP: 48

After two rounds, a volley of arrows will fly out from the woods, felling the creature. When it falls, a motley chorus of hoots and hollers will sound from the trees, and a large group of **goblins** comes into view, triumphantly pumping their bows into the air.

One of the creatures will address the PCs in surprisingly good common, thanking them for their assistance with the "**Darduurgrub**." Any PCs who speak goblin know this means "pig stabber thing." He introduces himself as **Freggs**.

AC: 15 HD: 1 (d6) Size: S MV: 20'  
Att: short bow Dmg: 1d6  
Special: darkvision 60'  
Save: P Int: Avg AL: LE XP: 5+1  
HP: 6 (Freggs), 4 each for the rest

The goblin will ask the party why they're in the area. Mentioning anything about Thalanil's Pour or indicating that they're traveling to that area causes Freggs to become very interested. "Those filthy Sapspill live there now... The Sapspill and their god," he'll tell them. The goblin will then invite them to come meet "the big spear" of their tribe, Tez. If the PCs don't give any indication as to where they're going, roll a CL 3 charisma save for the goblins to see if they stay non-aggressive. Freggs carries 35gp on his person, the 18 others have no loot. Each has 15 arrows left.

Freggs will lead them a half mile west to their village. The Keentusk's settlement is little more than a couple dozen mud and grass huts scattered among the ruined menhirs. There they meet a burly, maroon-skinned goblin who presents himself

as **Tez Keentusk, Chief of the Keentusks, Slayer of Boars**.

Hmm... *Erm-kind* can be help to Keentusks. Erm-kind travel to Sapspill lands for tree-elves. Kill Sapspill, kill Sapspill god-beast, and Tez give you prize-gift! So speak Tez!

After the first few thefts, the Keentusks tracked the gnolls and learned of the Sapspill tribe. However, the goblins are terrified of their "god-beast" and so they won't attack the gnolls directly. If the PCs bring back proof of the demise of the Sapspill and their "god-beast," Tez will give them a sapphire worth 4,000gp.

AC: 15 HD: 3 (d6) Size: S MV: 20'  
Att: dagger Dmg: 1d4  
Special: darkvision 60'  
Save: P Int: Avg AL: LE XP: 20+3  
HP: 18

### Thalanil's Pour

These woods are cursed. The air hangs thick, the trees' bark has gone black, and the leaves whisper mournfully as the air blows through them. Once the most lush, verdant, and beautiful part of the Brinkwood, the land around Thalanil's Pour has reacted to the Sapspill and their "god" the way a healthy body would react to an infection.

The gnolls of the tiny Sapspill tribe have lived in the Brinkwood for some time, though they were originally based further to the southeast. They had little, if any contact with other tribes of gnolls nor with other intelligent creatures such as orcs and goblins. This, coupled with a primitive level of technology meant they had precious few metal tools, and the ones they did own were treated with the respect usually given holy relics.

About three months ago, a rust monster wandered into the secluded ravine the Sapspill called home and ate all of their metal. The creatures, being the superstitious and stupid gnolls that they are, began worshipping the beast as their new god (because only a god could EAT something made of a material as "indestructible" as metal, of course, at least in the gnolls' eyes). The sudden need to feed their new god forced

the tribe to become nomadic, wandering the woods in search of food for the rust monster.

About fifty yards away from the majestic fountain of Thalanyl's Pour, a steel grate covered the 15' diameter opening of the cenote from whence the fountain drew its water. When the wandering Sapspill stumbled across it two weeks ago, their "god" immediately made a meal of it. Afterwards the creatures wandered down into the caverns of the cenote and found Thalanyl's massive water-pumping contraption, which the rust monster has eaten what it can of. This, of course, has destroyed the machine's ability to pump water up to the fountain, causing the Hazelglade Creek to dry up.

The entrance is easy to spot, as it is surrounded by a thicket of trees who, unlike the other growth in the area, are still healthy and green. A few **gnoll** guards are camped out by a small fire on the outskirts of the thicket. There's a good chance they aren't being attentive, so they suffer a -4 to their surprise roll.

**AC:** 15 **HD:** 2 (d8) **Size:** L **MV:** 30'  
**Att:** club **Dmg:** 1d4  
**Special:** darkvision 60'  
**Save:** P **Int:** Low **AL:** CE **XP:** 10+2  
**HP:** 15, 8, 7, 4

The entirety of area 1 could be seen by peering down into the cenote, however the thicket blocks much of the sunlight so on the area directly under the opening can generally be seen. There is a 10' drop from the surface down to some natural stone steps, which descend a further 20' to the floor of the cavern.

Unless otherwise noted, all areas are dark. The air is thick and damp, and the sounds of water softly echoing throughout muffles sound from carrying very far.

### 1 – Slippery When Wet

The sound of gently moving water echos loudly in this cavern, as water from an underground river enters from the north and flows south towards room 4. PCs descending the steps must make a CL 3 dexterity save or slip and tumble down

them, taking 1d6 points of damage. Additionally, if any PC slips and falls, it will alert the gnolls in area 2 of their presence.

The water that runs through this area is slow moving, and fairly shallow (1'-2' deep). PCs can safely traverse it, but do so at half speed.

### 2 – GUARDS!

A trio of **gnolls** are stationed here to guard the lower caverns. Like their comrades above ground, they're not very attentive and can be surprised on a 1-4, unless the PCs fell while entering the complex. As soon as combat starts, one of them will rush towards area 7 to warn the others.

**AC:** 15 **HD:** 2 (d8) **Size:** L **MV:** 30'  
**Att:** club **Dmg:** 1d4  
**Special:** darkvision 60'  
**Save:** P **Int:** Low **AL:** CE **XP:** 10+2  
**HP:** 8, 6, 5

### 3 – Ribbit-ribbit

The Sapspill moving into these caverns has opened them up to other wildlife whom, until the grate was recently destroyed, were barred access. Just a few days ago, a **giant frog** made its way down here and has claimed this area as its new lair.

**AC:** 12 **HD:** 2 (d8) **Size:** L  
**MV:** 10' (jump 30')  
**Att:** tongue **Dmg:** 1d4  
**Special:** swallow, camouflage  
**Save:** P **Int:** Animal **AL:** N **XP:** 20+2  
**HP:** 13

Searching this area for twenty minutes will uncover a golden bracelet worth 1,500gp inscribed with the name "FIZZBEARD," which used to belong to Thalanyl Fizzbeard; he'd lost it when the fountain was constructed.

### 4 – The Pump is a Dump

Thalanyl's gnomish contraption stands half submerged and broken in the southern portion of this cavern.

Though constructed mostly of mithril, some time ago a repair to the line which feeds the fountain was done with steel instead of mithril,

and it is this portion of the pump which the Sapspill's "god" has feasted upon. The rusted stump of pipe still belches up water as the pump churns away oblivious to its state of repair.

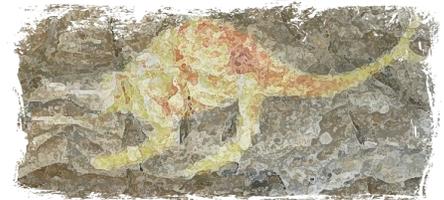
### 5 – Alarm

The tunnel here descends a total of about 20' from area 2. Just before the final set of steps, the gnolls have laid a **tripwire** (CL 8 to spot) attached to some bones and chimes. Roll 1d6 for each PC traversing the area; the alarm is tripped on a 1-2, which alerts the guards in area 7 to the PCs' presence.

### 6 – I Don't Know If It's Art...

Crudely painted on the southwest wall of this cavern is the gnolls' iconography of their "god," a simple rust monster. Any PCs who speak gnoll will see that the creature's name is "Bem-Dualirr" or "Great Metal-eater."

Light can be seen and gnollish voices heard coming from area 7.



### 7 – Locker Room

The members of the Sapspill tribe who are considered the greatest warriors, and thus the only ones allowed to use metal weapons, have stationed themselves here around a fire. As such, these **gnolls** are more dangerous than their club-wielding brethren.

**AC:** 15 **HD:** 2 (d8) **Size:** L **MV:** 30'  
**Att:** battleaxe **Dmg:** 1d8  
**Special:** darkvision 60'  
**Save:** P **Int:** Low **AL:** CE **XP:** 10+2  
**Hit Points:** 14, 13, 10, 9, 7

Unlike the gnolls further in, this group is aggressive towards outsiders and will attack if the PCs don't leave.

## 8 – BFF

The natural caverns give way to a hallway made of cut stone. A portrait of Thalanil Fizzbeard and Meanora Hailstone hangs on the northwestern wall here at the end of the hallway. Thankfully its wooden frame has kept the Sapsill gnolls disinterested in the painting, as hidden in a small alcove behind it is a mithril key that fits the lock box in room 9.

## 9 – Fizzbeard's Study

A large (for a gnome) drafting table occupies the center of this octagonal chamber, and empty bookshelves line the walls. A few scraps of paper with diagrams of parts of the pump are scattered here and there. Underneath the drafting table is a small, locked, mithril box which can be opened with the key from area 8.

Inside is a diamond worth 10,000gp, a repair manual for Thalanil's pump, and a letter detailing Thalanil and Meanora's effort in creating Thalanil's Pour and offering the diamond for funds in case sometime in the future the town needed to repair the pump and needed to purchase the mithril to do so.

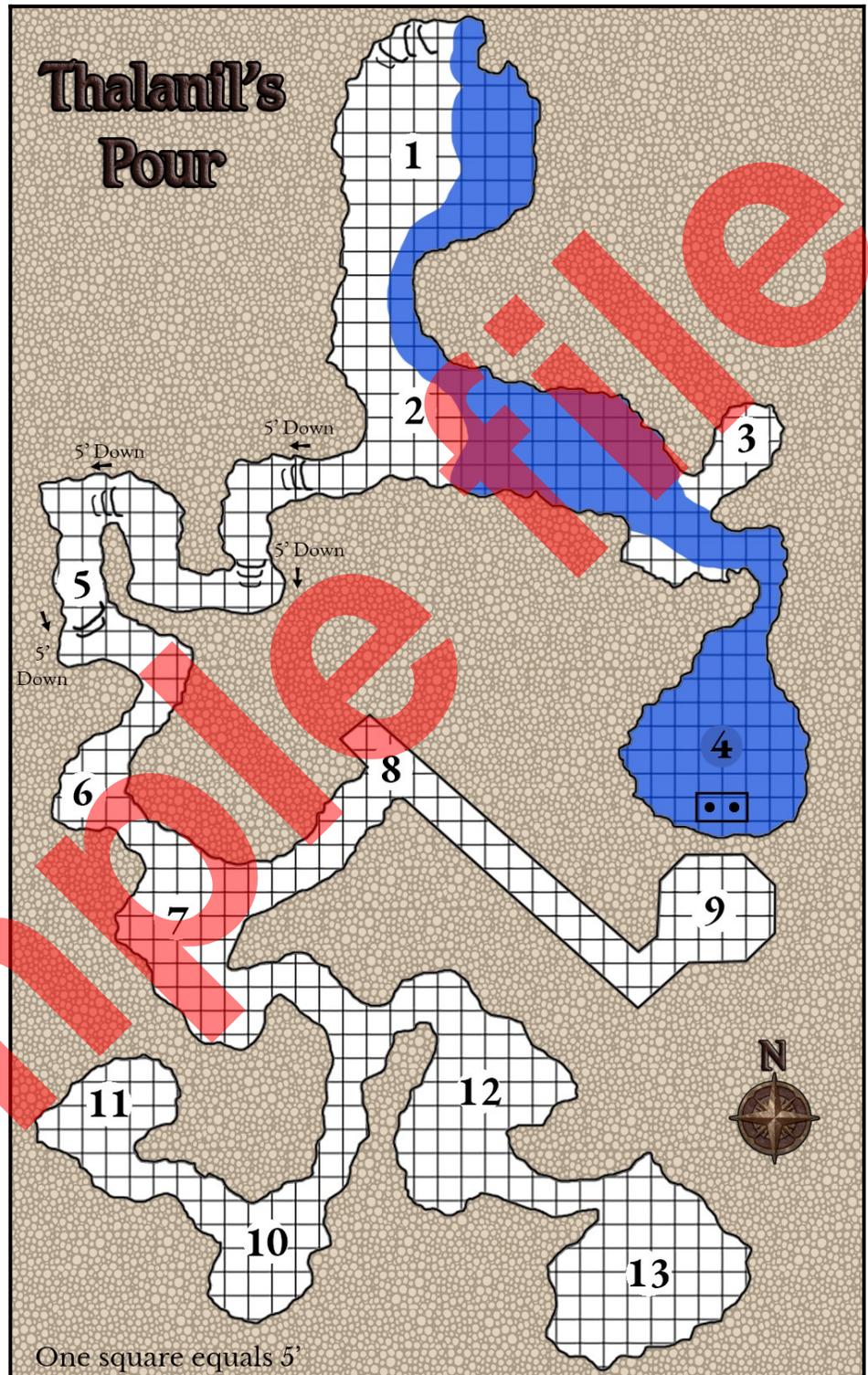
## 10 – Gnursery

Since the Sapsill have taken these caverns as their new home, they've started using this cavern and area 11 to house their non-combatants. In this cave are six female gnolls and fourteen young, surrounding a well fed campfire.

Though they only speak gnoll, they will parlay if the PCs attempt, though they are only interested in converting the PCs to the worship of Bem-Dualirr.

**AC:** 15 **HD:** 1 (d8) **Size:** M **MV:** 30'  
**Att:** club **Dmg:** 1d4  
**Special:** darkvision 60'  
**Save:** P **Int:** Low **AL:** CE **XP:** 5+1  
**Hit Points:** 7, 7, 5, 5, 4, 3

**AC:** 15 **HD:** 1 (d4) **Size:** S **MV:** 20'  
**Att:** claw **Dmg:** 1d2  
**Special:** darkvision 60'  
**Save:** P **Int:** Low **AL:** CE **XP:** 5+1  
**Hit Points:** 2 each



## 11 – Gnold Folks Home

Here, the elder members of the Sapsill gnolls have setup residence so they can help with rearing the pups. They also guard the meager wealth of the tribe which consists of two emeralds worth 100gp each, four rubies worth 250gp each, and a

large gallon bottle of fine wine that's half full worth 50gp.

**AC:** 15 **HD:** 1 (d8) **Size:** M **MV:** 30'  
**Att:** club **Dmg:** 1d4  
**Special:** darkvision 60'  
**Save:** P **Int:** Low **AL:** CE **XP:** 5+1  
**Hit Points:** 9, 9, 7

## 12 – THEY KNOW MAGIC?!

The Sapspill's **shaman**, Daazzax, has made this cavern his home. Here, he acts as an intermediary between the other gnolls and Bem-Dualirr. The walls here are covered in more paintings of the rust monster, most still half-finished as the gnolls have been here less than a month. Bones, pebbles, lit candles, and carved sticks are arranged about the floor in patterns sacred to the tribe.

Daazzax will attempt to parlay with the party in simple, broken Common, trying to get them to submit to "the mighty Bem-Dualirr" before the creature becomes angered by their blasphemy and brings his wrath upon them. On the first round he'll cast *Sleep*, and on the next round he'll cast *Invisibility* and then escape into Bem-Dualirr's chamber (room 13) and wait for an opportune chance to attack the PCs while they battle his "god."

**AC:** 15 **HD:** 2 (d8) **Size:** L **MV:** 30'

**Att:** club **Dmg:** 1d4

**Special:** darkvision 60', spell casting

**Save:** P **Int:** Low **AL:** CE **XP:** 15+2

**Hit Points:** 16

**0** – *Detect Magic, Detect Poison, Light, Message*

**1<sup>st</sup>** – *Cure Light Wounds, Sleep, Protection from Good,*

**2<sup>nd</sup>** – *Invisibility*

## 13 – The Mighty Bem-Dualirr

A nest of sorts has been fashioned in the center of this large cavern, encircled with shiny rocks of varying sizes and colors, bits of mithril metal the gnolls have broken from Thalanil's pump (metal that Bem-Dualirr cannot eat must be sacred indeed!), and many bunches of flowers gathered from further out in the forest beyond the corruption spreading from Thalanil's Pour. Nestled in the center is the plump **rust monster**, who immediately takes interest in any PC wearing or wielding metal.

**AC:** 18 **HD:** 5 (d8) **Size:** M **MV:** 40'

**Att:** antennae touch **Dmg:** rust

**Special:** rust, darkvision 60'

**Save:** P **Int:** Avg **AL:** N **XP:** 140+5

**HP:** 36

There are 8 chunks of mithril, worth 100gp each. Also, among the rocks is an opal worth 5,000gp.

## Save Princess, Get Money

On their way back to Meanora from Thalanil's Pour, the PCs will be able to stop by the Keentusk tribe and collect their reward (assuming they bring proof of the demise of the Sapspill and their "god"). Once they're back in Meanora, Tessarion Woodbreath listens intently to their tale of the gnolls, the rust monster, and the water pump. He then happily releases Jana Darby to the PCs, and also gives them three large baskets full of fine woven spider's silk (worth 5,000gp each) as a gift to present to Ariabelle Rosefall in apology for the kidnapping.

## You Deserve Medals!

Once the PCs have safely arrived back in Brink with Jana, they'll be hailed as heroes (once more!), and revered by the whole town. The day after they arrive, a massive celebration is held heralding the return of Jana and bringing the Brightbloom festival officially to a close, and crowning her as well as all the PCs as the "Royal Petal Court," a first for the Brightbloom festival. Each PC should receive an additional 1,500xp reward for rescuing Jana.

## The Tomb of Jehanson the Faithful

If the PCs found Handout #4 on the bandits, they'll have a rough idea of the location of the lost tomb of an old paladin, Jehanson the Faithful, and a clue that there's great wealth to be found there. This is something the PCs can choose to pursue immediately (which is a poor choice if Jana has yet to be saved), pursue it at their leisure, or to not pursue it at all. They may hold on to the handout until level 20 before they come back. It's not going anywhere (though perhaps its contents may have finally been looted by someone else by the time they get there, if they take too long). CK pro tip: gather and/or write a goodly handful of small side adventures like this and pepper the "treasure maps" (whatever they may

be, actual treasure map or not) throughout the loot your party finds. That way, they always have their own options on what to do and when to do it, but they will be options you've prepared for.

## 1 – Fountain of the Faithful

The entrance indeed looks almost identical to that sketched on the handout, with stairs leading directly down into the ground. The ceilings throughout are 10' tall, and the stonework is of incredible craftsmanship. None of the rooms are lit.

Two brass doors stand on either side of this entry chamber. A brass fountain stands in the center of the far wall, still flowing with clear, clean water.

The southernmost door on the western wall is false, and is **trapped** (CL 10). PCs may discern this because the other doors look to open outwards, whereas this false door has a pull and looks as if it would open inwards (or a thief may notice the seem of the trap door with a successful check, of course). The pit drops 10', and the bottom is lined with rusted iron spikes which cause an additional 2d6 points of damage (CL 5 dexterity save for half).

The fountain, about 7 feet tall, is shaped in the form of the goddess Erm, pouring water from a pitcher into a basin modeled to look like the valley of Karaccia itself. A repeating pattern is engraved along the entire base of the fountain. If the pendant located in room 3 is placed in the center-most indentation, the secret door opens.

## 2 – An Agonizing Fate

When the door is opened, it makes a solid clunk and seems to set itself in the open position. Unless spiked or otherwise secured, it will then slam shut 30 minutes later. A pair of long-dead tomb robbers sit 10' in from the door. Written in old bloody hand prints on the wall next to them are the words "GET OUT!" Their clothing is almost completely rotted, making it fairly obvious the skeletal remains are hiding nothing of value.

At the far end of the hall is the body of another explorer, this one only dead for perhaps a decade or so as his possessions are in serviceable condition. He was wearing chain mail and was armed with a spear and a shield. His backpack contains three empty vials which once held oil (a lantern sits on the ground beside him), 50' of rope, a tinderbox, an empty wineskin, and Handout #5.

Assuming an average movement speed of, exploration movement from the doorway to the end of the hallway will take about ten minutes. Searching the dead adventurer at the end of the hall and reading his final words will take another ten minutes, leaving the party plenty of time to run back out through the door.

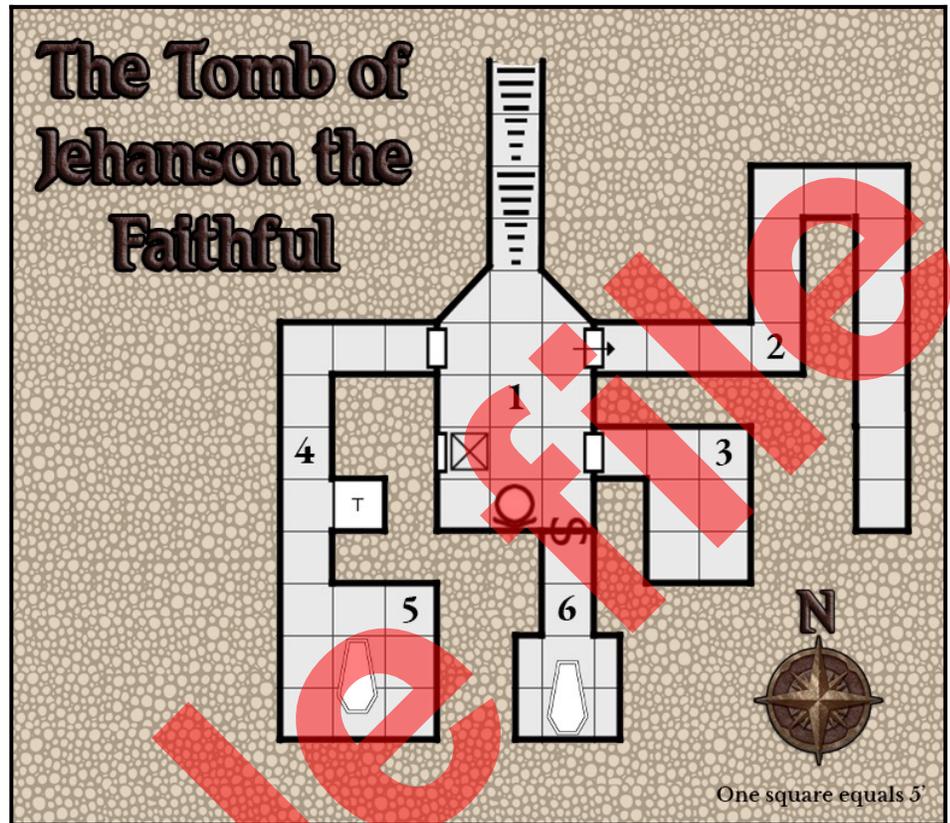
If the party dawdles by say, spending too long searching the skeletal remains at the beginning of the hallway, the door will slam shut and they will be trapped here forever, unless someone on the other side of the door opens it for them. There is no way to open the door from inside the hallway. Unless the PCs have not only an insanely clever plan, but the means and tools to make it happen, this spells the end of their adventuring days.

### 3 – Man, Myth, Legend

Tapestries and portraits of Jehanson adorn the walls of this chamber. Saving damsels, battling dragons, feeding the poor; all things befitting and expected of a noble paladin Jehanson can be seen performing in this art.

In the center of the southern wall is the largest of the tapestries, hanging proudly from a pole made of solid gold at 9' tall by 4' wide. It depicts the scene of Jehanson's anointing ceremony when he became a paladin of Erm.

The pole, worth 1,000gp, is firmly anchored to the stone wall with iron fittings needed to hold its substantial 85 pound weight. One of the end caps, both of which happen to look exactly like the "medallion" drawn on Handout #4, screws off and fits perfectly into the base of the fountain to open the secret door in room 1.



### 4 – Splat

A large stone block waits to pulverize any unwary tomb-robbers here. The wall to the west of the block is caked in a thick, flaky layers of dried blood and offal, and countless small splinters of bone fragments are piled along the floor under the stains.

This trap is easily avoided by jumping or otherwise refraining from putting pressure in the 5' section of hallway beside the stone block. Any time a PCs walks over that section, or any time more than 10 pounds of weight is applied there, there is a 4 in 6 chance of springing the trap, sending the block slamming into the western wall of the hallway. If this happens, the PC may make a CL 7 dexterity save to jump out of the way to avoid being instantly crushed to death.

Once the trap has been triggered, it resets itself in six turns.

### 5 – Called Out

A sarcophagus exquisitely carved in a rose motif out of incredible Calacatta marble dominates the center of this chamber. Removing the lid reveals the sarcophagus is solid inside, with no hollow cut out to hold remains. Inscribed on the flat surface of the lower portion of the sarcophagus are the words "GREED HAS LED YOU HERE, AND YOU HAVE NOTHING TO SHOW FOR IT."

### 6 – Sunday Best

A simple, open lid sarcophagus cut out of sandstone stands in the center of this small room. Resting within are the remains of Jehanson the Faithful, clad in his *Plate Mail +2 of Cure Wounds*. Twice per day, the wearer of this armor can cast *Cure Light Wounds* on themselves.

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