

The KINGDOMS



THE CULT OF FANE

by Keith Robinson





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THE CULT OF FANE

By K.A. Robinson

Introduction

The appearance of kobolds in the southern tip of the Great Barrier Mountains was bound to unsettle the folk of Mazula, who remembered the old tale: *when kobolds return below the tower of lore, so will the evil Fane be Lord once more*. So when some of the villagers disappeared one night, it seemed that the old curse was coming true and shutters were closed, doors locked and children ceased to play in the streets. Now news has reached Mazula of lights having been seen above the ancient Tower of Fane and suspicious eyes turn to the strange Cult of Fane who have long lived amongst them, occupying the old mansion on the hill. *The Cult of Fane* is an adventure designed for four players beginning at 1st level. It will advance those who succeed in completing it through to 3rd level. This adventure is also the first in a trilogy – *The Last Mage of Mount Fane* – that will see those who advance through the entire series reach 8th level. *The Cult of Fane* is also designed so that it can be played as a single, one off adventure (see *Playing as a Stand Alone* on page 40).

GM Preparation

What follows is for the eyes of the GM only. If you are a player, then you should stop reading now and await your adventure.

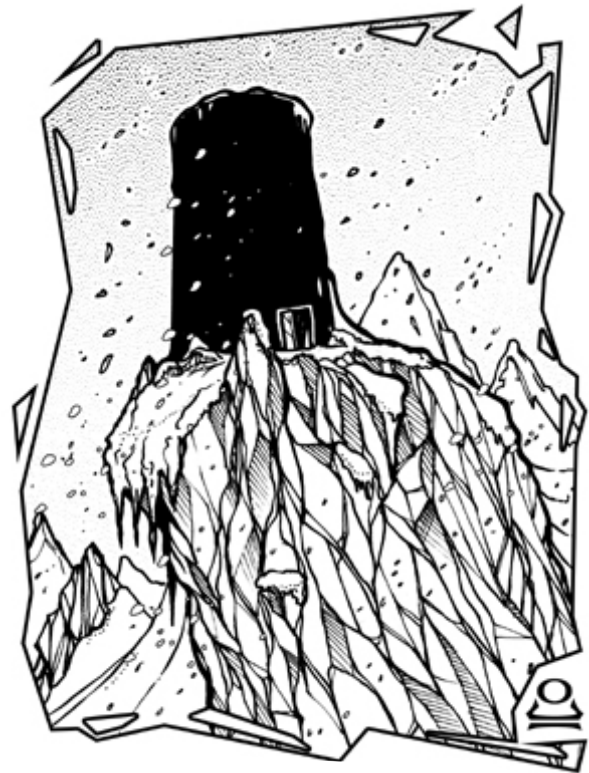
The Last Mage of Mount Fane Trilogy

The Cult of Fane is the first in a three part trilogy, which also includes *The Shadow of Fane* and *The Tower of Fane*. Together, these three adventures form *The Last Mage of Mount Fane* and take the heroes from the small village of Mazula, where the strange Cult of Fane are situated, right through to the tower itself. It is expected that those who succeed in reaching the end of the trilogy will be around 8th level.

The three adventures which form the trilogy of *The Last Mage of Mount Fane*, and a brief overview of each, are:

The Cult of Fane: The beginning of the series starts in the village of Mazula, where the truth behind the Cult of Fane must be unearthed by entering their lair, an old mansion which overlooks the village. A journey through the lower part of the Great Barrier Mountains culminates at the Church in the Mountains, where the Cult have animated the dead and killed the priest there.

The Shadow of Fane: The journey to Mount Fane continues, with the long trek through the mountains taking the party of adventurers to the base of the mountain and to Panak's Warren. Here, they must enter the kobold warren and overcome the kobold King, Panak, and his legion of kobold followers.



They will also finally encounter the real master of the warren, a white dragon called Draycolicran.

The Tower of Fane: The concluding part of the trilogy requires Mount Fane itself to be climbed in order to reach the tower. After battling with the remnants of the Cult, Fane's Tower lies before them and once inside, they cannot escape and must journey upward through the mythical tower and battle the horrors that lay within.

Each adventure can easily be used as an independent stand alone adventure, though some work on the part of the GM will be required. Each, however, is designed with a climatic end that is not in itself reliant upon the other adventures of the trilogy in any way.

The Story of Fane

The Tower of Fane has stood upon the summit of Mount Fane since Amman was still a fledging nation and its evil empire yet to dominate much of Arrasia. The black tower has been dormant for centuries, a bleak monument on the road to Olthorn. Fane was once a powerful wizard who helped unify the people of the south through the building of a number of portals that linked all of the major cities there. Although his fame was great, there were many that sought to bring about his downfall, envious of his power and the esteem in which he was held. So it was that, in time, they brought about his disgrace and downfall through lies and deceit.

Forced to flee, he retreated to this bleak outback and constructed a brooding tower to keep the world at bay. Isolated for years, it is said that the wizard's heart turned black in bitterness of his treatment and that he built a great portal, which connected all of the portals of

the south and through which he traveled in secret, as he set about mustering a great army of kobolds.

Fane was now more powerful and terrifying than anyone could imagine and, when he was ready, he unleashed his army, sending them through the portal to arrive unlooked for in the very heart of his enemies. With surprise on his side, the cities of the south burned and Fane's army swept all before them. It is written in the *Book of Black Days* that '*Kobold armies from Fane did turn all green to black and brought fire which was death and terror and the people fled before them*'

Made aware of their enemy, the remaining portals were smashed and King Fenamir II of Sarond brought together an alliance of those that remained. In a mighty battle that lasted for three nights, they eventually smashed and routed the kobold army, who fled back to the Great Barrier Mountains. King Fenamir moved his army against Fane and destroyed the great portal that he discovered at the base of Mount Fane, but could not gain access to the tower itself. Frustrated and with a rage in his heart, he summoned the greatest clerics of his age, who weaved a curse upon Fane's black tower – a curse which would condemn him to remain forever locked within its confines, unable to communicate with anyone except those locked inside with him and never to step foot on the lands of Arrasia again.

And so it is said that Fane, unable to find a way to break this curse, was finally driven mad and was forced to wander his tower alone, having murdered all of his henchmen in a fit of rage. It is also said that with his powerful magic, he built strange and mysterious rooms which accessed bizarre worlds, so that they might entrap any who tried to gain access to his private chambers at the very top of his black tower. Fane's shadow is believed by many to still be found there, locked at the very top, unable to escape the curse that remains to this day.

It is said that should kobolds ever return to Mount Fane, so he will rise once again and emerge from the tower, finally free of the curse and ready to exact his revenge. With his new army, it is said he will once again bring death and destruction upon the people of the south and wreak his terrible vengeance.

GM Synopsis

The Cult of Fane has been established in the village of Mazula for as long as anyone can remember. Although not welcomed with open arms by the locals, who eye them with suspicion, they bring considerable business to the traders of the village. The Village Council, on the face of it, have been loathe to act against an apparently law abiding, though somewhat distasteful, organization. In reality, some of the council are in fact secretly cultists, while others are happy to take bribes from them.

Secretly, the Cult has for centuries been waiting for the time when Fane might return and once again wreak his havoc on the people of the south. Searching through

ancient tomes and scouring the histories of Arrasia, the Cult has long sought how to free him of his curse, but always in vein. Until recently, that is.

Six months ago, news arrived in Mazula that kobolds had returned to the mountains and were attacking travelers on the old mountain trail that passed below the old tower. When the kobolds return, the old tales said, so the curse of Fane would be broken. Several weeks later, a charismatic cleric called Ungal arrived and joined the Cult, having brought with him a strange orb that he claimed was the key to the Tower of Fane itself, where their master yet awaited them.

Where Ungal came from, none could say, nor where he came by such a powerful artifact. All he would tell them was that he was waiting for the kobolds to return to the mountains. And when they came, so he knew that he must come too. Sweeping the cultists into a religious hysteria, Ungal was soon made the High Priest of the Cult of Fane and set about readying them for a great journey that would take them to the tower itself.

Peyter Hirschon, Father of the Holy Lodge of Erenus, who had long urged the Village Council to act against the evil Cult and rid Mazula of them, redoubled his efforts after the arrival of Ungal, who he was immediately suspicious of. The Village Council, however, continued their reluctance and Ungal was unwittingly allowed to secretly prepare the Cult for their journey to the tower.

The Cult left Mazula around two months ago, leaving in the dead of night so as not to be seen and leaving a handful of the faithful behind, to maintain a ruse of the mansion still being occupied. Traveling with them were those cultists who had long lived amongst the locals, unbeknown to them, acting as spies and secretly recruiting the weak and young. Their *sudden* disappearance added to the sense of boding and dread that was beginning to affect the people of Mazula, as rumors spread like wildfire.

After a long and difficult journey through the mountains – which included murdering Jashir Gorramond, the priest of the church in the mountains, and having his corpse animated – they finally arrived at the tower itself, where Ungal used the orb to smash the doors. Having gained access, they lit the furnaces and burnt dyed smokesticks, which caused the air above the tower to light up spectacularly. This was a signal to the other cultists that the tower had been breached. But when news of this light display above the tower came to the people of Mazula, it could mean only one thing: that the ancient stories foretelling of Fane's return were true and that the time had now come.

Order of Play

Cult of Fane: Mazula is home to the Cult of Fane and it is likely that initial investigations will start in the village and then to the mansion, where they are located. Dedicated to the return of Fane, they believe that he will one day rise again and that the signal of his return

would be the arrival of a kobold army under his mountain. Hearing of the growth of kobold activity in the area, allied to the arrival of Ungal, the Cult believed the old prophecy was about to be fulfilled and began planning to journey to the tower. Two months ago, the majority of the cult, including their leader, Ungal, secretly set out toward the tower, to fulfill their destiny, leaving only a handful behind.

Great Barrier Mountains: The journey to the old church in the mountains and, of course, to Mount Fane and the tower itself (which is not a part of this module) is a treacherous one, which requires following the old mountain road. A long and dangerous journey, overcoming the many hurdles that the mountains throw up, forms a major part of this adventure, before the Church of Erenus is reached.

Church in the Mountains: High in the mountains, along the route of the mountain path, sits a small church of Erenus, which acts as a place of warmth and welcoming for travelers on their hard journey. However, the cleric – Jashir Gorramond – was murdered by Ungal, the Cult leader, and his corpse animated in the form of a ghastr. Ungal then proceeded to dig up those buried there and raise them as undead, where they now walk as skeletons.

The Kyngdoms

This adventure is set in The Kyngdoms Campaign Setting, an exciting and challenging world written in lavish detail and available as either a PDF or POD product. It is also available, completely free of charge, at our website, where you can also find further information about our products:

<http://www.thekyngdoms.com/>

This adventure takes place in the southern region of the Great Barrier Mountains, with the villages of Terrador and Bhaan in Karnish being the nearest and most significant urban centers. For those who have purchased The Kyngdoms Atlas, this adventure is located on p49 A1.

Should you wish to locate this adventure in your own setting, it should be placed somewhere in a significant mountain range, where a mountain of at least 7,000 feet in height exists. A mountain path that acts as a trade route is also advantageous to the plot.

Starting the Adventure

Peyter Hirschon, Father of the Holy Lodge of Erenus (see keyed area 15 of The Village of Mazula), has long been frustrated by the Village Council's lack of action in curbing the activities of the Cult of Fane. With rumor and counter rumor now rife within the village and a sense of growing fear and panic engulfing the people, he has grown increasingly concerned and beseeched the Council to act, but without success.

Peyter has long suspected that cultists have lived

Getting Started: What They Know

At the beginning of play, Peyter Hirschon will tell the following tale to those who have undertaken the investigation:

“Mazula has long been home to the Cult of Fane. Fane was an evil wizard who lived a thousand years ago and who raised an army of kobolds and made war on the south. Eventually defeated, he was locked in his tower in the mountains by a powerful curse. Some say he still walks there today – including the Cult, who await his return.

Local superstition has it that should kobolds ever return to Mount Fane, upon which the tower sits, then the curse that holds him in the tower will be broken and he will finally be free.

Recently – around six months or so ago – news came to us that kobolds had indeed returned to the mountains and were attacking those who used the old mountain path. The locals became uneasy and you could feel their nervousness. Soon after this, a strange cleric arrived who joined the Cult. His name was Ungal and it wasn't long before he had established himself as their High Priest. There was something *sinister* about him, though I can't say what exactly.

I implored the council to act and investigate the Cult – indeed, as I have done for years – but they decided against it and did nothing. Even when all the people disappeared a couple of months ago, they still did nothing. *Left of their own free will, they said!* Bah! The village, of course, was totally gripped by fear by this time and yet still the council did nothing.

It was then that fears that I'd held for a long time surfaced – that the Council had long been infiltrated by the Cult, who were controlling the outcome of meetings so that their activities would never be investigated. Even now, with news of lights having been seen above the Tower of Fane, the council still refuses to act.

The future of our village now lies in your hands. I implore you to reveal the truth behind the Cult and rid us of them forever.”

On the History of Fane

If asked for more history of Fane, Peyter will suggest they visit the wizard Jinsky, who has studied the history of Fane in some detail (see keyed area 8 of The Village of Mazula). Jinsky can also give them directions to the tower, should they wish to go there.

On the Council & Missing Villagers

14 villagers disappeared in total, consisting of six families, of whom none remain. The council have declared that they left of their own volition, as tracks were found outside of the village and a search of their houses revealed that personal possessions were gone. Peyter, however, wants a fuller investigation, fearing that certain members of the council are covering things up. He will supply the following names of those he suspects are working for the Cult:

Parn Wendle (true, see keyed area 3 of The Village of Mazula).

Delrond Maikin (false, see keyed area 6 of The Village of Mazula).

Yakkal Rilton (true, see keyed area 12 of The Village of Mazula).

The houses of those who disappeared now stand empty, awaiting their return. Should the investigation lead them to any of these houses (not marked on the map), they will reveal nothing. The houses are clean and tidy and many of the personal belongings, such as clothes, are gone. These villagers were actually secret cultists whose job it was to recruit locals and spy on village activities. They left with Ungal and followed him to the Tower of Fane. It is left to the GM to fill out these areas.

What the Villagers Know

Any questioning of the village locals will reveal very little in the way of useful information. Locals will simply repeat the rumors they have heard, as well as local superstition and gossip. They will come across as suspicious and reluctant to talk. The superstition and speculation revolves around the curse of Fane, which binds him to the tower, having been broken and his imminent expected arrival, with a large kobold army in toe, ready to smash the south and wreak his vengeance upon them all. GMs should feel free to add whatever they deem necessary to create the atmosphere of fear and suspicion that is prevalent in the village.

amongst them and now believes that they have also infiltrated the Council itself, using their power to curb any activities against the Cult. He is also concerned about the lack of news from his friend and comrade, Jashir Gorramond, who lives in a church located high in the mountains. It has been well over a month now since news was last heard from him.

Thus, with growing suspicions and frustrations, Peyter has decided to act before it is too late and seek help in the form of hired investigators. Using his contacts around the area, news is out that adventurers are being sought to undertake an investigation of the utmost importance. A reward of 100 gp each is offered to those willing to help, though only payable on completion of the mission.

The mission brief is simple: to discover the truth behind the sinister Cult of Fane and to reveal their connections within the Village Council. Peyter will urge those who undertake this mission to start by looking into the disappearance of a number of local people and whether this is related to the Cult. Officially, what investigations there were proved (according to the council) that these people had simply left of their own accord. A search of their houses revealed that their personal possessions were gone. Also, Daresh Prien, the local ranger (see keyed area 14 of The Village of Mazula) confirmed that she had discovered a large number of tracks outside of the village, which led into the mountains. With this, investigations were halted.

Peyter, however, is not so convinced and feels that some of the council are not all they seem and may well have connections to the Cult, who are helping to cover up what really happened. As such, he will also suggest that they investigate several key members of the Village Council, before entering the Cult mansion itself (see the *Getting Started: What They Know* sidebar for details).

Should it later be discovered that Ungal has in fact left Mazula to reach the Tower of Fane, Peyter will offer a second reward of 500 gp each to those who will undertake a mission to travel to the tower and confront Ungal and end the evil of the Cult forever. He will also ask those who undertake this journey to look in on his friend, Jashir Gorramond, who runs a small church high up in the mountain and who has not been heard of for several weeks.

Peyter will offer assistance to those who undertake the journey to the tower in the form of a donkey, supplies (four weeks per group member), rope (4x50 ft of hemp rope), blankets and so forth. However, nothing of great value will be supplied or anything that does not seem to be required. The GMs judgment is required when making decisions of what Peyter will regard as necessary (or not).

See also keyed area 15 of the Village of Mazula (p. 14) for more information on Peyter Hirschon.

Chapter 1: The Village of Mazula

Use the *Village of Mazula* map for this encounter.

Mazula Details

Population: 220 (Human 82%, Halfling 10%, Dwarf 6%, Elf 1%, Other 1%)

Gold Limit: 100 gp (this is the price of the most expensive item available)

Power Type: Conventional (Village Council)

Alignment: Lawful Good

Province: Derron

Provor* Lord Alemgor

Significant Personages: Yakkell Rilton (First Member of the Village Council), Asher Fey (Second Member of the Village Council), Yarak Hordul (Cleric of Mynax), Captain Karanag (Captain of the militia), Peyter Hirschon (Cleric of the Holy Lodge of Erenus).

* The Provor rules the province through royal proclamation. Lord Alemgor lives in an estate in Lonvale.

Situated at the very edge of the Great Barrier Mountains, Mazula is a small community surrounded by a sturdy wooden picket fence. Isolated and many miles from the major cities, life is harsh and the toil great. There is also a constant struggle to keep the raiding humanoids at bay – especially goblins, which are a common enough problem. The rise in stories of recent kobold activity has seen extra guards posted and more frequent patrols and there is a growing sense of panic, as rumors of Fane's return grow.

Mazula's economy primarily revolves around a large stone quarry that stands a mile or so outside of the village and is well known locally for its fine stonemasonry and carvings. There is also a sizable wood logging community and a well-established furrier trade.

The atmosphere that pervades in Mazula is one of fear and mistrust. The people are extremely suspicious of all outsiders, having succumbed to the belief that Fane will soon be free of his tower and will sweep from the mountains at the head of a huge kobold army, in order to exact his ancient revenge.

An eerie silence sits over the village and the streets are mostly empty. Where children once played, only their toys remain, scattered. Shutters and doors are closed as the local folk keep to themselves and await their fate.

Not everyone in the village has fallen victim to their fear, however, and some continue with their daily lives as normal, meaning the occasional soul is seen walking the streets. A number of hardy individuals also make the nightly trip to the *Fool's Gold Inn*, where rumors are further stirred and tall tales told.



The Local Militia

Mazula has a small militia made up of villagers whose job it is to protect the community from the regular humanoid activity that come down from the mountains and raid nearby settlements. All militia receive a small stipend, but are required to purchase their own equipment and can be called upon for action at any time in order to defend the village. A tower (see keyed area 13) with a large metal ring is used to alert the militia when required. A wooden picket defends much of the village itself. Captain Karanag, a sturdy dwarven fighter, is head of the militia, as well as being a master stonemason and a Member of the Village Council.

The majority of the militia are armed 1st level commoners. However, a number are trained in the art of war and employed on a full time basis. These act as guards around the village and as the leaders of the ordinary men and women who make up the militia.

Encounters with guards or militia in Mazula will be with trained warriors, unless otherwise stated:

▣ **Militiamen, 1st lvl Human Warriors:** CR ½; HD 1d8+1; hp 9 each; Init +0; Spd 30 ft; AC 14 (+3 studded leather armor, +1 light wooden shield), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +3 melee (1d6+1/19-20, shortsword) or +1 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +3, Intimidate +3, Spot +4, Listen +2; Alertness, Weapon Focus (shortsword).

Equipment: shortsword, light crossbow, 10 bolts, studded leather armor, light wooden shield, 1d10+10 cp, 1d4 sp.

Mazula Keyed Areas

1. Miller (EL 2)

Erin Dyrion, the local miller, is not only a member of the Village Council, but also, secretly, belongs to the *Cult of Fane*. He has been spying on the council and the other members for years and reporting back their business to the Cult. The information he has supplied has been invaluable in helping the Cult keep one step ahead of the authorities, who would be exceptionally grateful to learn of his treachery.

Erin was expected to travel with the Cult to Fane's tower, but backed out at the last moment, deciding the whole venture was ill advised and far too risky. Instead, he hid in his cellar until he knew they were gone, before resuming his duties. If questioned, he will claim to know no more than any of the other folk of the village. However, if he at any stage believes that his cover is blown, he will flee the village to Lonvale at the earliest opportunity. If cornered, however, he will fight, as he knows the fate that would await him would be transportation to the City of Karnish and a long incarceration.

In a small locked metal box (Open Lock DC 20) kept under some loose floorboards in his bedroom on the first floor (Search DC 14) can be found 1 pp, 30 gp, 200 sp and a number of documents relating to the village council meetings, guard duties and details on militia tactics and guard schedules.

If captured and questioned, a successful Intimidate check (opposed by Erin's level check of 1d20+3) or

Bluff (opposed by Erin's Sense Motive) will reveal the following information: that Ungal, the High Priest of Fane, has led the majority of the Cult into the mountains, to the Tower of Fane, where Fane will rise once again and lead an army of kobolds against the nations of the south. Kamond is now in charge of the Cult in Mazula, where only a handful remain. He will also reveal that the mysterious lights seen above the tower are in fact a signal to show that Ungal has breached the tower and that preparations should begin for Fane's return.

If questioned about his role within the Cult and his spying activities, he will say that he has secretly been a member of the Cult since childhood and has supplied information on village affairs – especially those regarding the Cult – since he was voted onto the Village Council, which was well over ten years ago. He will willingly supply the name of Parn Wendle (see keyed area 3) as also being a cultist and knows that a number of the other council members are on the take. Although who they are has not been revealed to him, he suspects that Yakkell Rilton, Delrond Maiken and Captain Karanag are all taking regular bribes (though he is actually mistaken about Captain Karanag).

✠ Erin Dyrian, Miller, 3rd level Human Expert2/Rogue1: CR 2; HD 3d6+3; hp 16; Init +2; Spd 30 ft; AC 15 (+2 Dex, +3 studded leather armor), touch 12, flat-footed 13; BAB/Grp +1/+1; Atk +2 melee (1d6/19-20, shortsword); SA Sneak attack +1d6; SQ Trapfinding; AL LE; SV Fort +1, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 14, Wis 8, Cha 13.

Skills and Feats: Bluff +7, Diplomacy +11, Escape Artist +6, Gather Information +12, Knowledge (local) +8, Listen +6, Profession (miller) +4, Search +8, Sense Motive +4, Spot +5, Tumble +7; Alertness, Skill Focus (gather information), Weapon Finesse.

Equipment: shortsword, studded leather armor.

2. Militia Building

This building acts as both the local jail and the general quarters for the village guard. Anyone arrested for brawling or drunken behavior is thrown into a cell for the night and released the following morning with a fine of 1d20 cp. Anyone unable to pay the fine is placed in the stocks until the fine is paid or three additional nights have passed. The stocks are located right in the front of the building. There are usually 1d3+1 guards here. There is a 20% chance at any time that Captain Karanag will also be here.

Captain Karanag is a member of the Village Council, as well as being the captain of the militia. He has often been frustrated by the council's reluctance to act against the Cult of Fane, which he regards as a blight on Mazula's reputation. However, he has all too often been easily persuaded – some might say manipulated – into following the Council's wishes and letting things with the Cult remain as they are. After all, as he has

been told on countless occasions, they have committed no crime.

Despite this, Captain Karanag is not involved in Cult activities in any way and has generally been duped by the cultists on the Village Council into doing their bidding. He would be only too happy to see the Cult run out of the village. He would be shocked, however, to find the depth of betrayal that has taken place over the years, as he is a law abiding dwarf and has never suspected any of the Council of having ulterior motives.

After the disappearance of the villagers, he asked Daresh Prien, the local ranger (see keyed area 14) to investigate the local area to see if there was any evidence of their departure. She discovered a large number of tracks on the edge of town and it was concluded by the council that they left of their own free will. Any further investigations were halted.

♣ Militiamen, 1st lvl Human Warriors: CR ½; HD 1d8+1; hp 9 each; Init +0; Spd 30 ft; AC 14 (+3 studded leather armor, +1 light wooden shield), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +3 melee (1d6+1/19-20, shortsword) or +1 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +3, Intimidate +3, Spot +4, Listen +2; Alertness, Weapon Focus (shortsword).

Equipment: shortsword, light crossbow, 10 bolts, studded leather armor, light wooden shield, 1d10+10 cp, 1d4 sp.

♣ Captain Karanag, 4th lvl Dwarven Fighter: CR 4; HD 4d10+16; hp 42; Init +1; Spd 20 ft; AC 18 (+1 Dex, +5 breastplate armor, +2 heavy steel shield), touch 11, flat-footed 17; BAB/Grp +4/+6; Atk +8 melee (1d10+4/x3, masterwork dwarven waraxe); SQ Darkvision 60 ft., stonemasonry; AL LG; SV Fort +10*, Ref +2*, Will +0*; Str 14, Dex 12, Con 18, Int 10, Wis 8, Cha 11.

Skills and Feats: Climb +0, Craft (stonemasonry) +5, Intimidate +10; Great Fortitude, Skill Focus (intimidate), Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Equipment: masterwork dwarven waraxe, breastplate, heavy steel shield, 1d20+10 cp, 2d6 sp, 1d6 gp.

* A dwarf also gains +2 against poison, and against spells and spell-like effects.

3. The Log Merchant (EL 2)

Parn Wendle runs a profitable business in logging, transporting wood to the local towns and villages, but especially to the City of Kamish, where it is required for the ship industry. He employs several loggers who chop the wood, which is then brought back to his yard where it is cut, treated and prepared for transportation.

Parn is not only a member of the Village Council, but also secretly a cultist who was recruited as a child. The Cult have helped fund him throughout his life to

achieve a respectable position within Mazula and, of all their contacts within the village, Parn has been the most valuable, having built up a reputable business that not only brings in funds for the Cult coffers, but keeps them informed of the goings on in Mazula and beyond.

Parn has been kept well informed by Ungal as to Cult intentions and knows that they left two months ago in order to make contact with the kobolds and breach the tower. The lights seen above the tower were an agreed sign from Ungal that the tower had been breached and that Fane would soon be returning, with his kobold army in toe. He is also aware that those who disappeared from the village were cultists who left with Ungal and that Kamond is now in charge of a handful of cultists who remain. He also knows that there are a number of undead in the mansion, who serve the Cult.

As well as gathering information for the Cult, Parn also acts as a go-between for Ungal and those on the Council who take regular bribes, including Yakkel Rilton and Delrond Maiken. Neither are aware that he is, in fact, a cultist, believing that he, like they, is merely in it for the money. He also liaises with Erin Dyrian (see keyed area 1) who he secretly despises.

Being utterly convinced that Fane is about to return, Parn considers his job done and has no fear of being revealed as a spy. He will fight if challenged, preferring death to being captured.

There is very little in the way of wealth inside Parn's house, as he hands over most of what he earns to Ungal and the Cult. However, a DC 16 Search will reveal a small stash hidden in a wooden box in the barn, consisting of 50 gp and 500 sp.

✦ Parn Wendle, Merchant, 2nd level Human Ex-Fighter1/Rogue1: CR 2; HD 1d6+1 plus 1d10+1; hp 13; Init +2; Spd 20 ft; AC 18 (+2 Dex, +5 chainmail armor, +1 light wooden shield), touch 12, flat-footed 16; BAB/Grp +1/+3; Atk +5 melee (1d6/18-20, masterwork rapier); SA Sneak attack +1d6; SQ Trapfinding; AL NE; SV Fort +3, Ref +4, Will +0; Str 14, Dex 15, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Appraise +5, Bluff +4, Diplomacy +5, Gather Information +8, Knowledge (local) +6, Listen +6, Profession (merchant) +5, Search +5, Sense Motive +4, Spot +6; Alertness, Skill Focus (gather information), Weapon Focus (rapier).

Equipment: masterwork rapier, chainmail armor, light wooden shield, *potion of cure light wounds*.

4. Church of Mynax

Dedicated to the worship of Mynax, the local cleric is Yarak Hordul, an energetic man who is keen to see the pews full and the coffers overflowing. He is happy to take donations for healing and any other services that he can offer. As a member of the Village Council, he is concerned by recent events and of the rumors that have been undermining the morale of the village.

Although he would welcome an end to the Cult's

presence in Mazula, neither does he believe they are a serious threat to the village either. He has occasionally sided with Peyter Hirschon in pushing the council to investigate Cult activities, but has come to the conclusion that several members of the council – including Yakel Rilton and Erin Dyrian – stand to lose too much revenue if the Cult were to suddenly up and leave town and that their positions are too entrenched for him to change them.

Yarak is a honorable man and has no inkling that the cultists have in fact infiltrated the Village Council. Although he has his suspicions, these are wide of the mark, believing the motivations of the Village Council to be greed. However, he is not connected with the Cult, nor does he know anything about their activities.

☞ Yarak Hordul, 2nd lvl Human Cleric: CR 2; HD 2d8; hp 12; Init +1; Spd 30 ft; AC 15 (+1 Dex, +4 studded leather armor), touch 11, flat-footed 14; BAB/Grp +1/+0; Atk +0 melee (1d8-1, heavy mace); SA Feat of Strength (+2 to Str for 1 round); SQ +2 against fear and enchantment spells and effects; AL LN; SV Fort +3, Ref +1, Will +6; Str 8, Dex 13, Con 10, Int 12, Wis 15, Cha 14.

Skills and Feats: Concentration +2, Diplomacy +7, Heal +10, Knowledge (history) +3, Knowledge (religion) +5, Spellcraft +3; Iron Will, Skill Focus (heal).

Equipment: heavy mace, chain shirt armor, silver holy symbol of Mynax (a rearing horse on a miniature shield, with three stars above the horse), 2 flasks of holy water, *potion of cure light wounds*.

Typical Spells (4/3+1; save DC 12 + spell level; domains Faith, Strength): 0 – *guidance, mending, purify food and water* x2; 1st – *bless water, divine favor, sanctuary, shield of faith**.

* domain spell

5. Village Hall

The center of Mazula political life, this fine building is where the Village Council meetings are held. The council itself is made up of significant members of the community (see the *Village Council* sidebar on the following page for a full list of the members). The First and Second Members are the respective head and deputy head of the Village Council and guide the other members. Mor Aggan and Gui Handley are irregular Village Council members who are representatives of the Karnish authorities. Mor Aggan, when required, imposes the will of Karnish upon the decisions that are taken within the Village Council chamber. Gui Handley is the tax collector for the local vicinity. He arranges for Tax Counters, who assess individual taxes due, to make their rounds, sends out tax collectors and makes sure there are no irregularities. Mor and Gui only sit in on Council meetings when there is a need to do so, which is very rare.

The building itself also acts as the political adminis-

Village Council Member	Role
Yakkel Rilton	First Member of Village Council
Asher Fey	Second Member of Village Council
Yarak Hordul	Standard member
Captain Karanag	Standard member
Erin Dyrian	Standard member
Delrond Maiken	Standard member
Parn Wendle	Standard member
Mor Aggan	Non voting Irregular Karnish Representative
Gui Handley	Non voting Irregular Karnish Tax Representative

trative center of Mazula and can usually be found open to the public most days. The main entrance gives access to a magnificent hall with a wonderful mosaic tiled floor and marble pillars, from which a number of wooden doors lead off (giving access to the various petty officials whose job it is to deal with the everyday running of the village and local area).

A single, grand desk stands at the far end of the hall, where Jarap Llaan can be found. She is the first port of call for anyone wishing to speak with any of the administrative staff or council members on political matters. She is very officious and direct and will decide whether the request should be acted upon and, if so, with whom they need to discuss the matter. She has no interest in the rumors presently circulating around Mazula, dismissing them as being ‘fanciful’. Any conversation on such matters will receive short shrift.

There are a number of departments that can be referred to. As Mazula is only a small village, each covers a broad area. The departments include:

- Department of Building, Planning and Sanitation
- Department of Inspection, Tax and Treasury
- Department of Trade, Industry and Agriculture
- Department of Justice, Defense and Political Affairs
- Department of Births, Deaths and Marriages

6. Maiken’s Tailors

Delrond Maiken is an elderly halfling in her 70’s who runs a successful tailors shop and is also a member of the Village Council. She is well known around the village, with tales of her adventuring past having turned her into something of a local celebrity. She can often be found in the Fool’s Gold Inn, telling tall tales of her past exploits and playing her favorite pastime, *chuckdaggers*. Despite her frail looks, Delrond remains agile and quick of mind and is well respected. Her vast experience and amiable nature are the key reasons that she has found herself on the village council, a position she is only too happy to exploit to her advantage.

Delrond uses her position on the Council to do what is best for her. This usually revolves around voting in a manner that benefits her business and helps improve her financial situation. She has taken several bribes from the cultists to vote in particular ways, with Parn Wendle (see keyed area 3) always acting as her go-between with the Cult, supplying her with both payment and instructions. As well as Parn, she suspects that a number of

the council are in the pockets of the cultist, taking regular payments, including Yakkel Rilton (true), Captain Karanag (false) and even Yarak Hordul (false), though is not aware that several of the council are, in fact, cultists themselves and knows nothing of the Cult itself.

If questioned, she will reveal very little of her suspicions, preferring to keep her thoughts to herself. If it is ever revealed that she took bribes from the Cult, she will deny it vigorously and use her age and apparent frailty in her favor. Delrond will avoid combat at all costs. Although still nimble and well able to look after herself, she knows she is now too old for such things and would rather confess her crimes than meet her end.

U Delrond Maiken, 5th lvl Halfling Rogue3/Expert2: CR 4; HD 5d6-10; hp 10; Init +3; Spd 20 ft; AC 16 (+1 size, +3 Dex, +1 deflection, +1 armor), touch 14, flat-footed 12; BAB/Grp +3/-3; Atk +7 melee (1d4-2/19-20, dagger) or +8 ranged (1d4-2/19-20, dagger); SA Sneak attack +2d6; SQ Evasion, +2 on saves versus fear, trapfinding, trap sense +1; AL N; SV Fort +0, Ref +7, Will +6; Str 7, Dex 17, Con 7, Int 14, Wis 13, Cha 15.

Skills and Feats: Bluff +10, Craft (tailor) +10, Diplomacy +11, Gather Information +7, Hide +9, Knowledge (local) +10, Move Silently +11, Perform (act) +10, Sense Motive +8, Sleight of Hand +7, Tumble +9; Point Blank Shot, Weapon Finesse.

Equipment: ring of protection +1, bracers of armor +1, dagger (2).

7. Fool’s Gold Inn

This dirty old building is the hub of Mazula’s social life. It is run by Siyan Garrat, an attractive, buxom woman in her prime. The Fool’s Gold Inn is often rowdy and can be rough, attracting the custom of not only those who live in Mazula, but also those from the local outlying communities and especially the quarry-

Fool’s Gold Inn Food and Drink Costs			
Meals	Cost	Drinks	Cost
Bread, Loaf	2 cp	Absinthe, 1 gill	5 cp
Breakfast, Standard	2 cp	Ale, Weak, 1 quart	1 cp
Breakfast, Fine	1 sp	Ale, Strong, 1 quart	5 cp
Cake	2 cp	Beer, 1 pint	2 cp
Cheese, Hochden, 1lb	2 sp	Brandy, Karnish, 1 gill	2 gp
Cheese, Local, Standard, 1lb	5 cp	Brandy, Nendorian, 1 gill	10 gp
Cheese, Local, Fine, 1 lb	2 sp	Cider, Local, 1 pint	2 cp
Cheese, Nendorian, ½ lb	2 gp	Cider, Wendal, 1 pint	1 sp
Cheese, Yam, 1 lb	5 sp	Mead, 1 pint	2 cp
Dinner, Standard	5 cp	Milk	1 cp
Dinner, Good	5 sp	Wine, local, Standard, ½ pint	3 cp
Dinner, Fine	1 gp	Wine, local, Fine, ½ pint	1 sp
Pastry	2 sp	Wine, Karnish, ½ pint	4 sp
Porridge	1 cp	Wine, Ordwyn, ½ pint	2 gp
Pottage (Soupy Stew)	1 cp		
1 quart = 2 pints	1 gill = ¼ pint		

Playing Chuck-Daggers

Painted onto a supporting wooden post that stands at the far end of the inn is a small target of concentric circles (outer is white, middle is blue, inner is red). The outer circle is about the size of a hand and the inner circle being no larger than a ½-inch across. The aim of chuck-daggers is to throw off against an opponent. The dagger that lands nearest to the center circle wins. If both daggers land in the center circle, or should both miss, the game is replayed until there is a winner. The daggers used for the contest are kept behind the bar and are entirely normal. However, for fairness, only these daggers may be used.

Target: ranged attack with dagger (nearest to inner circle wins). Each opponent applies their full base attack for ranged combat, as they would normally. A 1 always indicates a miss and 20 always hits the very center of the inner circle. Otherwise, use the following to see what circle (if any) the dagger sticks into:

- Outer Circle (White) AC 15
- Middle Circle (Blue) AC 20
- Inner Circle (Red) AC 25

spread.

The Fool’s Gold Inn is also a gambling den, where dice, cards and dominoes are played, amongst others. Joining a game is easy – just walk up to a table where a game is being played and join in. One of the most popular games with the locals is a contest called *chuck-daggers*, where people bet on who can throw a dagger nearest to the center of a target. This often triggers a frenzy of gambling in the inn, with people betting on who they think will be the winner (see the *Playing Chuck-Daggers* sidebar for the rules of the game). Delrond Maiken (see keyed location 8) is particularly well known for her skill at the game and her ability to fleece the unwary, which is a cause of general amusement all round.

Delrond will deliberately throw badly at first (taking a –6 penalty to attack rolls), pleading each time to be able to win her money back in another throw, each time raising the stakes. When the amount is right (for around 5 to 10 gp, depending on her opponent’s skill), she’ll chuck properly and try to fleece them. Should her *victim* attempt to bail out before she has had a chance to win back her money, she will attempt to whip the onlookers up into a threatening crowd (DC 15 Perform check) who will demand that they *play fair*. Of course, most people are aware of Delrond’s skill, so she gets a +2 circumstance bonus on her check. Occasionally, it backfires and she losses, but these are few and

men and stonecutters, who like to play as hard as they work. There is always a chance that a fight will break out in an evening and this chance grows on busier nights. These brawls are harmless enough, with punches thrown and the occasional bit of furniture broken and are, essentially, the result of too much alcohol.

Although business has been hit by the fear that has gripped the village, it nonetheless continues to be regularly filled by the hardy quarrymen looking to relax after a hard day. Talk, of course, revolves around Fane and his imminent return and quarrels between those with opposing arguments are common and all sorts of rumors, most of which are completely false, are

far between.

8. Jinsky’s Tower

This stone, three-storey tower is the home of Jinsky Belnor, a half-elf wizard who took up residence in Mazula ten years prior, after bringing his (somewhat limited) adventuring career to an end to study the deeper arts of the arcane. Drawn here by the mysterious Tower of Fane and the stories and legends that have grown up around it, he has remained here ever since and is now regarded as something of an expert on the subject. He has never been to the tower itself and, being now quite old, knows that he will never do so, as his body would not be able to take the rigors of the journey.

Jinsky has delved much into the history of the Tower of Fane and, while not the most communicative person, is always happy to talk to those who show an interest. If questioned, he will tell the tale of Fane and his downfall (see *The Story of Fane* on page 3) and will also be able to give directions to the tower itself (see the *Jinsky’s Tale: The Route to the Tower* sidebar on the following page). Jinsky is a wealth of information on the subject. Have those questioning him make a Gather Information check and use the following chart to see what additional information he shares with them:

DC	Additional Information Gathered
12	<ul style="list-style-type: none"> - At the midway point to the tower, high in the mountains, is located a Church of Erenus. The cleric there - Jashir Goramond – will no doubt be happy to help them prepare for the rest of their journey. - The mountains can be treacherous and the path hazardous, so provision must be taken for journeying in the mountains. - Avoid travelling at night and look for well defensible places to camp up. - Fane was in league with Wamranoch, the deity of kobolds.
15	<p>All above, plus:</p> <ul style="list-style-type: none"> - A number of kobold warrens can be found at the base of Mount Fane. These were once home to Fane’s armies and also helped defend the tower. They were emptied of their occupants after Fane’s fall and have remained so ever since. - Ancient stories tell of the Reckoning of Fane, which says that should kobolds ever return to Mount Fane, he will rise from his tower and return to wreak his revenge on the people of the south.
18	<p>All above, plus:</p> <ul style="list-style-type: none"> - Fane had an assistant, a kobold called Ranator. He was supposedly a powerful sorcerer, though little is known of him. - Fane is well known for creating portals and it is suspected that many such gateways exist within the tower.
20+	<p>All above, plus:</p> <ul style="list-style-type: none"> - Jinsky suspects that Fane long since escaped the tower. Some rumors now point to him being in Karsia.

If asked, Jinsky will refuse to travel to the tower, since his body is now too frail. However, he will help those undertaking the journey by freely supplying them with an arcane scroll of *animate rope* and an arcane scroll of *feather fall*. In return, he will expect a detailed report of the tower and of their experiences upon their return to Mazula. He will also be able to supply blank spellbooks at the usual price (see the *Goods and Ser-*

vices: *Tools and Skill Kits* in the PHB for details).

Although Jinsky spends most of his time researching the true history of Fane, he also takes an interest in the comings and goings of the Cult. Through various sources, Jinsky has learnt that the Cult is built around the desire to see Fane rise from the ashes of the curse that has bound him to the tower and see him resume his war on the people of south. He suspects that the majority, if not all, of those who disappeared from Mazula were cultists and also believes that a number of the Village Council are deeply involved with the Cult, though has no evidence to prove this and will refuse to speculate, for fear of being wrong.

Ungal, in particular, has piqued his interest and he suspects that Ungal is preparing some grand gesture. The night the village folk disappeared, he would suggest, is when Ungal's plan, whatever it might be, began.

▣ **Jinsky Belnor, 3rd lvl Half-elf Wizard:** CR 3; HD 3d4-6; hp 3; Init -1; Spd 30 ft; AC 10 (-1 Dex, +1 deflection), touch 10, flat-footed 10; BAB/Grp +1/-2; Atk +0 melee (1d4-2/19-20, masterwork dagger) or +1 ranged (1d4-2/19-20, masterwork dagger); SQ Elven blood, immunity to sleep spells and similar effects, low-light vision, +2 racial bonus on saves against enchantment spells and effects; AL LG; SV Fort -1, Ref +0, Will +6; Str 5, Dex 9, Con 7, Int 17, Wis 16, Cha 15.

Skills and Feats: Craft (alchemy) +7, Decipher Script +11, Knowledge (arcana) +8, Knowledge (history) +12, Spellcraft +9; Scribe Scroll, Skill Focus (decipher script), Skill Focus (knowledge (history)).

Equipment: masterwork dagger, +1 *ring of protection*.

Typical Spells (4/3/2; save DC 14 + spell level): 0 -*daze, mage hand, open/close, read magic*; 1st-*mage armor, sleep, unseen servant*; 2nd-*scare, whispering wind*.

Languages: Karnish, Elven, Draconic, Rhuven
Familiar: Toad

9. Tark's General Supplies

Harum Tark and his wife, Jayreen, run the general store, as have generations of Harum's family before him. It serves the needs of the locals and the outlying communities and is a profitable business, supplying all manner of general equipment. They are likely to have any item in the *Goods and Services* table (see the PHB for details) that costs less than 10 gp. The only armor and weapons available at the store are: padded armor,

leather armor, dagger, sickle, sling bullets, handaxe, light pick, heavy pick, and scythe.

Business is presently slow, with less people purchasing supplies and equipment, and both Harum and Jayreen are fearful of what might happen should the stories of Fane's imminent return be true, though they themselves know nothing except for rumor and superstition. Despite this, they diligently continue serving those who wish to make purchases.

10. Alchemist's Store

Farod Wend is the local alchemist and supplies the village and the outlying districts with any unusual substances, which he makes in his alchemist's lab at the back of the house. He is well known for having burnt his house down twice already, as well for his unplanned pyrotechnic displays and the loud explosions that can periodically be heard coming from his lab. Nonetheless, he performs an important role, supplying alchemical substances and rare and unusual items. Any item on the *Goods and Services: Special Substances and Items* table (see the PHB for details) which costs 50 gp or less is likely to be available for purchase.

Farod is far too busy too concern himself with rumors and, if questioned, will display a staggering lack of knowledge on the subject, reflecting his genuine ignorance. He has no interest in the Cult, beyond their custom, which had been good until a few months ago when the orders stopped. Prior to this, he had received a number of substantial orders for sunrods, tinderwicks, alchemist's fire, acid and a number of specially commissioned blue smokesticks.

Jinsky's Tale: The Route To The Tower

An ancient and well-used path winds through the mountains passing directly under the Tower of Fane, which looms high above. The mountain path begins at Mull, a tiny hamlet located approximately 15 miles west of Mazula. Mull is located on the lower slopes of the mountains (a track leads directly from Mazula to Mull), but the path soon starts its steep and rocky climb through the mountains.

From Mull, the journey to the base of Mount Fane is approximately 50 miles. However, the path is treacherous and rises steeply, so the journey will take much longer than it would on flat land. Provision should be taken for at least a two-week journey either way. Although there is plenty of good hunting and foraging to be had on the way, some places - especially higher up - are barren and rocky, so supplies should be taken.

At the base of Mount Fane, on a small ledge next to the path, stands a stone obelisk, which seems to point up towards the tower, which is thousands of feet above on the top of the mountain. Rhunes have been carved into the sides, which read (in Rhuven) '*East to find the cursed Fane and his Dark Tower*'. At this point, it is time to leave the main path and travel east, until the opposite side of the mountain has been reached, where the easiest route to the top can be found - its slope being gentler and easier to climb than the other faces of the mountain, which sheer upwards. Once on the eastern face of Mount Fane, a rough track leads to the summit, though the journey is still a difficult one.

11. Asher Fey

Asher Fey is the Second Member of the Village Council and Mazula's second most wealthy individual. He employs several gangs of quarrymen and stonemasons, who supply him with large quantities of stone. Trade here is good and Asher has built up a solid reputation in the main trading areas (Guileigh, Faraleigh, Fellowmead and, of course, the City of Karnish), where his goods are transported and sold.

Although Asher is far too practical to believe that Fane is actually about to return, he is concerned about the impact this is having on the villagers morale and the local economy. As yet, the quarrymen seem to have remained unaffected and work continues, mostly, as

normal. He has discussed this matter several times with the Village Council and has even taken up the matter personally with Yakkel Rilton, the First Member of the Village Council (see keyed area 12). To his frustration, however, nothing is being done.

Peyter Hirschon (see keyed area 15) has become a regular visitor to his house, vainly pushing to have the Cult investigated and chased out of the village. Asher, who now avoids Peyter whenever he can, has raised the matter half-heartedly at council meetings, but has no real interest in pursuing the matter further. The fact that the council seem to be mostly of the same opinion does little to change his mind.

Asher knows very little about the Cult and is happy to let them continue their activities so long as they remain within the law, which, to his knowledge, they have. He does not suspect the other members of the Council and will simply repeat the story, which he believes, that the villagers who disappeared did so freely. Why they left he cannot say, though will speculate that they were probably debt ridden and were leaving while they still could, hoping to start a new life in Olthorn.

12. Yakkel Rilton

This impressive two-storey building is home to Yakkel Rilton, the First Member of the Village Council and Mazula's wealthiest citizen. As well as being responsible for over-seeing the affairs of the Village Council, he also trades in stone, controlling many of the quarrymen that operate in the local quarry. As well as dominating the local markets of Londale, Terador and Bhaan, he also supplies large quantities of stone to Cedor, Ezhrë, Barabrë, Lydor and, of course, the City of Karnish and has built up a solid reputation and considerable wealth.

Although not a cultist himself, Yakkel has been taking bribes from them for years. In return, he has continually guided the council away from any actions that might lead to an investigation of the Cult and used his influence to swing opinions and votes.

The present atmosphere that pervades in Mazula concerns him, especially since the disappearance of the villagers. Such unusual events are likely to lead to outsiders poking their nose into village affairs, with the potential of revealing his shady dealings. With this in mind, he has been trying to contact Ungal for reassurances – through Parn Wendle, his contact – but much to his unease, Ungal is yet to respond.

Yakkel knows very little about the Cult, but is afraid that they are somehow involved with the present climate of fear and the belief that Fane will soon appear. He will claim that those who disappeared did no more than leave. Their houses, after all, have been searched and the evidence suggests that they simply packed and left. Daresh Prien, the local ranger, also found strong evidence of them having met outside of the village, from where they traveled into the mountains. He cannot say why, for he does not claim to understand the thinking of such people, but no doubt there is a rational

reason behind it. Secretly, however, he suspects that they may well have been murdered and that someone – Ungal, perhaps – has deliberately caused wide spread fear in the village for their own evil design.

Yakkel is aware that Parn Wendle (see keyed area 3) is also working for the Cult (though not that he is in fact a cultist), as he acts as a go-between with Ungal. He also believes that several others are, like himself, taking bribes, including Delrond Maiken (true), Asher Fey (false) and Erin Dyrian (who is in fact a cultist – see keyed area 1).

U Yakkel Rilton, Merchant, 2nd lvl Human Expert2/Fighter1: CR 2; HD 2d6+2 plus 1d10+1; hp 18; Init -1; Spd 20 ft; AC 15 (-1 Dex, +4 chain shirt, +2 heavy steel shield), touch 9, flat-footed 15; BAB/Grp +2/+4; Atk +5 melee (1d8+2/19-20, longsword); AL LN; SV Fort +3, Ref -1, Will +4; Str 14, Dex 8, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Bluff +12, Diplomacy +11, Gather Information +9, Intimidate +9, Knowledge (local) +5, Listen +6, Profession (merchant) +9, Sense Motive +6; Persuasive, Skill Focus (bluff), Skill Focus (profession (merchant)), Weapon Focus (longsword).

Equipment: longsword, chainmail shirt, heavy steel shield, *potion of cure light wounds*, *potion of endure elements*.

13. Watchtower

This watchtower overlooks the entire village and is manned by at least two guards at all times. A large metal ring hangs in the center, which is repeatedly struck if the village comes under any threat, calling the village militia to arms and warning the citizens of the impending danger. Being so close to the Great Barrier Mountains means it is not uncommon for the people of Mazula to hear the alarm ringing through the streets.

14. Ranger's House

This small, ramshackle building lies hidden in a secluded spot next to the river and is home to Daresh Prien, a local ranger who keeps a watchful eye over the surrounding countryside, looking for any signs of increased goblinoid activity or for any unwanted creatures who may have moved into the vicinity. She liaises directly with Captain Karanag and receives a small stipend for her services to the community. Although Daresh is regarded as aloof, she supplies vital information on what is going on in the local vicinity, which has on several occasions given the village advanced warning, allowing them to act decisively.

Aware of the rumors that are circulating regarding kobolds and the return of Fane, Daresh has twice made the journey to Mull, a small hamlet in the mountains, to gather first hand information and has already informed Captain Karanag that there does indeed seem to be a small rise in kobold activity. However, this is mainly confined to the mountains and the mountain pass, which

has become little used of late, with those that have made the journey usually reporting attacks being made on them by small bands of kobolds. Tales of a kobold army, she has concluded, are unfounded, though it certainly seems that a tribe has set themselves up somewhere near to Mount Fane.

After the disappearance of the villagers, Daresh was asked to search the local area to find any evidence of what might have happened and came across a large number of tracks outside of the village, which seemed to head toward the mountains. The tracks were too numerous to read easily and certainly involved a number of people greater than those who went missing. She surmised that these people had met with a large number of others and then made their way toward Mull. Yakkel Rilton, the First Member of the village Council, was informed via Captain Karanag, but she knows of no further inquiries into the matter, which was dropped.

Daresh has taken very little interest in either the rumors circulating the village or of the Cult of Fane. The rumors she believes are just that and she does not expect to see Fane riding over the hills followed by a kobold army. As for the Cult, they are the problem of the village, not hers.

If questioned, Daresh will be happy to pass this information on. She will also be happy enough to travel with anyone making their way to Mull, as she wishes to return there for more information gathering.

▣ **Daresh Prien, 2nd lvl Human Ranger:** CR 2; HD 2d8+2; hp 14; Init +2; Spd 30 ft; AC 15 (+2 Dex, +3 studded leather armor), touch 12, flat-footed 13; BAB/Grp +2/+3; Atk +3 melee (1d8+1/19-20, longsword) or +4 ranged (1d8+1/x3, composite longbow (+1 Str bonus)); SQ Favored enemy (orcs), wild empathy; AL NG; SV Fort +4, Ref +5, Will +2; Str 12, Dex 14, Con 13, Int 10, Wis 15, Cha 8.

Skills and Feats: Climb +4, Handle Animal +2, Heal +4, Hide +6, Knowledge (geography) +1, Knowledge (nature) +7, Listen +5, Ride +3, Search +3, Spot +5, Survival +7; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Equipment: Studded leather armor, longsword, composite longbow (+1 Str bonus), *potion of cure light wounds*.

15. Holy Lodge of Erenus

This large building not only serves as a place of worship to Erenus, deity of journeys, adventures and exploration, but also offers travelers a place of respite, where they can rest their weary feet. The *Holy Lodge* offers something to all travelers and explorers, from a simple place to stay overnight, to somewhere where those on the road can recuperate and recharge themselves, before they continue on their journey. Above all, however, it is a place of worship, dedicated to Erenus.

Father Peyter Hirschon, who oversees the Holy

Lodge, is always on hand to welcome new guests and keep a fatherly eye over the half dozen acolytes who maintain the day-to-day running of the Lodge. There is always a 25% chance that there will be 1d4 additional guests staying at the Lodge, the majority of whom will be commuting between Mazula and Lonvale, though some may come from further afield. The majority will be here on business, usually buying stone or logs.

Peyter has always been unhappy with the presence of the Cult of Fane in Mazula and would be glad to be rid of them. He believes the activities of the Cult have remained uninvestigated for too long and that it is high time something were done about them. The recent explosion of rumors amongst the villagers, which have done so much to damage morale and stir up old superstitions, are a major source of concern. This has especially been so since the arrival of Ungal and, later, the disappearance of a number of the villagers.

After a long discussion with Asher Fey, the Second Member of the Village Council (see keyed area 11), he was informed that the villagers had left of their own accord, which was underlined after a search of the houses showed that personal belongings had been taken. Further, a search of the countryside by the resident ranger, Daresh Prien (see keyed area 14) discovered a large number of tracks on the edge of town where they had met. Peyter, however, is suspicious about this and believes the motive to be more sinister.

Peyter is also concerned that he has not heard from



his friend and comrade, Jashir Gorramond, in over a month now. Jashir is the present cleric of the Mountain Lodge, a church situated on the mountain road, high up in the mountains, around 10 miles or so west of Mull, a small hamlet located in the lower regions of the mountains. The church is there to welcome those traveling the route to and from Olthorn and is both isolated and exposed. With recent reports of kobold activity in the area and rumors of the old Tower of Fane coming to life once again, his concerns grow daily.

Finally, having lost all confidence in the Village Council, as well as secretly suspecting that a number are in the employ of the Cult itself, he has decided to act and take matters into his own hands and employ a number of people to investigate the Cult, the disappearance of the villagers and even the Village Council itself (see *GM Synopsis* on page 4 for details).

Should he hear about Ungal and the Cult having left for the tower, he will suggest that a journey be arranged to follow Ungal and stop his madness. He will also ask those who undertake this task to drop in on his old friend, Jashir, and to take him some supplies, in the form of 100 days of trail rations, 100 candles, 25 pints of oil, 5 flasks of holy water and 5 blankets. If necessary, he will also supply them with enough ponies to carry the stores.

▮ **Peyter Hirschon, 4th lvl Human Cleric:** CR 4; HD 4d8+4; hp 25; Init -1; Spd 30 ft; AC 9 (-1 Dex), touch 9, flat-footed 9; BAB/Grp +3/+3; Atk +3 melee (1d6, light mace); SA Turn undead; SQ Cast healing spells at +1 CL, *freedom of movement* (1/day, 4 rnds max); AL CG; SV Fort +5, Ref +0, Will +9; Str 10, Dex 8, Con 12, Int 13, Wis 16, Cha 14.

Skills and Feats: Concentration +2, Craft (cobbler) +7, Diplomacy +9, Heal +10, Knowledge (religion) +8, Spellcraft +2, Survival +5; Brew Potion, Iron Will, Skill Focus (Craft (cobbler)).

Equipment: light mace, silver holy symbol of Erenus, 4 flasks of holy water, *potion of cure light wounds* (CL 5) x3, *potion of cure moderate wounds* (CL5).

Typical Spells (5/4+1/3+1; save DC 13 + spell level; domains Healing, Travel): 0 - *guidance* x2, *light*, *purify food and water*, *resistance*, 1st - *cure light wounds**, *bless*, *endure elements*, *remove fear*, *sanctuary*, 2nd - *cure moderate wounds**, *gentle repose*, *lesser restoration*, *shield other*.

* domain spell

16. Mansion of the Cult of Fane

This large mansion sits atop the tallest hill in Mazula and overlooks the village. It has been owned by – and is the home to – the Cult of Fane for as long as anyone can remember and plays an important role in the development of this adventure.

The mansion is covered separately in *Chapter 2: Intrigue of the Cult of Fane*, below.

Chapter 2: Intrigue of the Cult of Fane

Use *The Cult of Fane Mansion* map for this encounter.

The mansion on the hill overlooks all of Mazula, its crenellations and turret making it well defended and fortified. It has been owned by the Cult for as long as anyone can remember and their ownership of it does indeed stretch back hundreds of years. However, the Cult are not popular within Mazula, being regarded as something of a sinister peculiarity, though their trade is welcome by the merchants of the village.

Historically, the Cult have, on the face of it, kept to their own business, aware of the feelings of the general populace and not wishing to expose themselves any more than necessary. A regular monthly trip to the local general store to replenish supplies was about as much as anyone would see of them. Occasionally they would require a local service – a carpenter or stonemason – but only if they could not do the job in hand for themselves.

In recent months, the Cult has been led by a cleric called Ungal. Unlike many of those who proceeded him, this High Priest of Fane was fanatical in his belief and doctrine and believed that the rise of Fane was imminent and that the old prophecies were about to come true. Arriving here after hearing that kobolds had returned to the mountains below Fane's tower, he believed the time had come and joined the Cult. After whipping them up into a religious frenzy, he was soon the High Priest and prepared the Cult to make a great journey to join their master. He had with him an orb, which he claimed would open the doors of the tower and end the curse that held Fane there. Some two months ago, around 40 cultists, including those from the village, left with Ungal and journeyed to the tower, leaving only a handful of cultists behind, including Kamond, who was placed in charge until their glorious return.

The mansion itself consists of four floors – the basement, lower level, ground floor and first floor. There is also a small turret on top of the roof, which gives excellent views of the village and surrounding countryside. The lower level of the mansion (see the *Cult Mansion Side and Top View* map on the following page) is actually built below the ground level. A sloped ditch (10 ft deep, 3 ft. wide at the top and 1 ft. wide at the bottom) runs around the entire building (except where the stairs for the front and rear doors are located). This allows the lower level access to natural sunlight through the windows. Every window on the lower level is protected with iron bars (hardness 10, hp 30, Break DC 24). The cesspit, where waste from the latrine above collects (see keyed area 13), is cleared three times per day, at mid morning, mid afternoon and just before sundown.

Access to the mansion can be gained through the

front or rear entrances, the windows or any other imaginative way that the adventuring party can think of. Security is very slack (see individual keyed entries for precise details), as the cult has lived here undisturbed for hundreds of years. Although all of the windows have shutters (except for those on the lower level, which are barred), only some are closed, as indicated either in the keyed description of the room or on the map.

Should the direct approach be tried – that is, knocking on the front door, or simply smashing their way through it – they will be met with the guards located in keyed area 3, who will not allow them access and will defend themselves if necessary. A number of skeletons, animated by Ungal and his predecessors, are located throughout the mansion, who do the bidding of their masters. With Ungal away, Kamond has struggled to control them effectively, meaning many of the tasks they undertake – mainly cleaning – now remain undone and much of the mansion has fallen into disarray.

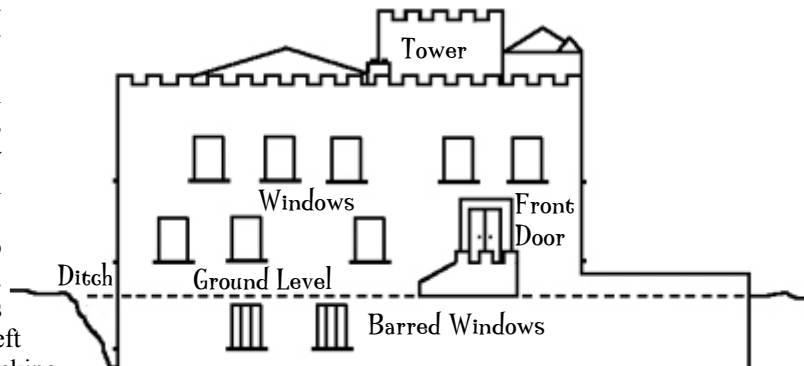
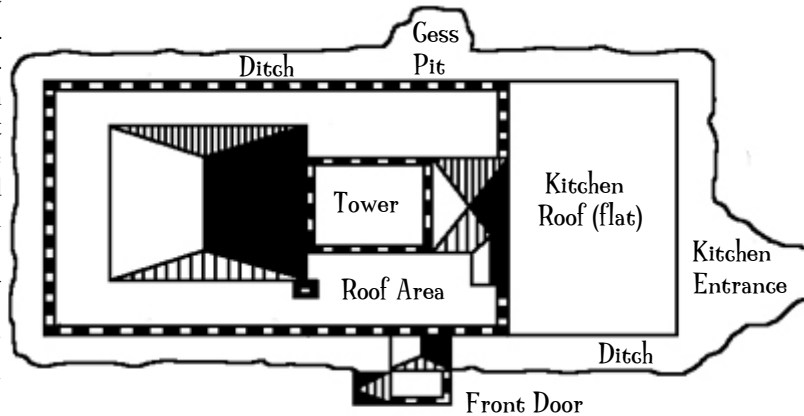
The skeletons will attack anyone who enters the room they are stationed in. Each of the Cult members has a kobold's head tattooed onto the palm of their left hand, which stops the skeletons from attacking them. They can be controlled by those clerics that are able to do so, but mostly now go about their business without direction.

Kamond himself is perfectly happy with the present situation. He regarded Ungal's fanaticism with mistrust and never truly believed that Fane was about to return. With Ungal gone, he was happy to take charge and secretly hopes that his present position of authority will become permanent if, as he suspects, Ungal never returns.

Ungal's plan was simple. He and the majority of the Cult would secretly leave Mazula in the dead of night, in small groups so as not to attract any attention. Being fairly secretive anyway, this went unnoticed by the village. The cultists from the mansion met with those who had secretly lived in the village just outside of town and then made their way into the mountains, where they hoped to liaise with the kobolds who had settled under Fane's tower. Ungal believed that the Orb of Fane – a black orb that was said to have the power to open the doors of the tower – would give them access to the tower itself, where Fane would be ready to begin his battles with the people of the south once again. To mark their arrival at the tower, it was agreed that they would light it up with florescent blue-dyed smokesticks.

After four weeks of receiving no information, Ka-

Cult Mansion Side and Top View



mond was beginning to believe they had perished and that he was now the next High Priest of Fane. However, rumors were soon heard of lights being seen above the tower and he knew that this was the agreed signal and that Ungal had indeed reached the tower. Although his skepticism has remained, Kamond cannot shake the nagging doubt that perhaps Ungal was right all along and that Fane is indeed now free. However, since the initial rumors, nothing more has been heard. In Kamond's mind, this is either because they have all perished, or because at this very moment, an army of kobolds sweeps in this direction, with Fane and Ungal at its head.

The remaining members of the Cult will not volunteer any information if captured or questioned, asserting that they know nothing about the kobolds (which is true) or the rumors of activity around the tower (which is false). They will claim to not know where Ungal and the other cultists went, though in reality all know the exact nature of Ungal's plan. They are all also aware that the lights seen above the tower were an agreed signal, indicating that the tower had been breached. All except Kamond firmly believe that the curse of Fane is broken and that the time has now come when he will lead his followers and a large kobold army against the nations of the south, which will fall under his dominion.



Mansion Ground Floor

1. Main Entrance

A small set of steps lead up to a plain, sturdy looking double-door. To either side of the stairs, a ditch seems to run around the entire perimeter of the building, apparently allowing light to a lower level, where barred windows can be seen.

The doors are locked and iron bound (hardness 5, hp 20, Break DC 25) and give access to the porch area (keyed area 2). The ditch does indeed run around the building (see the *Cult Mansion Side and Top View* on the previous page for details).

2. Porch Area

The doors open into a small porch. Another set of double-doors stand opposite. The white floor-tiles are badly chipped and cracked, with many loose or missing altogether.

These doors are also locked and iron bound (hardness 5, hp 20, Break DC 25) and give access to the reception room (keyed area 3).

3. Reception (EL 1.5)

What was obviously once a magnificent reception area is now in a very poor state, with crude images and symbols scrawled on the walls. A large, rectangular open-well staircase that leads to the first floor above dominates the entrance area, which is covered in blue and green tiles, though they are now broken, chipped and covered in filth. In many places, they are missing altogether. What appear to be small, filthy hemp mats are scattered across the floor.

Two cultists guard this room, which acts as both the main reception and as a place to pray to Fane and Wamranoch. The small mats are prayer mats and the scribbling on the wall show almost child-like pictures of kobolds, wizards (which may or may not be the same wizard) and various black towers (which, again, may or may not be the same tower). There are also several pictures of what appear to be four tails connected by a central mouth, filled with vicious teeth (a DC 10 Knowledge (religion) check will reveal this to be the holy symbol of Wamranoch, the deity of kobolds) and several of a quarterstaff with one end carved into a kobold's head and the other carved into a hollow circle (a DC 20 Knowledge (religion) check will reveal this to be the holy symbol of Fane).

This room is otherwise empty.

- a. These stairs lead down to the kitchen area.
- b. These stairs form part of the staircase that leads up to the first floor.
- c. This impressive open-well staircase is split into three levels, with a fourth leading up to the roof. Those looking up from here are encircled by the stairs and can see the ceiling, painted with scenes of rural life, above.

✖ **1st lvl Human Warrior (1):** CR ½; HD 1d8+1; hp 9; Init +0; Spd 30 ft; AC 14 (+3 studded leather armor, +1 light wooden shield), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +3 melee (1d6+1/19-20, shortsword) or +1 ranged (1d8/19-20, light crossbow); AL N; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +3, Intimidate +3, Spot +4, Listen +2; Alertness, Weapon Focus (shortsword).

Equipment: shortsword, light crossbow, 10 bolts, studded leather armor, light wooden shield, 1d20+10 cp, 1d10 sp.

✠ **1st lvl Human Fighter (1):** CR 1; HD 1d10+2; hp 15; Init +1; Spd 20 ft; AC 18 (+1 Dex, +5 chainmail armor, +2 heavy wooden shield), touch 11, flat-footed 17; BAB/Grp +1/+3; Atk +4 melee (1d8+2/19-20, longsword); AL NE; SV Fort +4, Ref +1, Will -1; Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Skills and Feats: Climb -3, Intimidate +5, Spot +4, Jump -3; Power Attack, Toughness, Weapon Focus (longsword).

Equipment: longsword, chainmail, heavy wooden shield, 28 cp, 11 sp, 4 gp.

4. Preparation Area

A number of rough cabinets and tables stand against the walls, some stacked with dirty plates, mugs and various wooden and clay bowls. What appears to be a food-lift is set against the south wall, with a single pulley and rope set into its top. A small hatch gives access to the shaft. A set of stairs descend down to the level below.

This is where food is brought before being served. With the departure of Ungal, cleaning around the mansion has become sporadic as Kamond has struggled to control the skeletons who would otherwise do the job. Old bits of moldy and rotten food are still clearly visible and flies buzz around. The food-shaft connects to the lower level (see keyed area 29). The rope can be used to higher or lower the lift itself, which is no more than a sturdy wooden board. The shaft is approximately 2½ ft square, allowing only small sized creatures to enter. Medium or larger sized creatures are simply too big to crawl through the hatch.

The cabinets contain various crockery, cutlery and food storage vessels, most of which are dirty and unwashed.

a. This stairwell leads down to the kitchen area.

b. Food Lift. A small lift used to transport food from the holding area below. Small or smaller sized creatures could fit inside and be hauled up and down the shaft.

5. Dining Room

A still magnificent table, despite the scratches, stains and general abuse that now affect it, dominates the center of this room. Such is its grand size that it actually appears to be too large to fit through either the doors or windows and seems to have enjoyed much use, as well as abuse. Wooden chairs stand haphazardly around it, but are crude and ugly in comparison. Wooden platters covered with the remnants of rotten food are scattered on the table's surface, along with half-filled mugs and bottles.

The mugs and bottles contain cheap wine or ale. There is nothing of value here.

6. Sitting Room (EL 1)

Whatever was once here has long since been removed, except for a large built-in sideboard that runs the entire length of the east wall, on which can be seen several objects. A number of shabby bedrolls and blankets are scattered on the floor. The walls are covered in childish scribbles and drawings.

There are two Cult members located here. If disturbed, they will grab their weapons and shields (they are already otherwise armored) and enter combat.

This room now serves as a general sleeping quarters for a dozen cultists, with a bed for each. The large sideboard is mostly empty, though on one of its shelves is a wooden carving of a quarterstaff, with one end shaped into a kobold's head and the other a hollow circle (a DC 20 Knowledge (religion) check will reveal this to be the holy symbol of Fane), flanked by two half-melted red candles that sit in beautifully carved candlesticks made from fine-grained, red rhodochrosite, worth 25 gp each. A small book bound in red leather sits next to one of the candlesticks. It is written in *Infernal*, but a DC 25 Decipher Script check will reveal it to be a prayer book.

The scribbles on the wall are in the same vein as those found in the reception (see keyed area 3).

A Search of the sideboard (DC 20) will uncover a false back to one of the drawers, which contains a *po-tion of hide from undead* and a *po-tion of jump*.

✠ **1st lvl Human Warriors (2):** CR ½; HD 1d8+1; hp 9; Init +0; Spd 30 ft; AC 14 (+3 studded leather armor, +1 light wooden shield), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +3 melee (1d6+1/19-20, shortsword) or +1 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +3, Intimidate +3, Spot +4, Listen +2; Alertness, Weapon Focus (shortsword).

Equipment: shortsword, crossbow, 10 bolts, studded leather armor, light wooden shield, 21 cp, 9 sp.

7. Study

The door to this room is locked (hardness 5, hp 15 Break DC 18).

This room contains a beautifully carved study desk, with four drawers running down one side of it. Four comfortable chairs sit around a small table and a number of books sit on wall shelves. There is also a well-worn rug on the floor.

Each drawer in the desk is locked (Open Lock DC 20), but can be easily opened with force (Break DC 5). Each drawer contains:

Drawer #1: a pouch containing 150 sp, a pouch containing 10 gems (freshwater (irregular) pearls worth 1 gp each), three sheets of parchment, a vial of ink and an

Table: Library Gather Information

DC*	Information Gleaned
10	- Read the <i>Story of Fane</i> to the players (see page 3). - The researcher now has a detailed knowledge of kobolds (as if they had made a successful Knowledge (nature) check).
12	As above, plus: - The researcher now has a detailed knowledge of skeletons and zombies (as if they had made a successful Knowledge (religion) check).
15	All above, plus: - After Fane's fall, he turned to Wamranoch, the deity of kobolds, for help. Wamranoch helped him raise his kobold army, which he launched against the south. Many kobold zombies were also amongst their number, which Fane raised from the dead. - The easiest path up Mount Fane to the tower is up the east face, where a small track is said to wind its way upward. All the other faces are sheer and deadly.
18	All above, plus: - A powerful curse was placed upon the tower, forever locking its occupants inside. It is said that only the dead walk there now. - The base of Mount Fane was home to thousands of kobolds, who made their homes in the warrens and caves the mountain provides. - The researcher gains a +2 bonus to Survival checks made around the southern tip of the Great Barrier Mountains.
20	All above, plus: - The kobold sorcerer Ranator was second in charge to Fane and played a significant role in bringing defeat to the south. He was locked in the tower with Fane, after their defeat.
25+	All above, plus: - During his long incarceration in the tower, Fane manipulated the very substance of the cosmos and created portals to all manner of strange and bizarre places.

*For each additional day spent researching (before the roll is made) add a cumulative +1 bonus to the check.

*Retries are allowed, but add a cumulative +2 to each DC above for each retry.

ink pen, plus several documents written in Karnish (hand *Appendix A: Player's Handout – The Cult Revealed* to the players), which include a number of letters and scribbled notes.

Drawer #2: a pouch containing 500 cp, a small wooden unlocked hand-sized chest containing 174 sp and a second small, wooden hand-sized unlocked chest containing 512 cp.

Drawer #3: 4 red candles, 5 tindertwigs, 1 flint and steel, and some sealing wax.

Drawer #4: a divine scroll of *bane*, 2 sheets of paper and a number of notes written in Karnish showing an inventory of supplies which includes 100 trail rations, 10 50 ft. lengths of hemp rope, cold weather clothing, 50 tindertwigs, 10 sunrods and climbing equipment.

The rug is worn from age and of no value.

A DC 20 Search check will reveal a secret door in the south-east corner of the room, which opens into a narrow corridor, at the end of which is a door (leading to keyed area 8). The corridor is otherwise empty.

8. Library (EL 15)

Several bookshelves filled with books and parchments are set around the walls. On a desk in the center of the room, under which is pushed a solitary chair, are several sheets of used parchment.

One cultist can be found here, along with two human skeletons, who will attack anyone who enters who they do not recognize.

There are around 50 volumes of books in the library, along with a large assortment of scrolls and parchment. Sorting through this room will take a considerable amount of time – at least two to three hours – and will reveal an array of information concerning Fane, kobolds, Wamranoch and the history of the south. There are also several general religious tomes and a number of books and scrolls on undead. Sifting through the infor-

mation takes at least one day of research (see the *Library Gather Information* table for what information can be gleaned from the books and scrolls here with a successful Gather Information check).

There are several sheets of parchment on the table, which contain notes in Karnish that explore some of the myths and legends of Fane and his tower. Hand *Appendix B: Player's Handout – The Myth of Fane* to the players if anyone reads the parchment.

A careful Search (DC 20) will reveal a secret door in the north-western corner of the room. A small latch hidden behind one of the books causes the wall (along with the bookshelf attached to it) to swing inwards, revealing the corridor beyond. The corridor itself is empty, though a second door is revealed at the far end (leading to keyed area 7).

✠ **Human Warrior Skeletons (2):** Medium undead; CR 1/3; HD 1d12; hp 6 each; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14; BAB/Grp +0/+1; Atk +1 melee +1 melee (1d6+1/18-20, scimitar) or +1 melee (1d4+1, claw); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Equipment: Heavy steel shield, scimitar.

✠ **1st lvl Human Cleric (1):** CR 1; HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; BAB/Grp +0/+1; Atk +2 melee (1d6+1/x2, quarterstaff); SA Gaze attack (one target, standard action, range 30 ft, DC 13 or take 1d4+1 damage and lose next action), smite (+4 to attack, +1 damage, 1/day); SQ Rebuke undead; AL LE; SV Fort +2, Ref +1, Will +4; Str 13, Dex 12, Con 10, Int 8, Wis 15, Cha 14.

Skills and Feats: Concentration +2, Knowledge (history) +1, Knowledge (religion) +3; Improved Turning, Weapon Focus (quarterstaff).

Spells Known: (3/2+1, save DC 12 + Spell Level, domains Destruction and Suffering): 0 – *guidance, read magic, resistance*, 1st – *cause fear, doom**, *magic weapon*.

Equipment: Chain shirt, quarterstaff, wooden holy symbol of Fane (a quarterstaff with one end carved into a kobold's head and the other carved into a hollow circle), 39 cp, 26 sp, 4 gp.

* Domain spell

Mansion First Floor

9. The Main Stairwell

This impressive rectangular, open-well staircase leads up to the first floor, where a door gives access to the first floor and also continues up to the roof area. When looking down from the first floor, over an elaborate wooden banister, they look straight into keyed area 3c on the ground floor.

10. Bath Room

A large four-legged, wrought iron bath dominates the center of this room. A large mirror hangs on the wall.

The bath is covered in years of grime and looks generally unpleasant. This is the bathing room for the Cult and there is nothing of value here.

11. Storeroom

This room contains cleaning utensils that are used by the skeleton servants to keep the manor clean – buckets, brooms, scrubbing brushes and so forth.

12. Storeroom

This room is the same as keyed area 11.

13. Latrine

In the north wall, a wooden latrine has been built onto the side of the house. It consists of no more than a wooden seat with a hole in it, the waste dropping into a cesspit below. This room and the waste pit below are still cleaned regularly.

14. Cult Bedroom

This room is empty. It once served as the sleeping quarters for the cultists.

15. Cult Bedroom

This is the same as keyed area 14, above.

16. Ungal's Bedroom (EL 1)

The door to this room is locked (Open Lock DC 20, 15 hp, hardness 5, Break DC 18).

An exquisite four-poster bed, covered in fine silk bed linen, dominates this room. A beautiful silver candleholder sits on top of an ornate wooden table next to the bed.

Three skeletons guard this room. This was Ungal's master bedroom, before he left for Fane's Tower. The silk bed sheets are worth 10 gp and the silver candleholder is worth 5 gp. This room is otherwise empty.

Human Warrior Skeletons (3): Medium undead; CR 1/3; HD 1d12; hp 6 each; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14; BAB/Grp +0/+1; Atk +1 melee +1 melee (1d6+1/18-20, scimitar) or +1 melee (1d4+1, claw; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Equipment: Heavy steel shield, scimitar.

17. Walk-In Wardrobe

This large wardrobe stores a variety of clothes, including leather breeches, cotton shirts, cloaks, boots, shoes and several pairs of gloves – in fact, enough to make up four sets of traveler's outfits. There is also a fine silk shirt worth 10 gp.

18. Store Room

This room is mostly empty, having stored many of the goods that Ungal took with him on his journey. Empty crates are scattered on the floor, along with a stoppered urn filled with 10 pints of oil (weighs 10 lbs), 2 empty leather scroll cases, 50 feet of hemp rope, 20 days of trail rations, 1 tindertwig and a climber's kit.

19. Chapel (EL 35)

A table dressed in a red cloth stands against the west wall, under what appears to be a boarded window. Two tall, wooden candle stands flank the table, an unused red candle sitting in each. A small, wooden plinth sits in the center of the table, its surface slightly concave, but not deep enough to be a bowl. There are also a number of sticks of red incense, which sit in small pots.

Unless otherwise lit, this room will be shrouded in shadowy light (20% miss chance), with only the light filtering in through the open door from the hall offering any illumination. Kamond, now in charge of the Cult since Ungal's departure, is located here, along with a monk cultist and two skeletons. They will attack any-

one who enters this sacred place who they do not recognize. Kamond will direct affairs from the rear, if he is able, leaving the skeletons and the monk to hold the front line. If Kamond's life is endangered, the monk will immediately move to defend him. The skeletons, however, will continue to attack their victims mindlessly.

This is a shrine dedicated to Fane, where the cultists come for religious supplication. Although the majority of the Cult are no longer here, it remains a focal point to those that remain and is in constant use. The wooden plinth, upon which the Orb of Fane once rested, is plain and has no value.

None of the objects on the table have any value.

✱ **Human Warrior Skeletons (2):** Medium undead; CR 1/3; HD 1d12; hp 6 each; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14; BAB/Grp +0/+1; Atk +1 melee +1 melee (1d6+1/18-20, scimitar) or +1 melee (1d4+1, claw; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Equipment: Heavy steel shield, scimitar.

✱ **1st lvl Human Monk (1):** CR 1; HD 1d8; hp 8; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 Wis), touch 14, flat-footed 13; BAB/Grp +0/+5; Atk +0/+0 melee (1d6+1/1d6+1/19-20, quarterstaff, flurry of blows) or +2 melee (1d6+1/19-20, quarterstaff) or +1 melee (1d6+1/x2, unarmed combat) or +2 ranged (1d2+1/x2, shuriken); SA Flurry of blows, unarmed strike; AL LE; SV Fort +2, Ref +4, Will +4; Str 13, Dex 15, Con 10, Int 12, Wis 14, Cha 8.

Skills and Feats: Escape Artist +6, Hide +6, Jump +5, Knowledge (religion) +5, Listen +6, Tumble +6; Grapple, Stunning Fist, Weapon Focus (quarterstaff).

Equipment: quarterstaff, 5 shuriken.

✱ **Kamond, 2nd lvl Human Cleric:** CR 2; HD 2d8; hp 12; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +4 chain shirt, +1 deflection), touch 12, flat-footed 15; BAB/Grp +1/+0; Atk +1 melee (1d6-1/x2, masterwork quarterstaff); SA Gaze attack (one target, standard action, range 30 ft, DC 14 or take 1d4+2 damage and lose next action), smite (+4 to attack, +2 damage, 1/day); SQ Rebuke undead; AL LE; SV Fort +3, Ref +1, Will +5; Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 15.

Skills and Feats: Concentration +5 (+9 when casting on the defensive), Knowledge (history) +6, Knowledge (religion) +6, Spellcraft +6; Combat Casting, Improved Turning.

Spells Known: (4/3+1, save DC 12 + Spell Level, domains Destruction and Suffering): 0 – *guidance* x2, *read magic*, *resistance*, 1st – *bane*, *cause fear*, *doom**, *shield of faith*.

Equipment: *ring of protection* +1, chain shirt, masterwork quarterstaff, silver holy symbol of Fane (a quarterstaff with one end carved into a kobold's head and the other carved into a hollow circle), 120 cp, 50 sp, 22 gp, *potion of cure light wounds*.

* Domain spell

20. Meditation Room

Several plain hemp prayer mats lay scattered on the floor. The window to this room has been boarded shut.

Unless otherwise illuminated, this room is shrouded in shadowy light.

This is where the Cult members come for meditation. There are six mats on the floor, but is otherwise empty.

21. Flagellation Room

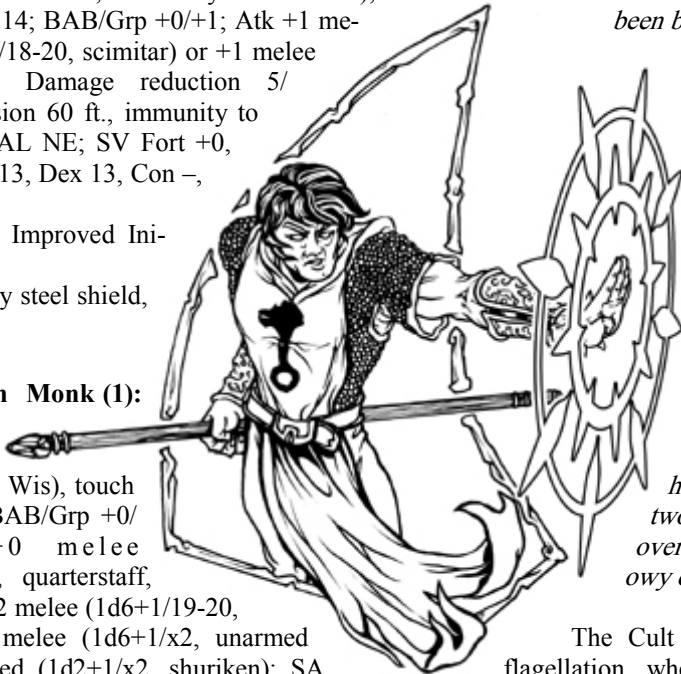
A rack of whips, sticks and leather straps stands against the south wall, while the east wall is lined with hooks for hanging clothes. The two windows have been boarded over, shrouding the room in shadowy darkness.

The Cult members come here for self-flagellation, where they whip and beat themselves into a religious fervor. The rack contains a number of whips, though most are too small for use in combat, being for personal use only. However, there are 3 normal whips here, one of which is masterwork quality.

The room is otherwise empty.

22. Sacristy

On shelves around the walls are stored the general paraphernalia for the religious ceremonies that take place in the chapel. These include candles, incense, prayer mats, prayer beads, wooden holy symbols of Fane (a quarterstaff with one end carved into that of a kobold's head and the other carved into a hollow circle), copper goblets and other such items, none of which have any particular value. There are also 4 flasks of unholy water stored on the shelves.



23. Prayer Room

Against the west wall stands a small shrine, on which can be seen half-used candles and a wooden symbol of a quarterstaff, with one end carved into a kobold's head and the other a hollow circle. A number of plain hemp prayer mats lay scattered on the floor. The windows have been boarded shut.

This room is shrouded in shadowy light and is where the cultists come for prayer and meditation. There are two candles on the shrine, each of which sits in a bronze candleholder worth 1 gp each. There are a dozen mats on the floor. This room is otherwise empty.

24. Preparation Room

A solitary hemp prayer mat sits in the middle of the floor, while on a plain wooden table that stands against the east wall are prayer beads, incense, two flasks of clear water and a rolled up scroll. Several clothes hooks can be seen around the walls.

This is where the High Priest of Fane prepares before a ceremony. This was once the preserve of Ungal, but since his departure Kamond has taken his place and now presides over the religious ceremonies of the Cult.

The two flasks contain unholy water and the scroll is a divine scroll of *bane*.

25. Vestry

A large number of shelves and clothes hooks line the walls, on which can be seen some robes and vestments of a religious nature. However, the majority of the hooks and shelves are empty.

Once this was filled with the religious robes and ceremonial garb of the cultists, but is now mostly empty since the majority left for Fane's tower. All of the robes here are predominantly white with red trim. Several white cloaks have the head of a kobold emblazoned upon them.

Mansion Roof Area

26. Guard Area

This room is dark unless lit by some other source.

Four bunked cots line the west wall of this windowless room, while a wooden weapon rack stands against the north wall, filled with a few spears and crossbows. Two broken open crates contain bolts and a set of metal ladders, bolted to the east wall, lead up to a small, wooden hatch above.

This room, situated on the roof level, is where guards were posted to keep watch over Mazula from the

tower above and to warn of any unwelcome guests.

The metal ladder leads up to the turret (see keyed area 28). The wooden hatch is closed, but is easily pushed open, as there is no obvious way of securing it. The weapon rack contains 8 shortspears and 2 light crossbows, plus a total of 40 bolts (including 4 masterwork ones).

27. The Roof (EL ½)

The roof is well defended with crenellations all the way round, giving excellent protection (+4 cover bonus to AC). Those situated here gain a +2 circumstance bonus to Spot checks, as it overlooks Mazula and the surrounding countryside. One cultist permanently defends it.

✠ **1st lvl Human Warrior (1):** CR ½; HD 1d8+1; hp 9; Init +0; Spd 30 ft; AC 14 (+3 studded leather armor, +1 light wooden shield), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +3 melee (1d6+1/19-20, shortsword) or +1 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +3, Intimidate +3, Spot +4, Listen +2; Alertness, Weapon Focus (shortsword).

Equipment: shortsword, light crossbow, 10 bolts, studded leather armor, light wooden shield, 1d20+10 cp, 1d10 sp.

Mansion Turret

28. Turret (EL 1)

2 guards always defend this area.

Well defended with crenellations, anyone situated here is well protected (+4 cover bonus to AC against attacks from the ground) and gains a superb view of the surrounding area (+5 circumstance bonus to Spot checks). A metal ring and metal pole hang in a wooden frame, which are used to alert the rest of the mansion in the case of emergencies, though both are now badly rusted, as they have never been used.

✠ **1st lvl Human Warrior (2):** CR ½; HD 1d8+1; hp 9; Init +0; Spd 30 ft; AC 14 (+3 studded leather armor, +1 light wooden shield), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +3 melee (1d6+1/19-20, shortsword) or +1 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +3, Intimidate +3, Spot +4, Listen +2; Alertness, Weapon Focus (shortsword).

Equipment: shortsword, light crossbow, 10 bolts, studded leather armor, light wooden shield, 1d20+10 cp, 1d10 sp.

Mansion Lower Level

29. Food Holding Area

This large, open area is filled with tables, sideboards and cupboards. The remnants of old meals – dirty plates, bowls, cutlery, jugs and tankards – cover many of the surfaces, though many clean utensils can be seen carefully stacked in the cupboards and sideboards.

This large area is still used as a housing area for cooked and prepared food before it is sent upstairs via the food lift (marked as ‘a’ on the map). However, since the departure of Ungal and the majority of the Cult, standards have slipped and the cleaning and clearing away that used to be done by the skeleton servants now remains mostly untouched.

The cupboards and sideboards contain plates, bowls, pots, cutlery and all manner of eating utensils. There is also a number of cupboards (marked as ‘b’ on the map) – including a large walk-in cupboard under the stairs – that contain cooking and eating utensils, dish clothes, brushes, cleaning utensils, buckets, empty flasks, bottles and so forth. A good Search of the walk-in cupboard (DC 15) will also reveal an everburning torch wrapped in a blanket (it is quite literally a torch, with the everburning flames cast on top).

30. Walk-In Cupboard

This large walk-in cupboard contains general household paraphernalia, including blankets, candles, 2 common lamps, 5 50ft lengths of hemp rope, sacks, waterskins and all manner of general equipment.

31. Lower Floor Entrance

This sturdy rear door to the back of the mansion is kept locked at all times (Open Lock DC 20, Break DC 18, hardness 5, hp 10). It allows access to the lower level of the mansion, where the kitchens can be found. Other than being kept locked, no special attention is given to its defense.

32. Kitchen (EL 2)

A large kitchen spreads out before you, with various sideboards and cupboards scattered around the walls and a large fireplace, burning fiercely and complete with a large blackened iron pot, sits against the northwestern corner. A huge table dominates the center of the room. Pots, pans, dishes, jugs, and all manner of kitchenware is strewn over the surfaces, unwashed and filthy.

This is where the food is cooked and prepared for consumption. The large fire is kept burning at all times. There are also a large number of preparation areas and storage areas for kitchen utensils and food storage. Since the departure of Ungal, the general condition of

the kitchen has declined dramatically, with very little in the way of cleaning going on.

A solitary cultist can be found here, preparing food. There is little of value here.

✖ **2nd lvl Human Monk (1):** CR 2; HD 2d8; hp 12; Init +2; Spd 30 ft; AC 14 (+2 Dex, +2 Wis), touch 14, flat-footed 13; BAB/Grp +1/+6; Atk +2/+2 melee (1d6+1/1d6+1/19-20, masterwork quarterstaff, flurry of blows) or +4 melee (1d6+1/19-20, masterwork quarterstaff) or +2 melee (1d6+1/x2, unarmed combat) or +3 ranged (1d2+1/x2, shuriken); SA Flurry of blows, unarmed strike; SQ Evasion; AL LE; SV Fort +3, Ref +5, Will +5; Str 13, Dex 15, Con 10, Int 12, Wis 14, Cha 8.

Skills and Feats: Escape Artist +7, Hide +7, Jump +8, Knowledge (religion) +6, Listen +7, Tumble +9; Combat Reflexes, Grapple, Stunning Fist, Weapon Focus (quarterstaff).

Equipment: masterwork quarterstaff, 5 shuriken.

33. Food Storage

Hooks, cupboards and shelves line the walls, while the center of the room is filled with tables and all sorts of storage vessels, including barrels, crates, jugs and urns.

Although at a casual glance this room might look quite full, a closer inspection (Spot DC 14 or Search DC 10) will quickly reveal that this is not the case and that the cupboards and other storage vessels are only partially full. This large room used to contain a plentiful supply of foodstuffs – both fresh and dried – that were used by the Cult. Since there is no longer the same demand, however, the quantity and quality has largely diminished.

34. 35. 36. Storage Areas

These rooms contain all sorts of utensils, dried foodstuffs and cutlery that are required for running a large kitchen. Although mostly worthless, a Search (DC 10) will reveal a few useful items in each:

Keyed area 34 contains 4 days trail rations and 1 pint of oil. Should anyone make a DC 18 on the same Search check, they will also discover, hidden under a pile of junk and wrapped in some filthy old cloth, a *heavy steel shield +1*.

Keyed area 35 contains 1 pint of oil, 1 fishing net, and 2 flasks of acid.

Keyed area 36 contains 6 days trail rations and 1 grappling hook.

37. Common Area

A large wooden table, flanked by rough wooden benches, runs down the center of the room, on which stand half-burnt candles, wooden flagons, empty bottles and the remnants of what looks like a number of previous meals.

This is a common room for the cultists, where they come to relax and enjoy a meal and drink. Like much of the kitchen area, it has not been cleaned since Ungal and the majority of the Cult left for the tower, though is still in use.

The four small chambers in the north wall are storage areas for equipment to maintain the upkeep of the mansion, including clothes, cleaning equipment, maintenance equipment, gardening tools and so forth.

38. Kamond's Chamber

A single cot and side table, on which sits a half burnt candle, stand against the far wall. A small wooden chest is located at the foot end of the cot.

This room is the personal quarters of Kamond, who is presently in charge since the departure of Ungal. Kamond is not here, but instead can be found in the chapel (see keyed area 19).

The chest is locked (Open Lock DC 20), but is quite fragile and can be easily broken open (hp 1, hardness 5, break DC 17). It contains Kamond's personal belongings, including clothes, sandals, and other mundane gear, plus a pouch containing 35 gp and a gold bracelet set with a red rhodochrosite carved into the head of a kobold. To the right buyer, it is worth as much as 100 gp, but is likely to fetch only 25 gp if sold to a common jeweler.

39. Monk's Room

Four roughly made cots line the walls, each with a side table with half burnt candles sitting in plain wooden candleholders. A flint & steel resides on one of the tables and on another can be seen a dirty bone comb.

Kamond's most loyal followers are the monks that have remained behind. They now reside here, having moved in after the departure of Ungal. However, this room is presently empty. There is nothing of value here.

40. 41. 42. 43. 44. Cultist's Quarters (EL 2)

There are 5 rooms keyed to this description. Each contains a bunked cot and side table. They are the quarters for some of the remaining cultists and contain nothing of value, except for some personal belongings and 1d20 cp in each room.

Two cult members (both warriors) can be found resting in keyed area 41 and another (a monk) in keyed area 43. If any are disturbed, they will defend themselves and attempt to raise the alarm. Those nearest (either from keyed areas 41 or 43, assuming they are still alive) will immediately come their aid, if they become aware of the commotion.

✠ **1st lvl Human Warriors (2):** CR ½; HD 1d8+1; hp 9 each; Init +0; Spd 30 ft; AC 14 (+3 studded leather armor, +1 light wooden shield), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +3 melee (1d6+1/19-20, shortsword) or +1 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +3, Intimidate +3, Spot +4, Listen +2; Alertness, Weapon Focus (shortsword).

Equipment: shortsword, crossbow, 10 bolts, studded leather armor, light wooden shield, 1d20+10 cp, 1d10 sp.

✠ **1st lvl Human Monk (1):** CR 1; HD 1d8; hp 8; Init +2; Spd 30 ft; AC 14 (+2 Dex, +2 Wis), touch 14, flat-footed 13; BAB +0/+5; Atk +0/+0 melee (1d6+1/1d6+1/19-20, quarterstaff, flurry of blows) or +2 melee (1d6+1/19-20, quarterstaff) or +1 melee (1d6+1/x2, unarmed combat) or +2 ranged (1d2+1/x2, shuriken); SA Flurry of blows, unarmed strike; AL LE; SV Fort +2, Ref +4, Will +4; Str 13, Dex 15, Con 10, Int 12, Wis 14, Cha 8.

Skills and Feats: Escape Artist +6, Hide +6, Jump +5, Knowledge (religion) +5, Listen +6, Tumble +6; Grapple, Stunning Fist, Weapon Focus (quarterstaff).

Equipment: quarterstaff, 5 shuriken.

45. Combat Training Room (EL 1)

A number of wooden dummies line the walls and two round targets stand against the far wall. A rack of wooden weapons can be seen on the east wall.

Three human skeletons guard this area and will attack anyone who enters who is not a Cult member.

All members of the Cult are trained to fight and this is where the training occurs. The weapons rack contains a number of wooden shortswords and sticks. These are worthless and of no use in actual combat.

✠ **Human Warrior Skeletons (3):** Medium undead; CR 1/3; HD 1d12; hp 6 each; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14; BAB/Grp +0/+1; Atk +1 melee +1 melee (1d6+1/18-20, scimitar) or +1 melee (1d4+1, claw; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Equipment: Heavy steel shield, scimitar.

46. 47 Empty Rooms

There are two rooms keyed to this description. In both, smashed crates are scattered on the floor, but are otherwise empty. These are where Ungal stored the general equipment that would be required for their long journey and which they took with them when they left.

Mansion Cellar

48. Main Cellar Area (EL 2/3)

Crates, barrels, urns and jugs are stacked haphazardly against the walls of what appears to be a cellar. Many are broken open and now lay scattered around the floor in a large pile of debris, which includes various foodstuffs, much of which is half-rotten.

This is the main cellar where most of the household goods are stored. Once this area was kept clean and tidy, but now storage is haphazard and the remaining members of the Cult take whatever they want. Two dire rats are present, foraging amongst the food. A thorough Search (DC 14) will reveal 20 days of trail rations.

✱ **Dire Rats (2):** Small animal; CR 1/3; HD 1d8+1; hp 5 each; Init +3; Spd 40 ft, climb 20 ft; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +0/-4; Atk +4 melee (1d4 plus disease, bite); SA Disease (bite, Fort DC 11, incubation 1d3 days, 1d3 Dex, 1d3 Con); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

Equipment: none.

49. Salt Curing Area

The air is heavy with the smell of salt and is quite stifling. Several barrels stand against the walls and large meat hooks dangle from the ceiling, on which are hung several large joints of meat.

This is the salt curing area, where the meat is cured to aid its longevity. The barrels contain brine.

50. 51. 52 Storage Rooms (EL 2/3)

These three areas contain general stores and equipment used by the household, ranging from kitchen and bathroom tools to those used for gardening. Most of the useful stuff has been removed and they are now fairly barren. However, one of the rooms (GM's choice) contains 2 dire rats.

✱ **Dire Rats (2):** Small animal; CR 1/3; HD 1d8+1; hp 5 each; Init +3; Spd 40 ft, climb 20 ft; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +0/-4; Atk +4 melee (1d4 plus disease, bite); SA Disease (bite, Fort DC 11, incubation 1d3 days, 1d3 Dex, 1d3 Con); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4,

Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

Equipment: none.

53. Meat Storage

This dark, cool room has shelving around the walls and meat hooks hang from the ceiling. A couple of large joints hang from the hooks and smaller cutlets are packaged on the shelves.

This is where meat is stored after it has been cured.

54. Fresh Food Storage

A few crates of fresh vegetables and other fresh products are stacked in this dark, cool room.

Once, this room would have been packed with fresh produce, but now there are only a few crates remaining.

55. Wine Vats (EL 1/3)

These huge vats contain wine and cider. A dire rat lies hidden under one of the vats.

✱ **Dire Rat (1):** Small animal; CR 1/3; HD 1d8+1; hp 5; Init +3; Spd 40 ft, climb 20 ft; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +0/-4; Atk +4 melee (1d4 plus disease, bite); SA Disease (bite, Fort DC 11, incubation 1d3 days, 1d3 Dex, 1d3 Con); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

Equipment: none.

56. Cells (EL 1/3)

Each of the solid, ironbound wooden doors is unlocked. They are cells where wayward cultists and suspected spies and enemies have been kept from time to time. The floors are scattered with a small covering of straw. A DC 10 Knowledge (nature) check will reveal rat's droppings to be scattered amongst the straw. There is 1 dire rat in one of the cells (GM's choice).

✱ **Dire Rat (1):** Small animal; CR 1/3; HD 1d8+1; hp 5; Init +3; Spd 40 ft, climb 20 ft; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +0/-4; Atk +4 melee (1d4 plus disease, bite); SA Disease (bite, Fort DC 11, incubation 1d3 days, 1d3 Dex, 1d3 Con); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

Equipment: none.



Chapter 3: Journey Through the Mountains

Using the Area Map

The journey through the mountains represents a considerable part of this adventure, with many encounters along the way before the horrible truth of what has happened to Jashir, at the church in the mountains, is revealed. The journey consists of a number of encounters, labeled on the *Area Map* as E1 – E14. These are not only combat encounters, but also a number of natural hazards that must be overcome in order to progress. The keyed areas on the map are all described in detail in the *Encounter Areas* section of this adventure. You should reference the appropriate description that matches the map key.

Also included amongst these encounters are a number of descriptive passages, which are to help players visualize the environment in which the game is occurring. It will also help stop the players from thinking there will be an encounter every time the GM reads out some text! The primary purpose of these descriptions, however, is to set the scene and give a sense of the scale of the surrounding mountains and the adventuring party's journey through them.

Movement through the Great Barrier Mountains is tough and arduous. A path winds its way through the valleys and gorges and eventually arrives at the city of Olthorn, some 350 miles north as the crow flies. How-

ever, this trail is not unbroken, as parts of the path have collapsed, been covered in falling rocks, or have simply disappeared. Some parts accessible during the summer months become totally inaccessible during the winter and attacks from humanoids and other creatures on those that use the path are all too common.

It is expected that the journey through the mountains will take a considerable amount of time, especially given the obstacles that need to be overcome. Use the *Terrain and Overland Movement* table in the PHB for precise details. In order to facilitate play, it is important that as the party travel through the mountains, there is a sense of doing so and that encounters are broken up and do not become predictable (if every time you mention something out of the ordinary turns into an encounter, the surprise and enjoyment factor will be lessened). To help achieve this, all GMs are encouraged to add many more descriptive passages between encounters, as well as have interesting timeout areas, in wooded valleys, caves behind waterfalls, on windy plateaus and so forth, where the player characters can rest and recuperate as they see fit.

Random Encounters in the Mountains

Any travel through the mountains is treacherous, especially at night. Once per day during daylight, or twice at night, use the *Random Encounter Table* below to determine if there has been an encounter.

Roll a d6 during the day or a d10 at night and reference the *Hazard* column for details. Should an encounter with a monster occur, use the *Monster Chart*, located within the same table, to determine the creature type.

Some *Encounter Areas* offer safe harbors that protect those within them from random encounters. Refer to the individual entries for exact details, but where this is indicated in the description, do not roll for encounters while they remain in the safety of that area. The GM is encouraged to design a range of varied and interesting timeout areas for the party of adventurers, where they can recuperate in safety.

Random Encounter Table				
day	night			
d6	d10	Hazard	d10	Monster Chart
-	1	Use Monster Chart ¹	1	1 Wolverine
1	2	Rock Slide ²	2	1 Small Viper
2	3	No Encounter	3	1d3+1 Kobolds
3	4	Treacherous path: DC12 Reflex save or fall 1d4x10 ft. ³	4	1d2 Wolves
4	5	No Encounter	5	4 Kobolds
5	6	Use Monster Chart ¹	6	1d6+1 Goblins
6	7	No Encounter	7	1d4+2 Kobolds
-	8	Rock Slide ²	8	1d2+1 Hobgoblins
-	9	Treacherous path: DC16 Reflex save or fall 1d4x10 ft. ³	9	1d3+2 Dire Rats
-	0	Use Monster Chart ¹	0	1 Rat Swarm

¹ Roll a d10 and consult the Monster Chart.
² Rockslide: CR1; +8 melee (2d4, rock); all targets within 60 feet of each other. Those that fail a Spot check (DC 15 or, at night, DC 20) are considered flat-footed.
³ At night, a Reflex save (DC 18) is required or fall 1d6x10 ft.

Encounter Areas

Match the following 14 keyed encounter areas with the appropriate key on the *Area Map*. Each is fully described and form the adventure that will see the player characters follow the old mountain path. Each keyed area is marked with one of the following keywords, which will help to quickly define the encounter type: *descriptive* (a descriptive passage only, to be read to the players), *encounter* (an encounter where combat is expected to occur), *hazard* (a natural hazard that must be overcome).

E1. Beginnings (descriptive)

The morning is spent following the track across the rocky base of the mountains, which veer up into the sky like jagged teeth. You follow a flat track which winds its way toward the gray, cold mountain slopes that grow ever nearer and which now fill the sky, crossing over small rivulets and circumnavigating rocky outcrops. The terrain soon turns to rocky hills, which you follow for several hours until the gentle ascent up the lower reaches of the mountain can be clearly seen. Fauna and flora are abundant here, despite the rough terrain, and small copses of trees and the occasional outlying farm are common. Gradually, however, signs of life begin to fade and the ground becomes rockier as you proceed on your journey.

E2. River Ford (hazard) (EL 2)

The stony path gently winds through the rocky countryside. Slowly, the path begins its gentle ascent into the lower reaches of the Great Barrier Mountains, though the pace is still brisk and the incline not too steep. The mountains themselves loom up as a gray mass of jagged peaks and vertical slopes, which reach into the sky. Some peaks disappear into the clouds. After several miles of walking, the rushing of water can be clearly heard and soon a fast flowing river comes into view. Although it has been clearly forded, the water looks swollen and angry. Even an inexperienced eye can see that crossing the ford will not be an easy task.

The river is 20 ft. wide and 3 ft. deep at this ford, and fast flowing. Extended rainfall has meant that the torrents of water cascading off the mountain slopes have made the ford especially dangerous this year. However, for those traveling between Mazula and Mull, or those following the mountain path, this ford is the only way across what is otherwise a deep and dangerous river.

Crossing the ford is at one-quarter movement and requires either a Strength check (DC 12) or Balance check (DC 14) for each round spent wading through the water. Those that succeed make progress at one quarter

of their base speed. Those that fail by 4 or less make no progress, as they struggle against the torrent. A failure by 5 or more indicates that they have slipped into the water and been swept down river, where its depth reaches 1d10+10 ft. at any time.

Anyone swept away moves at 1d6x10 feet per round and must make a DC 15 Swim check every round to avoid going under. Anyone whose Swim check makes a DC 20 or more arrest their motion by catching a rock, tree limb, or bottom snag, etc., and are no longer being carried along by the flow of the water. Escaping the water by reaching the bank requires a DC 15 Swim check for each round.

Those who have managed to grasp onto a rock, tree limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim to the shore. Others may help them, using a rope or some other object long enough to reach them. Those pulling the victim toward shore must make a successful DC 15 Strength check, while those in the water must make a DC 10 Strength check in order to hold on. If they fail to hold on, they must immediately make a DC 15 Swim check to stay above the surface. If those pulling the victim to shore fail their check, they fail to pull the victim any closer to shore that round. If both checks succeed, the victim is pulled 5 feet closer to safety.

Should a rope or similar be used to span the ford, those using it receive a +5 circumstance bonus to Strength and Balance checks. Those that fail their checks can also make a DC 12 Reflex save in order to maintain their grasp on the rope and avoid being swept away.

It may be tempting to find another crossing point, but this ford represents the best place to cross the river for miles around, which is why the river is forded at this point and not elsewhere. Both east and west the river widens to 40 or 50 ft and is from 10 to 20 ft deep. Crossing at any point other than the ford incurs a -4 penalty on Strength, Swim and Balance checks.

At the ford, anyone can Take 10, but cannot Take 20.

Experience points should be awarded for overcoming this hazard equivalent to a CR 2 encounter.

E3. The Ascent (descriptive)

For the past hour or so, the mountains have loomed large and before long the track begins its ascent into the Great Barrier Mountains. Travel slows considerably as the track traverses steep barriers, snaking haphazardly around the impassable and dangerous. Slowly, as the day progresses, the land to the south begins to stretch out – a vast rocky plain interspersed with small mountains that rear from the ground, and rocky, grassy hills and knolls. Streams cut their way through this terrain and disappear over the horizon.

Before too long, the view of the southern plains is lost behind the vast mass of the hard and ragged



gray slopes of the mountains. The track now winds its way through rocky valleys and occasionally hugs the very edge of a sheer, vertical drop. Trees and other flora are still a common sight and valleys sometimes open up into a small wooded oasis, filled with wildlife and through which the road winds.

E4. Rock Slide (hazard) (EL 1)

On both sides of the mountain road, the rock face rears upwards in dramatic fashion, in some places sheering upwards over 100 feet high. Large rocks are strewn over the path, making conditions difficult, and loose stones constantly trickle down the slopes from above. Suddenly a deafening “crack!” echoes through the valley and the very ground below your feet begins to shake, as a large rockslide crashes down around you.

Those that make a successful Spot check (DC 15) can brace themselves against the impact of the rock (meaning that they are not regarded as flat-footed and do not lose their Dex bonus to AC). Those that fail to make their Spot are regarded as being flat-footed.

All those within 60 feet of each other are caught in a rockslide and may well be struck by the rocks as they fall from above.

Rockslide: CR1; +8 melee (2d4, rock); all targets within 60 feet of each other.

E5. The Hamlet of Mull

With your legs feeling heavy from the hard journey and your backs bent as you continue up the lower reaches of the mountains, the track suddenly levels out. On all sides the awesome sheer slopes of the Great Barrier Mountains now dominate. Trees cling precariously to ledges and slopes, down which loose scree tumbles. After taking a large and sharp

turn to the south, the path suddenly emerges onto a rocky outcrop and the southern planes come into view. The stillness of being closed in is replaced with a fresh breeze that whips across your face. After a short distance further, amid a large expanse of rugged, green slopes and small copses, a small number of wooden buildings come into view, through which the track continues its journey. The buildings, it soon becomes clear, form a hamlet, which sits in a valley that overlooks the land below.

This is Mull, a very small community that is situated on the lower reaches of the Great Barrier Mountains. There is little in Mull, including no shops, inns or taverns, though the folk are always happy to put up strangers in their own homes for the right price.

Mull is primarily a community built around a small seam of silver that was discovered here many years ago and which has continued to provide those hardy enough to mine for it with a modest living. There are also some furriers who trade from here and ship their wares to Mazula and beyond.

Mull Details

Population: 45 (Human 55%, Dwarf 27%, Halfling 13%, Other 5%)

Gold Limit: 40 gp (this is the price of the most expensive item available)

Power Type: Conventional (Village Council of Mazula)

Alignment: Lawful Good

Province: Derron

Provor: Lord Alemgor

Significant Personages: Iam Goring (silver merchant), Derrus Goring (silver merchant).

The Local Militia

Life in Mull can be hard and the defense of the hamlet is paramount. Most of the population are members of the local militia, which is headed by Derrus Goring, brother to Iam Goring. Although the militia is small and under-equipped, they nonetheless defend their homes and livelihoods with a vigor that generally keeps the humanoids at bay.

News from Mull

Mull is isolated from much of the rest of the world and mostly relies on those passing this way along the mountain road for news and gossip. Recently, however, the path seems to be less used and reports of kobold attacks have been heard. Like Mazula, a sense of unease has fallen over the community, with the old tales of Fane's return having been spoken of here too.

Nonetheless, they continue on with their lives, mining for silver, and are always happy to earn additional money by renting out a bed or two for the night. They also always welcome news from the outside world and are especially keen on any recent news concerning rumors of lights having been seen above Fane's tower.

Ungal and his followers didn't pass through Mull, instead taking a longer and more treacherous route to avoid the chance of being spotted, which means that any questions asking whether they passed this way will get a negative response.

E6. Rock Slide (hazard) (EL 1)

The rocky path continues its haphazard, meandering journey through the mountains, always following the route of least resistance. Mostly, you seem hemmed in on all sides by the sheer cliffs that surround you, but sometimes the path emerges onto a rocky outcrop and the fields stretch out before you, far below. At one point, the path closely hugs the side of a sheer cliff, which falls away hundreds of feet, before turning into a long, narrow rock-filled valley, where occasional stones tumble from the overhanging rock. Without warning, as you pass under one such overhang, a loud rumble and roar emerges as the rock falls down into the valley where you stand.

Those that make a successful Spot check (DC 15) can brace themselves against the impact of the rock (meaning that they are not regarded as flat-footed and do not lose their Dex bonus to AC). Those that fail to make their Spot are regarded as being flat-footed.

All those within 60 feet of each other are caught in a rockslide and may well be struck by the rocks as they fall from above.

Rockslide: CR1; +8 melee (2d4, rock); all targets within 60 feet of each other.

E7. Steep Climb (descriptive)

For a while, the mountain path seems almost serene and the views spectacular, as the vast planes stretch out endlessly far below. Soon, however, the path begins to ascend sharply higher into the mountains and the going gets much tougher. With your backs bent, movement slows, especially as in many places the route is lost under fallen scree and rocks. Although the mountain is still teeming with life and greenery, especially in the many valleys that the track winds through, these begin to thin as you ascend beyond a thousand feet.

The rocky plains are still clearly visible below, whenever the track winds around the southern edges of the Great Barrier Mountains, but you are soon consumed by the harsh landscape of jagged gray rock as the path leads you away from the mountain edge and the cliffs sheer up on all sides. Soon, the overbearing and imposing majesty of the harsh landscape consumes those who pass through it, with the vast slopes pointing skywards.

E8. Wolf Attack (encounter) (EL 2)

For a number of hours prior to this encounter, the sounds of howling wolves will be heard echoing through the valleys and gullies of the mountain. The sounds always seem to come from different directions, but seem to draw ever closer. It is impossible to guess the number of wolves, as the echoing masks the numbers.

Before the wolves attack, the path opens into a small valley and winds through a small, but dense copse. It is here that 2 wolves will make their attack. Concealed amongst the trees, an opposed Hide/Spot check is required. Those that fail to spot the wolves are surprised. While the wolves are still hiding, they are regarded as concealed (20% miss chance) to any attacks made against them that are further than 5 feet away. The wolves will leave the safety of the trees and pounce on their opponents as soon as they are able.

For several hours after the combat, the howling will continue to be heard all around, but there will be no more attacks.

✱ **Wolves (2):** Medium animal; CR 1; HD 2d8+2; hp 13 each; Init +2; Spd 50 ft; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grp +1/+2; Atk +3 melee (1d6+1, bite); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track, Weapon Focus (bite).

Equipment: none.

*+5 when tracking by scent.

E9. Collapsed Path and Cave (hazard) (EL 1)

One side of the tall, valley slopes that have enclosed the trail you've been following suddenly falls away, leaving one edge of the path exposed to a dramatic, sheer drop of a hundred feet or more onto jagged rocks below. What remains of the path – a narrow, 5 feet ledge – clings precariously to the rock face. Scree is scattered underfoot, making movement slow and difficult and continues to regularly fall from above. After nearly an hour of intense concentration to make your way across this dangerous section of the route, the path suddenly ends, having collapsed into a gully below. All that remains is a 1-foot ledge that extends 30 feet before opening out once again onto the trail, which continues normally on the other side.

Climbing the rock face to reach the other side of the path requires a DC 10 Climb check, assuming they use the 1-foot ledge that is all remains of the path (otherwise, a DC 15 Climb check is required). All movement while climbing is at one-quarter speed. Those that fail their Climb check by 4 or less make no progress, while those that fail by 5 or more lose their grip and fall, landing on a natural ledge thirty feet below (and taking 3d6 falling damage in the process).

The natural ledge below is 10 feet wide and 40 feet long, which juts out precariously over the side of a sheer drop, which falls away hundreds of feet below. The view of the land, stretching out as far as the eye can see, far below, is spectacular, but should anyone fall from here (there is no danger, provided they don't do something stupid), it is certain death (taking 15d6 falling damage).

Should a rope be set up between the two sides of the path, those using it help pull themselves along must succeed in a DC 5 Climb check. Since there is nowhere to tie the rope, however, it must be held by at least one person at each end (though since it is assumed that the ledge is also being utilized, there is no check required to hold the rope, as they are not having to take any weight, but merely hold it taut).

It is also possible to climb down to the natural ledge below and then up the other side. All Climb checks are at DC 15.

On the other side of the collapsed path, a small crack in the rock face (Spot DC 16) opens into a nice sized cave which is easily defendable and an excellent place to camp. There are numerous signs of activity, but nothing recent. Those resting here will not be disturbed by random encounters.

Experience points should be awarded for overcoming this hazard equivalent to a CR 1 encounter.

E10. Cult Graves (descriptive)

Although the going has been arduous, the ascent suddenly becomes quite dramatic as the path zigzags its way up what often appear to be sheer walls of

stone. Even at its best, the track is now steep and you feel the wind whipping against your face as you rapidly ascend higher into the mountains. Trees become sparser, though some cling in an unlikely fashion onto the scree covered rock, and after several hours of trekking in this manner – in fact, almost actually climbing on occasions – the track levels out some fifteen hundred feet above sea level, in a large wooded valley, which it cuts straight through.

Wood filled valleys, dramatic over-hangs and sheer cliffs become the norm as the track continues to ascend sharply. Suddenly, however, after a tough hour or so, the journey eases considerably as the ascent becomes gentler and time lost earlier in the day is quickly made up. In one such wooded valley, you find two mounds of stone acting as graves, each with a white cloak, a kobold's head emblazoned upon it, tied to a stick and billowing in the wind like flags.

The graves are for two humans who were once members of the Cult of Fane. They were the first to be lost, killed by wolves that attacked them here. The bodies (should they be exhumed) are in a bad condition, having been buried for nearly two months. A Heal check (DC 15) will reveal the fatal wounds to be large gouges in the flesh and what appear to be savage teeth marks (being those of the wolves that killed them, of course). Other than their cloaks, nothing else was left with them.

E11. Spider Attack (encounter) (EL 3)

A dense copse of trees clings to the steep rock face, through which the rocky path passes. Scree occasionally tumbles down, clattering off the trunks and branches. Suddenly, without warning, the wood ends and the path disappears down what appears to be a tunnel, cut through the rock. Nervously, you continue on your journey and plunge into the darkness ahead, your light sources lighting up the smooth interior. The tunnel runs for several hundred feet and slopes gently upwards, until you emerge on the other side, where another dense copse of wood is located. Glad to be free of the tunnel, you continue along the rocky track as it passes under the dense umbrella of the outstretched branches of the trees.

The wood on the far side of the tunnel, which was cut into the rock by dwarves hundreds of years prior, is home to 6 monstrous spiders (web-spinners, 3 tiny, 2 small and 1 medium). A web (6 hp, Escape Artist DC 12, Break DC 16) has been woven across the main path, which requires a DC 20 Spot check to notice, otherwise those who lead the way will walk straight into it and become *entangled*, as if under the effect of a *web* spell. The spiders, which lurk in the trees above (make opposed Spot/Hide checks to see if they are detected), will fall upon those who get stuck in the web or those who try to circumnavigate it.

A successful DC 15 Search check of the woods reveals a small open area where half-a-dozen web cocoons are located. One contains an old rotten pouch, containing 100 gp and a *wand of magic missiles* (1st, 40 charges), a second has a masterwork heavy steel shield and a third contains a pouch with 300 gp and a *potion of magic weapon*.

✱ **Tiny Monstrous Spiders (3):** Tiny vermin; CR ¼; HD ½d8; hp 2 each; Init +3; Spd 20 ft, climb 10 ft; AC 15 (+2 size, +3 Dex), touch 15, flat-footed 12; BAB/Grp +0/-12; Atk +5 melee (1d3-4 plus poison, bite); SA Poison (Fort DC 10, initial 1d2 Str, secondary 1d2 Str), web (Escape Artist DC 10, Break DC 14, 2 hp); SQ darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +2, Ref +3, Will +0; Str 3, Dex 17, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +15, Jump -4, Spot +4; Weapon Finesse.

Equipment: none.

✱ **Small Monstrous Spiders (2):** Small vermin; CR ½; HD 1d8; hp 4 each; Init +3; Spd 30 ft, climb 20 ft; AC 14 (+1 size, +3 Dex), touch 14, flat-footed 11; BAB/Grp +0/-6; Atk +4 melee (1d4-2 plus poison, bite); SA Poison (Fort DC 10, initial 1d3 Str, secondary 1d3 Str), web (Escape Artist DC 10, Break DC 14, 4 hp); SQ darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +2, Ref +3, Will +0; Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +11, Jump -2, Spot +4; Weapon Finesse.

Equipment: none.

✱ **Medium Monstrous Spiders (1):** Medium vermin; CR 1; HD 2d8+2; hp 11 each; Init +3; Spd 30 ft, climb 20 ft; AC 14 (+3 Dex, +1 natural), touch 13, flat-footed 11; BAB/Grp +1/+1; Atk +4 melee (1d6 plus poison, bite); SA Poison (Fort DC 12, initial 1d4 Str, secondary 1d4 Str), web (Escape Artist DC 12, Break DC 16, 6 hp); SQ darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7, Move Silently +11, Spot +4; Weapon Finesse.

Equipment: none.

E12. Kobold Ambush (encounter) (EL 2)

After a period of rather gentle climbing, the path begins to ascend sharply and you soon feel the muscles in your legs beginning to ache. After an hour or so of hard graft, the track levels and opens into a narrow, rocky valley, and the sound of fast flowing water can be heard coming from ahead. A tatty old rope bridge spanning a wide ravine comes into view, which you proceed towards. Peering over the edge, you can see that the ravine drops down dramatically



20 feet or so, where a fast flowing river angrily makes its way down the mountain. Jagged, tooth-like rocks protrude from the water, which crashes around them, churning it into a frenzy of white froth.

The ravine is 30 feet wide and the rope bridge spanning it looks precarious and uncared for. However, despite its appearance, the rope bridge is in fact in good order and in no danger of breaking or falling into the raging water below. It is wide enough for only single file and all movement while on the bridge is restricted to half speed. Also, those crossing over must succeed a DC 12 Balance check. Those that fail are forced to use both hands in order to maintain their balance and lose their Dexterity bonus for the duration of their crossing, as the rope bridge swings under them. Those that succeed only require the use of one hand and do not lose their Dexterity bonus.

Should anyone fall into the ravine, they will take 2d6 falling damage, plus an additional 1d6 as they smash into the rocks below (a DC 16 Reflex save negates this latter damage). The water is considered *stormy* for the purposes of Swim checks and those in the water will be *swept away* (see the DMG rules on *Aquatic Terrain* for precise details).

Opposite the ravine is a wide valley, surrounded on both sides by near vertical rock faces. Large, ominous looking rocks overhang precariously above and the valley floor is strewn with piles of debris and large rocks. Some vegetation can also be seen, but nothing more than small shrubs and the occasional thorny bush.

Hiding amongst the rocks, 25 feet back from the bridge, are 7 kobold warriors waiting to ambush anyone

who crosses the ravine. An opposed Hide/Spot check is required to see the kobolds, who gain a +4 circumstance bonus to their Hide checks. They will attack as soon as anyone steps on the bridge, using their slings to pepper their opponents and try to damage them as much as possible before entering melee combat. The kobolds will remain behind the rocks, gaining a +4 cover bonus to their AC to any ranged attacks made against them from the direction of the bridge and will continue to use their slings for as long as possible.

If any are captured and questioned (though they only speak Draconic), they will say whatever it is that is most likely to get them freed. They have never heard of Fane, but will make any claim about him if it will get them released and are happy to constantly contradict themselves if necessary, if more information is revealed to them which will help with their lies.

If asked about their tribe, they will declare that the great kobold, King Panak, is their chief, a mighty warrior who will slay all those who stand against him or harm his subjects (they will be keen to emphasize this last point). If asked about tribe numbers they will constantly lie and give ridiculous numbers. If questioned about the location of the tribe, once again they will offer a variety of tales, until they find one that those questioning seem happiest with.

☠ 1st lvl Kobold Warriors (6): CR ¼; HD 1d8; hp 4 each; Init +1; Spd 30 ft; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather armor), touch 12, flat-footed 14; BAB/Grp +1/-4; Atk +1 melee (1d6-1/x3, spear) or +3 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

Equipment: small spear, small sling, 10 sling bullets, small leather armor, 1d8 x 100 cp each, 1d10 x 10 sp each.

☠ 2nd lvl Kobold Warrior (1): CR ½; HD 2d8; hp 8; Init +1; Spd 30 ft; AC 16 (+1 size, +1 Dex, +1 natural, +3 studded leather armor), touch 12, flat-footed 15; BAB/Grp +2/-3; Atk +2 melee (1d6-1/x3, spear) or +4 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +0; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +7, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +3; Alertness.

Equipment: cloak of resistance +1, small spear, small sling, 10 sling bullets, small studded leather armor, 1d10 x 100 cp, 1d10 x 10 sp.

E13. Awesome Peaks (descriptive)

To the north, what appears to be a blanket of jag-

ged rock stretches as far as the eye can see, the peaks and slopes veering into the sky. Although the path snakes its way through huge valleys, which echo to the sounds of your footsteps and the loose rocks that tumble down around you, the ascent is mostly gentle and the going good. A rope bridge that spans a yawning chasm that stretches into the depths below, the exposed rock broken and razor sharp, proves a momentary obstacle, but the path is soon back on solid ground and the journey continues. The occasional howls of a wolf can be heard clearly echoing through the mountain valleys and gullies and small, but fast flowing, rivulets are a constant menace as they pour down from the mountain peaks.

E14. Vicious Wolf Attack (encounter) (EL 3)

The path suddenly breaks out of the rocky crevices it has been following and into a wood filled valley. It continues its meandering way through the dense trees, which seems to be brimming with animals. The vegetation is lush and food seems abundant. After a short while, the angry sound of fast flowing water can be heard, until the path, and the wood, end at a ravine, spanned by a rickety old rope bridge.

This ravine is much like the last, except that it is only 20-foot wide. Crossing the bridge is exactly the same as that given in the description of keyed area E12, except that the crossing is likely to be hassle free as no kobolds await on the other side, where the wooded valley continues. It too is full of small critters and lush greenery and is an excellent source for food and fire wood. A number of small lakes also contain a plentiful supply of small fish and fresh, cool drinking water.

Lurking in the woods, however, is a mean old dire wolf, which will make its attack shortly after anyone has crossed the bridge, leaping out from amongst the trees and attacking ferociously.

Although there is nothing of value to be found in the woods, a DC 15 Search check will reveal a cave set into one of the valley rock faces which will make an excellent place to camp. As well as giving access to the game that this small wood teems with, it is also a safe haven, as the dire wolf chased off any other threats, meaning that those who rest here will not be disturbed by random encounters for the duration of their stay.

☠ Dire Wolf (1): Large animal; CR 3; HD 6d8+18; hp 45; Init +2; Spd 50 ft; AC 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; BAB/Grp +4/+15; Atk +11 melee (1d8+10, bite); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 0.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Runs, Track, Weapon Focus (bite).

Equipment: none.

*+6 when tracking by scent.

Chapter 4: The Church in the Mountains

As the party approach the church (marked as the *Church of Erenus* on the *Area Map*), the rocky ground levels off and the small church soon comes into view.

Use the *Church of Erenus* map for this encounter and read the following description:

The north and east perimeters of the church are set against the sheer rock face of a tall cliff, with the remaining sides defended by a small, dry stonewall. Two welcoming gates have been built into the wall – one facing west, the other facing south – through which a rocky path runs up to the church itself. Although a few trees grow here, along with clumps of grass, the ground is strewn with rocks.

A rectangular stone church, with a tall bell tower at one end, stands in the center of the grounds, where stone mounds and headstones mark the graves of those that have been buried here. Some of the mounds seem to have been disturbed and are now exposed to the elements, their headstones cast aside. Cut into the rock face can be seen burial chambers, the doors open, exposing the darkness within. A worked rough stone staircase in the northern cliff leads up to a rocky path and ledge, some twenty-five feet above the valley floor and the church, where more burial chambers can be seen. These, too, seem to have been broken into. A number of skeletal figures roam aimlessly around the graveyard.

For over a hundred years, this small church of Erenus, the patron deity of journeys and adventure, has stood in a valley in this southern stretch of the Great Barrier Mountains. This small, secluded area is where travelers can find a peaceful refuge after a long journey through the mountains or to pray for the protection of Erenus before the beginning of an arduous journey.

For the last eight years, Jashir Gorramond, a devout and long time servant of Erenus, has tended the church, welcoming those that passed this way and offering guidance, support and a place to stay for the night. Supplies are sent up to the church, when they are needed, by Peyter Hirschon, the cleric of the Holy Lodge of Erenus in Mazula (see keyed area 15 of *The Village of Mazula*). Jashir and Peyter have become friends over the years, with each occasionally traveling to the other to stay an evening or two. Peyter has recently become concerned, as he has not heard anything from his friend for a while and, with rumors of kobolds in the mountains and strange goings on around Fane's tower, he is seeking news of his old friend.

Unfortunately for Jashir, Ungal and the other members of the Cult of Fane passed this way on their journey to the tower. Jashir was as welcoming as always, despite his suspicions, but a religious argument soon broke out between the two clerics and Jashir was taken prisoner. In a fit of rage, Ungal had his followers open the tombs and dig up some of the graves. He animated the remains as skeletons, as a final insult to both Jashir and Erenus, which now haunt this place and can be seen wandering the graveyard.

Ungal was still not done, however, and in a



final act of vengeance, murdered Jashir and, using a scroll, raised him from the dead as a ghost. He now haunts the church which was once his home, tormented by the anguish of his sudden end. Ungal and his followers then proceeded to desecrate the church and smash open the tombs, animating the corpses. Some of the tombs were already infested with undead, which are now free.

A couple of cultists remained behind at the church, but were later attacked and killed by the ghost that had once been Jashir and rose as ghouls. They now haunt the tombs, along with the rest of the undead.

1. The Church (EL 3)

The door to the old stone building is open, banging against the frame as the wind rushes through the entrance. The building's interior is a chaotic mess of broken furniture and smashed statues, which are now scattered across the floor, with bits of stone arms and heads lying eerily between the rubbish. The altar has also been smashed.

Crudely, the walls have been smeared in bloody symbols, which show what appears to be four tails connected by a central mouth, filled with vicious teeth and several others of a quarterstaff with one end carved into that of a kobold's head and the other carved into a hollow circle. A door stands closed at the far end of the church. A rotten stench fills the room, despite the wind that causes small eddies of light debris to dance around the center of the room.



The interior of the church was smashed by Ungal and the other members of the Cult during a frenzy of rage. The symbols were painted onto the walls using Jashir's blood and depict the holy symbols of Wamranoch (Knowledge (religion) DC 10) and Fane (Knowledge (religion) DC 20).

The stench is that exuded by a ghast that now lives here, which is all that remains of Jashir. He is still dressed in his old robes, though they are now ripped and badly soiled. He will attack anyone who enters, being both tormented and ravenous.

A DC 10 Search check reveals a silver holy symbol of Erenus (a ring pierced by a dagger, with its tip touch-

ing one side and the hilt the other, with the dagger handle remaining outside the circle) worth 25 gp and a cut chrysoberyl worth 70 gp, which one of the statues of Erenus used to hold aloft.

The door at the far end of the church gives access to Jashir's private chambers, which consist of three rooms (not shown on the map). One is a preparation room, containing the torn remains of ceremonial robes and garments. The second is a guest bedroom – the cot has been smashed and there is nothing of value to be found. The third is Jashir's old room.

A half-plate clad skeleton, wielding a masterwork longsword, guards Jashir's bedroom. It was placed there by Ungal and will attack anyone who opens the door. A DC 12 Search of that room will reveal 2 *potions of cure light wounds*, 1 *potion of endure elements* and Jashir's diary.

Much of the book consists of religious musings that had occurred to Jashir during his time here, but the last few entries tell the tale of Ungal's arrival and of his suspicion about them and how he finally discovered that they were followers of Wamranoch and Fane and were on their way up to the tower.

The last entry of the diary reads: *"I fear for myself here. Ungal is not to be reasoned with and flies into a rage at anyone who does not agree with him. He seems to forget he is in the House of Erenus. I think I shall have to remind him of this and ask him to leave. I must send word to Peyter of this, for Ungal seems set on gaining entry to the old tower and I do not think any good can come of this."*

☠ The Ghast, Jashir: Medium undead; CR 3; HD 4d12; hp 29; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 natural), touch 12, flat-footed 14; BAB/Grp +2/+5; Atk +5 melee (1d8+3 plus paralysis, bite) and +3 melee (1d4+1 plus paralysis, 2 claws); SA Ghoul fever (bite, Fort DC 15, incubation 1 day, 1d3 Con, 1d3 Dex), paralysis (Fort DC 15, paralyzed 1d4+1 rnds), stench (Fort DC 15 if within 10 feet, sickened 1d6+4 minutes); SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con –, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness.

Equipment: none.

✱ **Human Warrior Skeleton (1):** Medium undead; CR ½; HD 1d12; hp 12; Init +5; Spd 20 ft.; AC 19 (+1 Dex, +2 natural, +6 half-plate armor), touch 11, flat-footed 18; BAB/Grp +0/+1; Atk +2 melee (1d8+1/19-20, masterwork longsword) or +1 melee (1d4+1, claw); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Equipment: masterwork longsword, half-plate armor.

2. Cemetery (EL 2)

Stone headstones and small piles of rock mark where the dead have been buried. However, many have been disturbed, having been dug up and the bodies removed, though some still remain untouched.

The bodies were animated by Ungal in a fit of anger after an argument with Jashir and now aimlessly roam the cemetery. A path leads from each gate to the church, where they meet.

6 skeletons and 1 zombie lurk in the cemetery and will attack as soon as they are aware of any living creature. The skeletons carry neither weapons nor shields, as those buried in the graveyard are rarely buried with anything of value, so have a reduced CR rating to reflect this. The zombie was the most recent addition to the grave, so was still intact enough to be animated as such.

All of the graves that have been disturbed are empty, now filled only with a scattering of rock and the occasional rotten remains of whatever was buried with them.

✱ **Human Warrior Skeletons (5):** Medium undead; CR ¼; HD 1d12; hp 6 each; Init +5; Spd 30 ft.; AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 14; BAB/Grp +0/+1; Atk +1 melee (1d4+1, claw); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Equipment: none.

✱ **Human Commoner Zombie (1):** Medium undead; CR ½; HD 2d12+3; hp 16; Init –1; Spd 30 ft. (can't run); AC 11 (–1 Dex, +2 natural), touch 9, flat-footed 11; BAB/Grp +1/+2; Atk +2 melee (1d6+1, slam); SQ Damage reduction 5/slashing, darkvision 60 ft, single actions only, undead traits; AL NE; SV Fort +0, Ref –1, Will +3; Str 12, Dex 8, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Toughness.

Equipment: none.

3. Stairs to Upper Crypts

These stone stairs have been roughly cut into the rock. They lead to the upper level crypts, located some 25 feet above ground level and cut into the rock and connected by a wide, rocky ledge. The entrances to those crypts are visible from the ground and it can be easily seen that the doors have been opened.

4. Lower Crypt (EL 1/3)

The door has been broken open, revealing a chamber 10-foot wide and 15-foot deep, with a heavy stone sarcophagus set against the far wall. The lid has been prized off and smashed. 1 skeleton is here, which will attack anyone who enters. Still tied to its waist is a pouch containing a set of masterwork thieves tools.

✱ **Human Warrior Skeletons:** Medium undead; CR 1/3; HD 1d12; hp 6 each; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14; BAB/Grp +0/+1; Atk +1 melee (1d6+1/18-20, scimitar) or +1 melee (1d4+1, claw); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Equipment: Heavy steel shield, scimitar.

5. Empty Lower Crypt

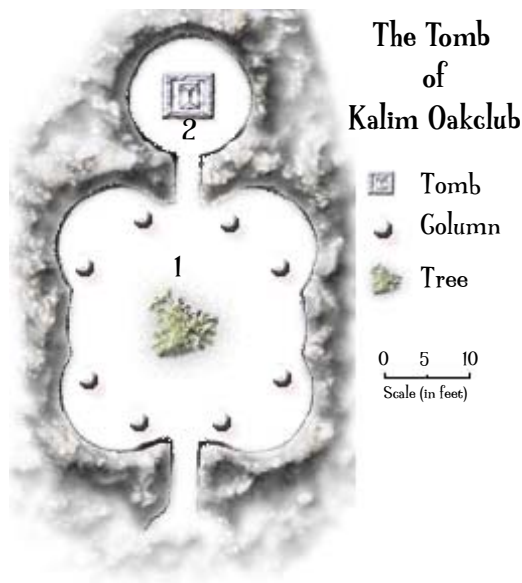
The door to this crypt has been broken open, revealing a chamber 10-foot wide and 15-foot deep, with a heavy stone sarcophagus set against the far wall. The lid has been partially pushed aside, revealing the inside to be empty. However, a DC 14 Search will reveal a small, concealed area in the base of the sarcophagus which contains 3000 cp, 150 sp and 100 gp in a loose pile, with whatever they were once kept in having long ago rotted away.

6. The Tomb of Kalim Oakclub (EL 2.5)

Refer to the map *The Tomb of Kalim Oakclub* on the following page.

This tomb is shrouded in darkness and only those able to see in the dark or using a light source can see what lies beyond the darkness.

A stone corridor, cut into the rock, leads you into the crypt. The air is cold and damp and a small draft wafts passed you through the open door, making a low, eerie wail, as if the dead were calling out after their long silence. After ten feet or so, the corridor ends and opens into a large, circular room with a domed roof. Four semi-circular alcoves break the perfection of the chamber, each housing a superbly carved statue of a bear. Ornate columns, intricately carved to give the impression of having vine growing up them, support the roof, and a large tree, its



dark branches reaching out like raking claws, sits in the middle of the chamber, seemingly having grown through the very rock. At its peak, the tree almost touches the apex of the dome, some twenty-five feet above. Opposite, another corridor can be seen.

This is the tomb of Kalim Oakclub, a druid who was buried here over fifty years ago. Members of his order placed a small oak here before the tomb was sealed, to honor him, and unbeknown to everyone, it took hold in the rock and has continued to grow, being fed by the rich nutrients that pass through the rock here. The bark, though, is black and the leaves sparse and sickly looking. However, it is what it appears to be and no more. The main tomb chamber is marked as '1' on the map.

Kalim Oakclub's tomb was broken into, just as all the others were, by Ungal. His sarcophagus, located in a second circular chamber leading off of the main one, (marked as '2' on the map) was opened and his remains animated. He walks here now as a skeleton, along with his two black bears, which were buried with him. They will all attack anyone who enters the tomb.

A DC 16 Search will reveal a secret chamber in the bottom of the sarcophagus, containing 4 thunderstones, 100 gp, 500 sp and 5000 cp.

☠ Kalim Oakclub: Human Warrior Skeleton: Medium undead; CR 1/2; HD 1d12; hp 10; Init +6; Spd 30 ft.; AC 18 (+2 Dex, +2 natural, +4 scale mail armor), touch 11, flat-footed 16; BAB/Grp +0/+2; Atk +2 melee (1d10+3, greatclub, two-handed) or +2 melee (1d4+2, claw); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +2, Will +2; Str 14, Dex 15, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Equipment: Heavy steel shield, scimitar.

☠ Black Bear Skeletons (2): Medium undead; CR 1; HD 3d12; hp 19 each; Init +6; Spd 40 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grp +1/+5; Atk +5 melee (1d4+4, 2 claws) and +0 melee (1d6+2, bite); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +1, Ref +3, Will +3; Str 19, Dex 15, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Equipment: none.

7. Lower Crypt (2/3)

The door to this crypt has been smashed, revealing a chamber 10-foot wide and 15-foot deep, with a heavy stone sarcophagus set against the far wall. The lid has been prized off and lies badly damaged on the floor. 2 skeletons lurk in here, who will attack anyone that enters. A DC 10 Search check will uncover 2000 cp and 500 sp in an old metal box at the back of the crypt.

☠ Human Warrior Skeletons: Medium undead; CR 1/3; HD 1d12; hp 6 each; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14; BAB/Grp +0/+1; Atk +1 melee (1d6+1/18-20, scimitar) or +1 melee (1d4+1, claw); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Equipment: Heavy steel shield, scimitar.

8. Empty Lower Crypt

The door to this crypt has been broken open, revealing a chamber 10-foot wide and 15-foot deep, with a heavy stone sarcophagus set against the far wall. The lid has been prized off, smashing where it landed. Both the crypt and the sarcophagus are empty.

9. Empty Crypt

Like all the other crypts, the door to this one has been broken open. A short tunnel gives access to a 20-foot deep by 15-foot wide chamber, in the middle of which sits a cold stone sarcophagus, its lid now laying cracked and broken on the floor. This crypt is now empty and contains nothing of any value.

10. Crypt of Sir Wilfus the Foolish

Refer to the map *The Crypt of Sir Wilfus* for this encounter.

The Crypt of Sir Wilfus the Foolish is quite substantial, consisting of five chambers, described below. The door has been opened, giving access to its interior.

a. Entrance Chamber (EL 2)

A short walk from the entrance leads you into a large chamber, roughly cut into the rock. Four large

columns support the dark gray stone roof above.

2 ghouls now haunt this chamber. They were once members of the Cult of Fane, left behind by Ungal to prepare for their return. However, after he had left, they were attacked by the ghost Jashir in the church and killed, both rising as ghouls.

There is nothing of value here.

✱ **Ghouls (2):** Medium undead; CR 1; HD 2d12; hp 13 each; Init +2; Spd 30 ft; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grp +1/+2; Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); SA Ghoul fever (bite, Fort DC 12, incubation 1 day, 1d3 Con, 1d3 Dex), paralysis (Fort DC 12, paralyzed 1d4+1 rnds); SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

Equipment: none.

b. Antechamber

Chairs, tables and all manner of now rotten and badly deteriorated furniture fill this chamber. Two wheels stand against one wall along with several urns, many of which are now broken.

These were many of Sir Wilfus' possessions, which were buried with him. Everything is in a terrible condition and completely worthless, the damp having long since destroyed any value they may have once had. Whatever the urns once contained is also long gone, now instead filled with the water that has seeped through the porous stone.

There is nothing of value here.

c. Treasure Room

Urn, pots and the remnants of crates and other storage vessels are scattered around the floor, mostly broken and smashed. Gold and silver coins, scattered amongst the rubble, reflect the light, glistening brightly and a rusty set of full plate armor stands despondently in the center on the room, now useless and beyond repair. Still grasped tightly in its rusty gauntlet, however, is an attractive longsword, its blade exquisitely carved and still unaffected by the passing of time.

Although this chamber once contained many items of considerable value, they have long since deteriorated. The urns once contained valuable fragrances and ointments, but have long since dried away. While the rusty full plate armor is entirely useless, however, the sword it is grasping is a +1 longsword. Scattered around the floor can be found 50 gp, 250 sp and 3000 cp.

d. Treasure Room

Many shaped urns of different sizes are stacked haphazardly in this room, along with all manner of clay pots, vases, and other storage items. Many are smashed in fragments and debris now covers much of the floor.

Many food and liquids were buried here, to help Sir Wilfus on his last journey to the Halls of the Dead. Whatever they once contained can no longer be fathomed, for most now contain only the moisture from the cold chamber that has collected in the bottoms of many of the urns and pots here. A DC 14 Search will reveal 5 flasks of acid, but nothing else of any value.

e. Burial Chamber (EL 3)

A large, raised sarcophagus is situated against the far wall. Although it is impressive in size and set on a small, raised platform, adding to its sense of importance, it is otherwise plain and almost entirely unadorned, with only a small stone plaque shaped on one end, into which has been carved "Here lays Sir Wilfus, whose heart was broken and whose life was taken by the hand of his own daughter. A faithful servant of Mynax, may he now rest". Other than four pillars that support the ceiling, this chamber is otherwise empty.

This sarcophagus remains untouched, as Sir Wilfus lurks here still. Murdered by his own daughter, Sir Wilfus found no peace in death and returned as a shadow, which now haunts this crypt. Although Ungal's followers broke into the tomb, they could not control the shadow of Sir Wilfus and were forced to flee, leaving his tomb mostly intact and his remains untouched.

There is nothing of any value here.

✱ **Sir Wilfus' Shadow:** Shadow, Medium undead (incorporeal); CR 3; HD 3d12; hp 22; Init +2; Spd Fly 40 ft (good); AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; BAB/Grp +1/–; Atk +3 melee (1d6 Str, incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str –, Dex 14, Con –, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Equipment: none.

*A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a –4 penalty on Hide checks.

11. Empty Crypt (EL 1/3)

The door to this crypt has been broken open just like all the others. A short tunnel gives access to a 15-foot deep by 15-foot wide chamber, in the middle of which sits a cold stone sarcophagus, its lid now lying smashed



on the floor. A single skeleton lurks here, but the crypt contains nothing of value.

☠ **Human Warrior Skeletons (1):** Medium undead; CR 1/3; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14; BAB/Grp +0/+1; Atk +1 melee (1d6+1/18-20, scimitar) or +1 melee (1d4+1, claw); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Equipment: Heavy steel shield, scimitar.

12. Crypt of Lord Nerrow

Refer to the map *The Crypt of Lord Nerrow* for this encounter.

a. Fake Crypt (EL 3)

A set of steps, roughly cut out of the rock, lead steeply down until they emerge at the bottom into a burial chamber, in the center of which can be seen an empty stone sarcophagus, its lid now laying smashed on the floor. Two arches flank the sarcophagus, leading off to what appears to be more chambers, and on the opposite side can be seen what was obviously once a secret door, now wide open, with more steps leading down into the darkness.

This chamber once acted as a false burial crypt, with the secret door protecting the entrance to the real burial chamber beyond. Ungal and his followers were not deceived, however, and the secret door was discovered and opened, where they encountered Lord Nerrow himself, in the form of a wight. After a struggle, they retreated, but not before one of the cultists was killed. He later rose as a wight and now lurks here also. When anyone enters, he will appear from keyed area *b*, where he was hidden.

This chamber is otherwise empty.

☠ **Wight:** Medium undead; CR 3; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +2/+3; Atk +5 melee (1d4+1 plus energy drain, slam); SA Create spawn, energy drain (slam, Fort DC 14, one negative level); SQ darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Equipment: none.

b. Fake Antechamber

Badly rotten crates and barrels are scattered on the floor of this small, plain chamber. Whatever they once contained has long since rotted away.

This antechamber was built to maintain the illusion that this was the main crypt area. However, it never held any items of much value and whatever there was rotted long before.

c. Fake Treasure Room

A number of clay pots, rotten baskets and smashed urns lay as debris on the floor, along with a number of rotten old crates.

This is the second fake antechamber and, like the first, contains nothing of any value.

d. The Crypt of Lord Nerrow (EL 4)

After descending the rough steps, you step into a large chamber, dominated by an ornate sarcophagus. A knight in repose, his arms crossed on his chest and his hands still clutching his sword, has been carved out of stone to form the lid, with the sides carved to form scenes of battle, with charging knights and foot soldiers set in bas relief. A stone plaque can also be seen at the near end. Two arches, one on either side of the sarcophagus, lead off into the darkness.

This is the tomb of Lord Nerrow, a powerful knight who was buried here long ago. The plaque on the sarcophagus reads, in Karnish: "Here lays Lord Nerrow, mighty Knight of Fandor, with whom he now resides."

Lord Nerrow, in fact, still resides here as a foul wight. When Ungal's followers disturbed his tomb, he chased them away, killing one of them, who later rose himself as a wight (who attacked those in the fake crypt in keyed area a). Due to his presence, his impressive sarcophagus remains untouched. As well as those items of value which are on Lord Nerrow himself, a successful DC 15 Search of the sarcophagus will reveal a small secret chamber that contains *Feru Shortblade*, an intelligent, glowing dagger (see the *Feru Shortblade* sidebar for details).

He will attack anyone who enters here.

✱ **Lord Nerrow:** Wight, Medium undead; CR 4; HD 4d12; hp 39; Init +1; Spd 30 ft; AC 20 (+1 Dex, +4 natural, +4 chain shirt), touch 11, flat-footed 18; BAB/Grp +2/+4; Atk +4 melee (1d4+2 plus energy drain, slam); SA Create spawn, energy drain (slam, Fort DC 14, one negative level); SQ darkvision 60 ft., undead

traits; AL LE; SV Fort +2, Ref +3, Will +6; Str 14, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Equipment: Chain shirt, *cloak of resistance +1*, *Feru Shortblade*.

e. Antechamber (EL 2)

All manner of pots, urns, baskets, crates and barrels are stacked in this chamber, many smashed or rotten. A badly damaged saddle hangs from one wall, having mostly rotted away from the damp, as does a heavy steel shield, emblazoned with a white rearing horse and knight, set against a yellow and black background. A noticeable chill fills the chamber and many of the items in the center of the chamber are covered in a furry mold.

Although what was here has mostly rotted away, a DC 14 Search check will reveal 2 flasks of acid and 2 flasks of holy water. The heavy steel shield on the wall is still in good condition.

The mold is in fact a 5-foot diameter patch of brown mold, located in center of the chamber. Anyone who approaches within 5 feet take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of it causes it to instantly double in size and cold damage instantly destroys it.

f. Treasure Room

A number of rotten leather bags and pouches hang on the walls, along with what were once beautiful rugs, but which are now in bad shape. An attractive lute, still in excellent condition, also hangs from the wall. Boxes and baskets, also

badly affected by the damp, lay on the floor, where the glitter of gold reflects from amongst the chaos.

Much of what was valuable rotted away long ago and most of the items here are completely useless. However, scattered around can be found 500 gp, 1000 sp, 9000 cp, a *potion of cure light wounds* and a *potion of cure moderate wounds*. The lute hanging on the wall is of masterwork quality.

13. Alcove

This alcove is empty, being preserved for the construction of a future crypt, should it be required. There is absolutely nothing of any interest here.

Feru Shortblade

+1 dagger (gives off light as a torch); AL CN; Int 14, Wis 10, Cha 14; speech (Draconic, Karnish and Xamian); 120 ft. vision and hearing; Ego 8.

Lesser Powers:

Bewilder: cast *lesser confusion* 3/day.

Seeker: cast *true strike* 1/day.

Personality:

Feru Shortblade loves to see things unravel around him and can be heard chuckling to himself as things on the battlefield go awry. It is during this chaos that he feels most at ease and urges his wielder to strike while those around him have lost their heads. Constantly harassing and badgering those around him, he is rude, short tempered and irritable.

Moderate illusion; CL 15; Craft Magic Arms and Armor, *mislead*, Price 10,002 gp.

Hardness 12; hp 12; damaged only by +1 enhanced weapons or greater.

GM Note: Feru Shortblade's value is well beyond that which a normal 3rd level character would acquire. Should you wish not to run an intelligent weapon, replace as an ordinary magical *dagger +1* (or even *+2*). It is included to be run as a fun NPC with attitude, which is not to everyone's taste.

Concluding This Adventure

Success

Two key phases must be overcome in order to succeed at this adventure. Firstly, the cult must be dealt with in the village, with the knowledge gathered shedding light on events unfolding around the Tower of Fane and ridding the village of the evil in their midst.

Secondly, there is cleansing the church in the mountains of its infestation of undead and returning the church to its previous purpose. If you are playing this as part of *The Last Mage of Mount Fane* trilogy, reaching the Church of Erenus represents a significant event, as not only is it roughly the halfway mark on their long journey, but is also the last building before reaching the tower itself.

Failure

For those playing this as the first part of three, the most important aspect of the journey is to discover what is happening around Fane's tower and to bring an end to the kobold attacks on travelers along the mountain path (dealt with in the next two parts of this trilogy). However, within the context of this single adventure, failure to end the influence of the Cult in Mazula or to destroy the undead in the church lead to potentially unexpected results.

Should Kamond escape from the mansion, he will almost certainly flee Mazula and attempt to start a new Cult in some other village, beginning the cycle of evil once again. Any that remain in the old mansion will, in all likelihood, be dealt with by village officials. Of course, if the mansion is avoided altogether, their activities will continue and their numbers will slowly grow once again.

Any undead left alive at the church in the mountains will slowly fan out and may well end up making it as far as Mull or even Mazula. Should Jashir or Lord Nerrow survive, the consequences may be more dire, as they will almost certainly end up looking for populated areas where the feeding is good. This is likely to lead to many of the population themselves rising as undead, which will require the assistance of either a brave band of adventurers or of the outside authorities.

Playing As a Stand Alone

This adventure is designed as the first in *The Last Mage of Mount Fane* trilogy. However, it can easily be adapted to run this as a stand alone adventure with some modifications on the part of the GM. Following are a few ideas to help you on your way, should you not wish to continue onto the second and third parts of the trilogy.

Starting the Adventure

The Cult have long been established in Mazula, as rumor says that Fane – a powerful wizard who made constant war with his enemies, but was killed a 100 years ago – was buried in these parts. It is also said that before his death, Fane transferred a part of himself into a dagger, which is now imbued with his personality and even a little of his power. The Cult is dedicated to finding the burial place of Fane and discovering the dagger.

Recently, Ungal came to Mazula and quickly established himself as the High Priest of the Cult of Fane, promising the Cult that he knew the whereabouts of Fane's body and the dagger they sought. The Cult quickly set about preparing themselves for a journey to the Mountain Lodge, an old church in the lower regions of the mountains, where he said Fane was buried.

They left secretly in the dead of night and, when they did so, those cultists who had lived in Mazula, unbeknown to the locals, went with them. To the locals, unaware that only a handful of cultists now remained, these folk appeared to have simply vanished in the night and rumors soon spread of mysterious goings on.

Peyter Hirschon – the cleric of the Holy Lodge – has long called for an end to Cult activities, regarding them as something of a blot on the Mazula landscape. The council, however, have constantly dithered and always been reluctant to act. After the arrival of Ungal, Peyter became concerned as reports came to him of the Cult purchasing large amounts of supplies, blankets, clothes and even alchemical goods – certainly enough goods for a journey of some kind.

Soon after, a number of villagers simply disappeared one night. The council waived this away, explaining that they'd left of their own accord. Peyter, however, is now certain that the Cult have infiltrated the Village Council and are using this as a means to protect themselves. He also suspects that the missing villagers are somehow linked to the cultist's recent activities. Peyter now intends to investigate these events himself, by hiring a number of individuals to look into the Cult activities, the missing people and even the Council itself, offering a reward of 100 gp each.

Running the Adventure

The investigations into the Cult should run pretty much as the adventure is presented, with both *Chapter 1: The Village of Mazula* and *Chapter 2: The Intrigue of the Cult of Fane* forming the center of party investigations. The following presents an overview for some of the changes you may wish to make.

Chapter 1: The Village of Mazula: mostly this will run as written, with the Cult spies and corrupt Council members needing very little adjustment. When running these NPCs, keep in mind that the spies are aware that Ungal claims to have located the whereabouts of Fane in the old church in the mountains and that the majority of the Cult, including Ungal, have made a journey there in order to open the tomb and retrieve the magical dag-

ger that Fane is said to have imparted something of himself into. They can also reveal that the missing villagers were in fact cultists who left with Ungal.

Jinsky (see keyed area 8) will be able to tell the tale of Fane (this is left to the GMs own design), but will not offer any magic items. Of course, the information that he knows concerning Fane and the route to the tower are all of no consequence.

Chapter 2: The Intrigue of the Cult of Fane: very few modifications are required, with this section running mostly as presented. All of the cultists that remain know the exact nature of Ungal's journey. The GM will be required to change the Library Gather Information table for keyed area 8, either removing it altogether or simply removing the Fane related aspects of the table. Should the GM have written their own history of Fane, they can replace the irrelevant sections with their own. *Player's Handout B: The Myth of Fane*, also located at keyed area 8, will no longer be required, so there is no need to hand it out to the players. The wooden plinth in which the Orb of Fane sat (see keyed area 19) should be replaced with a simple religious object of some kind.

Chapter 3: Journey Through the Mountains: whether or not any of the descriptive text needs to be reworded will entirely depend upon if this matches the location that the GM has placed this adventure in, otherwise there is very little that really needs to be changed in this section of the adventure, other than adding a number of new encounters with cultists (see below). The only thing of note is encounter area *E5. The Hamlet of Mull*, who have been entirely unaffected by events in Mazula and carry on as normal.

With Ungal either dead or holed up inside the church (see below, *Chapter 4: The Church in the Mountains*), the remaining cultists are in retreat and slowly returning to Mazula. In order to simulate this, the GM should include a number of encounters with 1d4+2 cultists at regular intervals along the journey to the church. Use the warrior stat blocks supplied below for encounters, though GMs are encouraged to prepare more rounded encounters for themselves.

Chapter 4: The Church in the Mountains: as soon as Peyter Hirschon hears that Ungal and the Cult have left for the church in the mountains, he will immediately become concerned for his friend, Jashir Gorramond, who is priest of that church and will try and persuade the adventurers, after they have dealt with the Cult in Mazula, into making a journey to the church to check on Jashir. He will offer 500 gp each as reward.

As this will act as the concluding finale of this adventure, several changes will be required to tie up the loose ends. Since Ungal does not in fact appear in this adventure, use the following ideas to bring about a satisfactory solution.

The first scenario is that Ungal killed Jashir after a fit of rage and set about opening the tombs and animating the dead, which now walk there as undead. For this

scenario, change the Tomb of Lord Nerrow (keyed area 12) to the Tomb of Fane, which is Fane's lost burial place and *Feru Shortblade* the magic dagger sought by the Cult. However, Ungal himself was killed by the wight there (now all that remains of Fane) and also became a wight, who now lurks in keyed area 12a (the GM should include on the wight some clues to help the players realize that this is in fact Ungal).

The second scenario sees Ungal and the remaining cultists holed up inside the church (keyed area 1), having taken Jashir prisoner. The ghost Jashir should be removed and replaced with a new encounter (EL 5.5) including Ungal and those that remain with him. They are determined to destroy what remains of Fane (the wight in keyed area 12d) and capture the prize that is *Feru Shortblade*.

Use the following stats for Ungal and his followers:

✠ **Ungal, 3rd lvl Human Cleric:** CR 3; HD 3d8; hp 24; Init +1; Spd 20 ft; AC 18 (+1 Dex, +6 *banded mail +1*), touch 11, flat-footed 17; BAB/Grp +2/+4; Atk +6 melee (1d6+2/x2, masterwork quarterstaff); SA Gaze attack (one target, standard action, range 30 ft, DC 14 or take 1d4+3 damage and lose next action), smite (+4 to attack, +3 damage, 1/day); SQ Rebuke undead; AL LE; SV Fort +4, Ref +3, Will +7; Str 14, Dex 12, Con 10, Int 8, Wis 15, Cha 13.

Skills and Feats: Concentration 6 (+10 when casting on the defensive), Knowledge (history) +5, Knowledge (religion) +5; Combat Casting, Iron Will, Weapon Focus (quarterstaff).

Spells Known: (4/3+1/2+1, save DC 12 + Spell Level, domains Destruction and Suffering): 0 – *cure minor wounds* x2, *guidance*, *read magic*; 1st – *bane*, *divine favor*, *doom**, *shield of faith*; 2nd – *bear's endurance*, *sound burst**, *spiritual weapon*.

Equipment: *banded mail +1*, *cloak of resistance +1*, masterwork quarterstaff, silver holy symbol of Fane (a quarterstaff with one end carved into a kobold's head and the other carved into a hollow circle), 500 gp, 1000 sp, 2 *potions of cure minor wounds*, a *potion of cure moderate wounds*.

* Domain spell

✠ **2nd lvl Human Monk (1):** CR 2; HD 2d8; hp 12; Init +2; Spd 30 ft; AC 14 (+2 Dex, +2 Wis), touch 14, flat-footed 13; BAB/Grp +1/+6; Atk +2/+2 melee (1d6+1/1d6+1/19-20, masterwork quarterstaff, flurry of blows) or +4 melee (1d6+1/19-20, masterwork quarterstaff) or +2 melee (1d6+1/x2, unarmed combat) or +3 ranged (1d2+1/x2, shuriken); SA Flurry of blows, unarmed strike; SQ Evasion; AL LE; SV Fort +3, Ref +5, Will +5; Str 13, Dex 15, Con 10, Int 12, Wis 14, Cha 8.

Skills and Feats: Escape Artist +7, Hide +7, Jump +8, Knowledge (religion) +6, Listen +7, Tumble +9; Combat Reflexes, Grapple, Stunning Fist, Weapon Focus (quarterstaff).

Equipment: masterwork quarterstaff, 5 shuriken.

✠ **1st lvl Human Warrior (4):** CR ½; HD 1d8+1; hp 9; Init +0; Spd 30 ft; AC 14 (+3 studded leather armor, +1 light wooden shield), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +3 melee (1d6+1/19-20, shortsword) or +1 ranged (1d8/19-20, light crossbow); AL N; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +3, Intimidate +3, Spot +4, Listen +2; Alertness, Weapon Focus (shortsword).

Equipment: shortsword, light crossbow, 10 bolts, studded leather armor, light wooden shield, 1d20+10 cp, 1d10 sp.

Tactics: prior to joining combat, Ungal will attempt to bolster himself by casting *bear's endurance*, *divine favor* and *shield of faith* upon himself and *bane* upon his enemies. He will also cast *spiritual weapon* and use it to attack enemy spell casters. He will also use his gaze attack, either targeting enemy spell casters or the toughest looking opponent. Once bolstered, he is happy to join in melee combat, along side the monk (who will stay by his master's side and protect him) and the warriors, who will concentrate their attacks on the hardest looking individual.

If possible, they will attempt to hold their position within the church by defending the doorway and restrict the combat arena. If forced further back into the church, they will attempt to isolate and kill the toughest looking of their enemy, hoping to force the others to flee. Ungal will fight to the death, as will the monk. The warriors, however, will attempt to flee should both Ungal and the monk be killed.

Success: a successful outcome in Mazula will see the village cleared of the evil Cult and their presence within both the village and, especially, the council itself exposed. The corrupt council members must also be dealt with.

In the mountain church, the cleansing of the church of the undead that now walk there will provide a positive finale to this adventure. Should you choose to have the end a showdown with Ungal, his death, along with the remaining cultists, will mark an end to the Cult activities for once and all.

Failure: the failure to deal with either the Cult or their spies in Mazula will soon see their numbers grow and their suspect activities continue. If Ungal should survive (that is, if you played the second of the endings, with Ungal holing up in the church), he will murder Jashir and eventually return to Mazula where he will either rejoin the Cult (if they have survived) or will flee to start again.

Should he have managed to get possession of *Feru Shortblade*, he will slowly be driven mad by it due to their conflicting nature. It is likely that Ungal will eventually become chaotic evil and would seek his revenge on Mazula, Peyter Hirschon and any that interfered with his plans. Ungal could become a recurring NPC in the travels of the adventurers.

And Finally...

Something About The Kyngdoms

We hope you have enjoyed this product every inch as much as we enjoyed writing it. Should you wish to continue this adventure, look for our forthcoming release *The Tower of Fane*, which completes the high adventure trilogy of *The Last Mage of Mount Fane*. Also look for the first part of the trilogy, *The Cult of Fane*.

Located in *The Kyngdoms Campaign Setting*, these adventures not only act as excellent introductions to the setting as a whole, but also highlight some of the rich flavor, excitement and depth that it has to offer. The *Kyngdoms Campaign Setting* is available as a PDF, as well as being available in a 8.5"x11" perfect bound book format. Please visit our website for more details.

The Kyngdoms Campaign Setting is also available, completely free of charge, on our website, where you will find a wealth of information to help increase your enjoyment of both the setting and gaming as a whole. Please to be sure to visit our website and forums, where you can drop us a line to leave your feedback. We really do like hearing from you!

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Some Useful Links

Please use these links to find out more about The *Kyngdoms Campaign Setting*:

The Kyngdoms online:

<http://www.thekyngdoms.com/>

<http://www.thekyngdoms.com/forums/index.php>

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The Kyngdoms Books:

<http://www.lulu.com/thekyngdoms>

Appendix A: Player's Handout - The Cult Revealed

4 Letters:

The Great Ungal, High Priest of Fane,

May Wamranoch bless you and Fane stand upon the ashes of these lands!

It has come to my attention that Peyter Hirschon has been calling upon Asher Fey recently, demanding that something be done about us. It seems he has taken a dislike to you, my High Priest. I will talk with Yakkel. Perhaps you should prepare some funds for that old halfling, too, at this time. Now is not the time for Peyter to stir up the council.

Your servant, Parn.

The Great Ungal, High Priest of Fane,

May Wamranoch bless you and Fane stand upon the ashes of these lands!

Your will is done. Yakkel has already spoken with Asher Fey and persuaded him that all is well. I have also paid Delrond, so her vote is secure. Yakkel says the others will follow his lead and that Peyter's motion to move against us will fail. If only I were to be journeying at your side, my High Priest! Yet you insist that Erin is to go and I am to remain. When lights are seen above the tower, my heart will be full of joy!

Your servant, Parn.

The Great Ungal, High Priest of Fane,

Wamranoch does bless you and so will Fane stand upon these burning lands!

News from Yakkel, my High Priest. That ranger, Daresh, has returned from Mull and reported to him that kobolds are attacking those that use the road. This is good news! Surely their armies prepare for us? Yakkel is likely to increase the guards. Perhaps you should contact Parn and demand he desist until we are on our way?

I have instructed our Brothers and Sisters in the village to gather their things and prepare for your call, my High Priest. We still await news of where we are to meet and how it shall be done.

Your servant, Erin.

The Great Ungal, High Priest of Fane,

Wamranoch does bless you and so will Fane stand upon these burning lands!

Your bidding is done and everyone is now ready for your call. Soon shall the curse of Fane be broken and he be lord of these lands once again! Greatness now surely lies before us.

Your servant, Erin.

A scribbled note (in same hand as those from Erin, above; notes in italics are in a different hand):

~~Daresh to journey to Mull~~ *report: kobolds in the mountains*

guard patrols doubled to reassure villagers

Karanag sending a small patrol to guard the quarry – Yakkel insistent

~~council to discuss requesting assistance~~ *Yakkel 150 gp*

~~Asher Fey to motion against us, on behalf of Peyter Hirschon~~ *Yakkel 100 gp, Delrond 50 gp*

council to discuss increasing taxes for better defenses (this will require the intervention of Gui Handley)

Karanag to lead militia training and improve skills *discuss with Parn – pay off Yakkel?*

A second scribbled note (in the same hand as the notes in italics, above)

Kamond or Malnor? Kamond.

Leave Brothers and Sisters in Mazula? No. They are no longer needed there and will journey with me.

Erin or Parn to stay? Parn.

~~30~~ 40 Brothers and Sisters to make the journey.

~~Purchase supplies~~

~~Order blue smokesticks from Farod.~~ These will carry the message of our success!

Appendix B: Player's Handout - The Myth of Fane

A number of extracts have been dutifully copied onto the parchment, along with a series of scribbled notes. The language is in Karnish.

An extract from *The Myth of the Curse of Fane* by Reece Carras:

The Battle of Rakk Gorge raged as the armies of the south fell upon Fane's kobolds, until not even he could hold their courage and they were defeated and scattered. So was Fane forced to retreat to his dark tower, where the light of Arrasia came not, and in his wake came King Fenamir II of Sarond, who had been victorious. And he brought his armies up Mount Fane itself and though they were terrified by the journey, he finally stood before it and called upon Fane to come out and face the justice that awaited him, for they could make their way far into the tower.

But Fane would not come to their beckoning and his threat remained great. So was it that King Fenamir II of Sarond called upon his most powerful ministers to put a great curse upon the tower, that all those who were yet inside would remain so forever. And a powerful symbol was placed before the door and it was forever sealed and the doors shut fast for all eternity. And thus was Fane's time on Arrasia ended, for he walked upon it no more.

A second extract from *The Myth of the Curse of Fane* by Reece Carras:

So is it written that Fane will come again to Arrasia and stand with his army once more. And this day will be marked and that kobolds shall once again come to his mountain and that amongst them would be a great warrior, who would be their King. And thus would the Orb of Fane be found and the doors to his tower smashed. And Fane would be free from the curse of his tower and his revenge be at hand. Thus is the Reckoning of Fane.

An extract from *Fane's Tower: An Elucidation* by Marash Harathod:

Thus is it said that Fane was locked in a tomb of his own making and people were happy. But some sages say that Fane had foreseen his doom and knew his fate. So did he create a powerful artifact of jet-black obsidian that was shaped into a perfect orb and in it was the power to break the curse and free him. So was it that he hid the Orb of Fane and told only his faithful servant, Ranator, who might use it to free him.

But when the doom of Fane was set and the curse of Fenamir II put upon it, Ranator too was there in the tower and there was no escape for them and the Orb of Fane was lost.

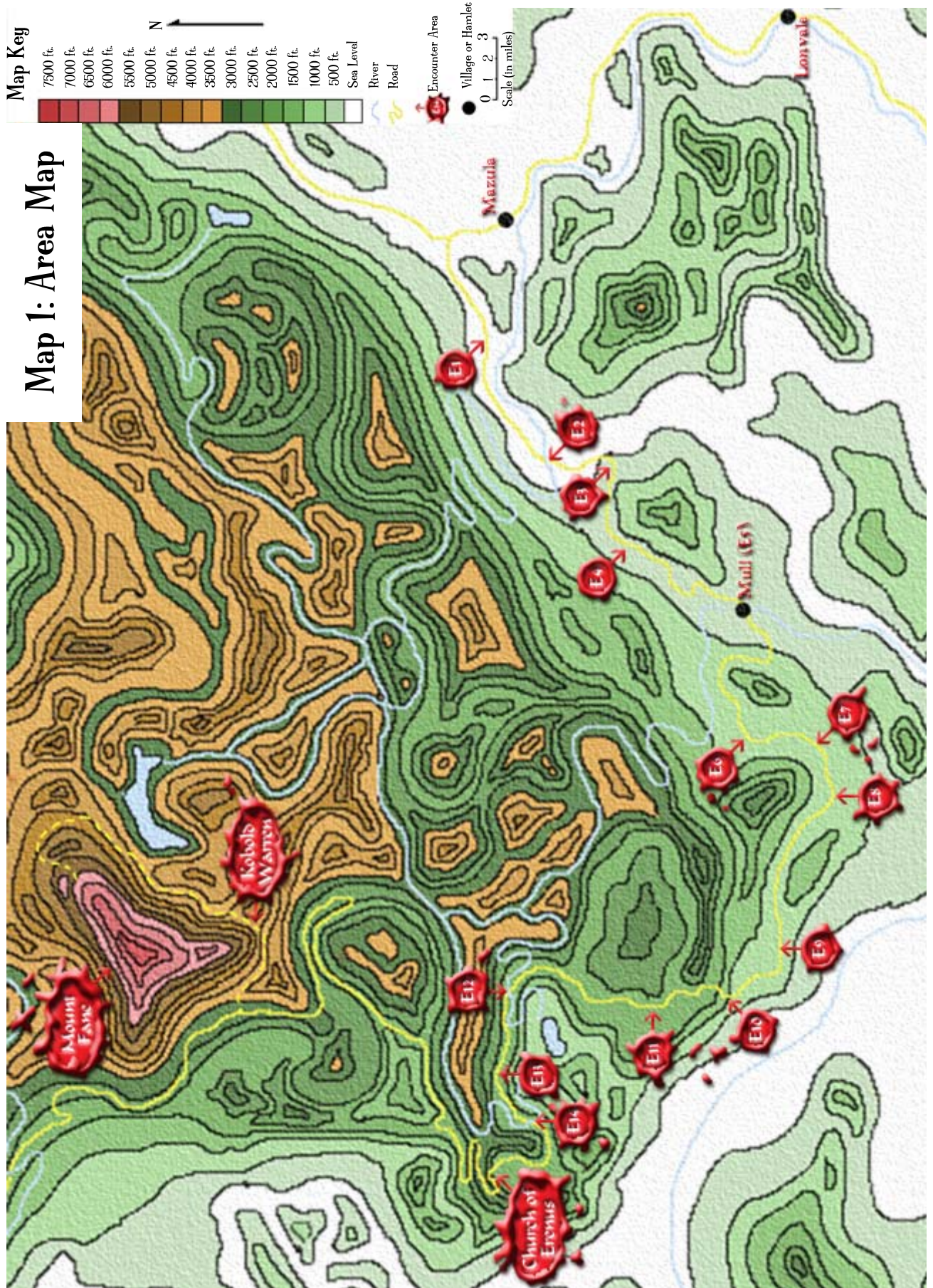
A second extract from *Fane's Tower: An Elucidation* by Marash Harathod:

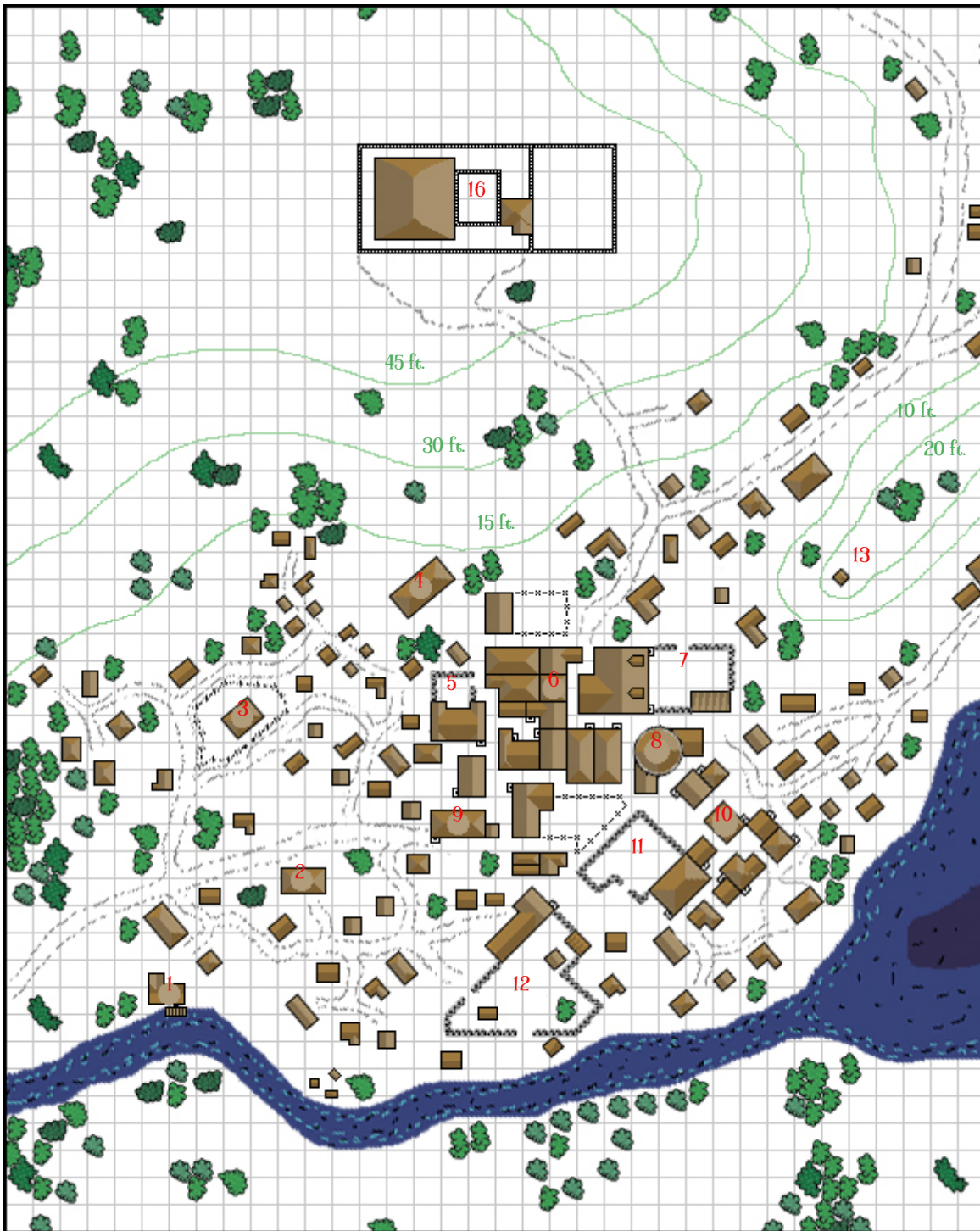
It is said that the only blemish of the black tower's surface is a small square hole, set into the wall next to the main door. The bottom is shaped like a bowl, into which the Orb of Fane sits exactly. And when the orb is thus joined with its resting place, so its power would be known and the doors smashed asunder.

General notes and scribbling (in several different hands):







*...kobolds in the mountains! Signs of the Reckoning...
...Ungal has come to us and in him is the truth soon to be revealed, for he has brought with him the Orb of Fane and our faith is renewed...
...it is here, at last. So beautiful! Perfect...
...Fane's time comes again and the Reckoning is nigh. We must prepare for the long journey...
...the east face...
...preparations have begun...must prepare everyone for the journey ahead...
...who stays?... must talk to Erin...
...everything is done...the journey to the tower must begin and the curse lifted!...*

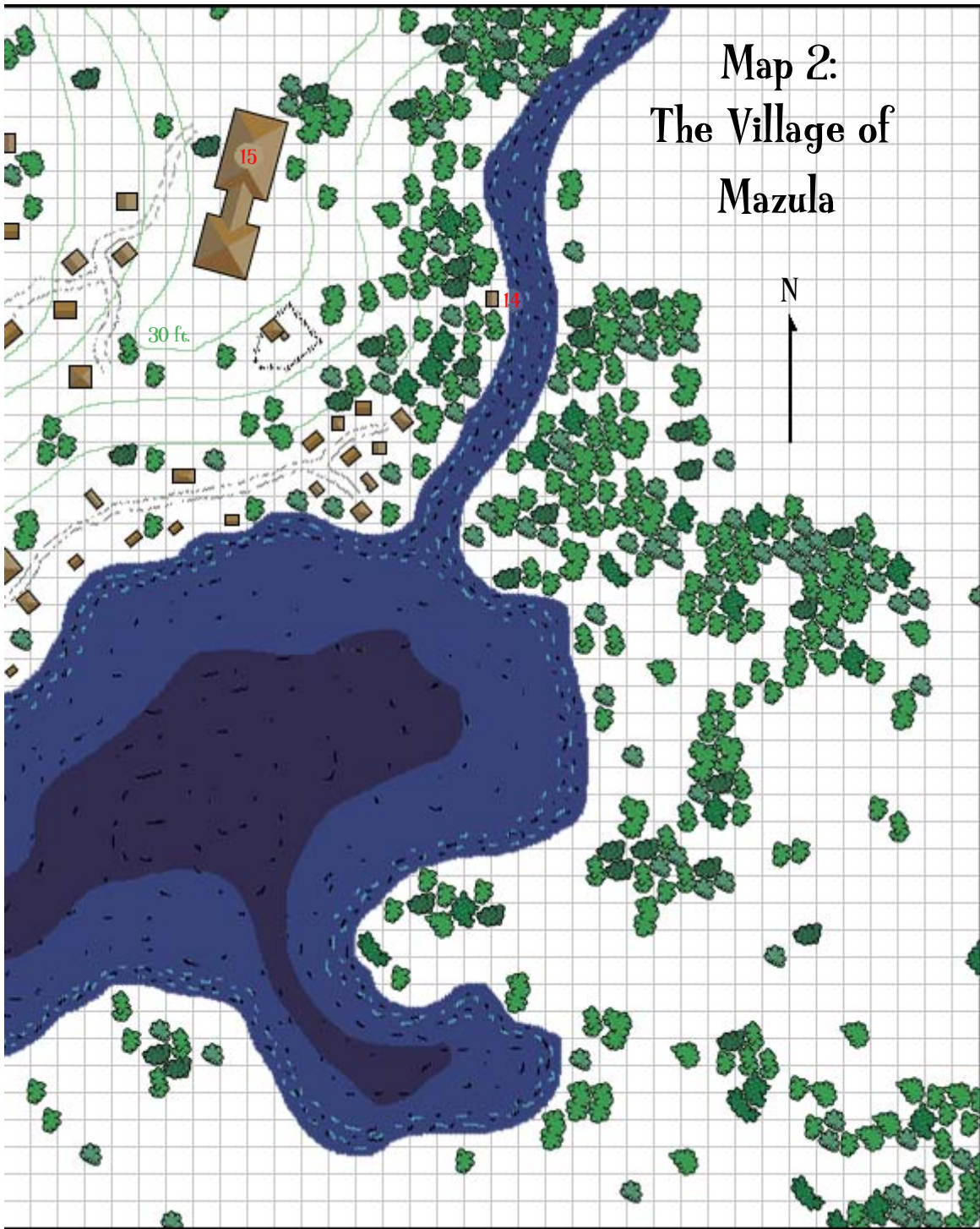
Map 1: Area Map



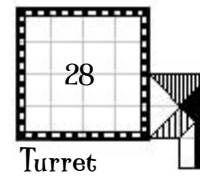
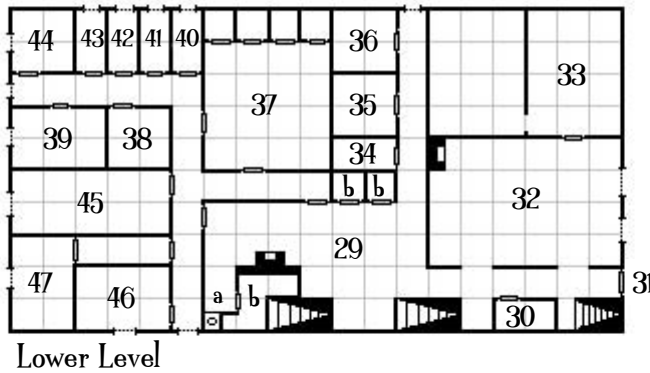
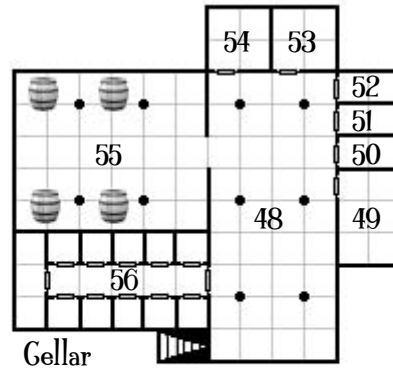
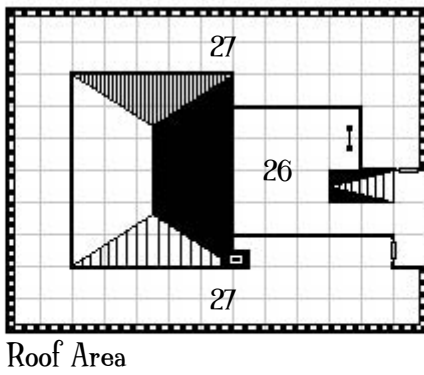
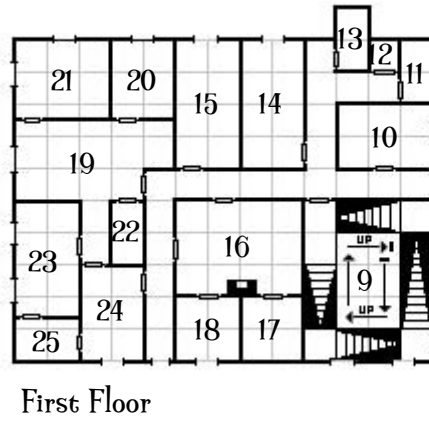
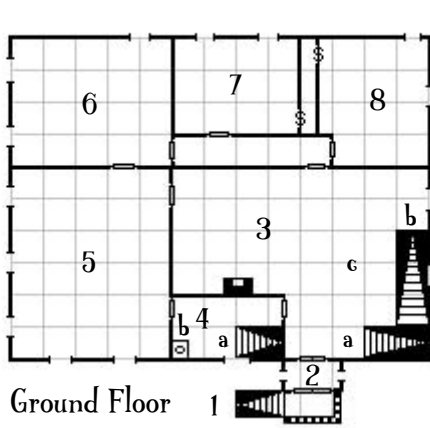


Map Key

- | | | | | | |
|---|-----------|---|----------|--|--------------------|
|  | Buildings |  | Contours |  | River or Lake |
|  | Trees |  | Roads |  | 1 square = 20 feet |

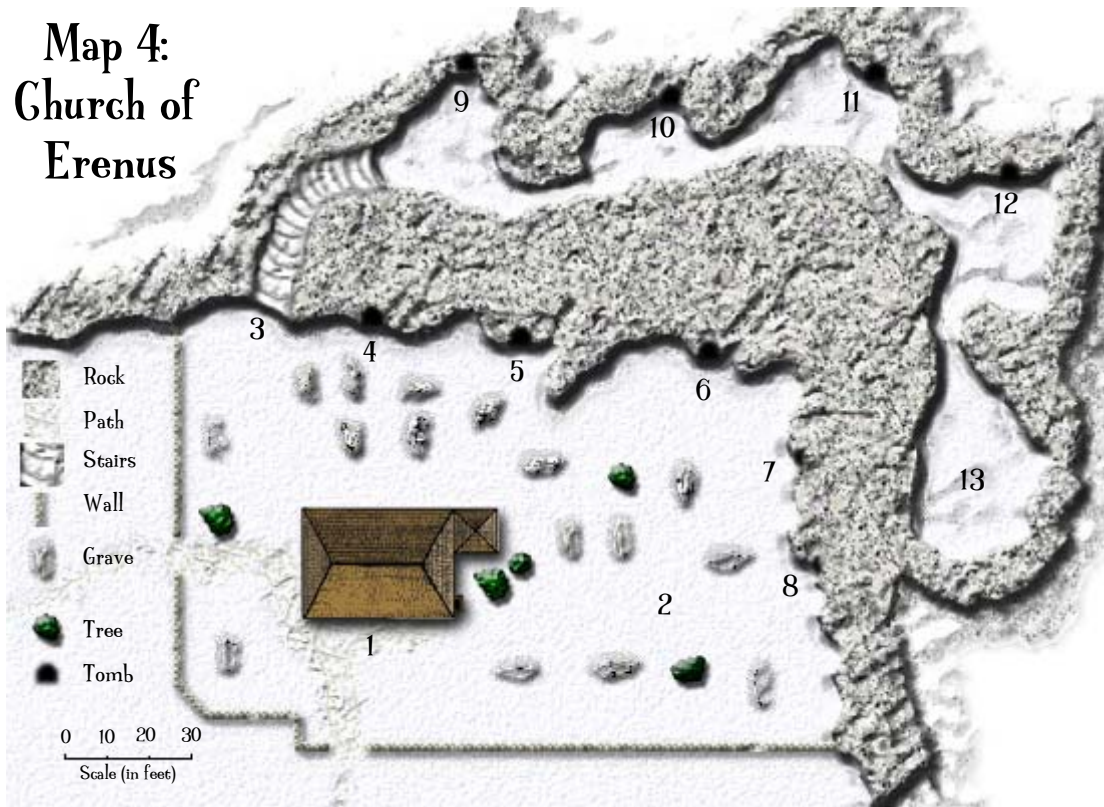


Map 3: The Cult of Fane Mansion

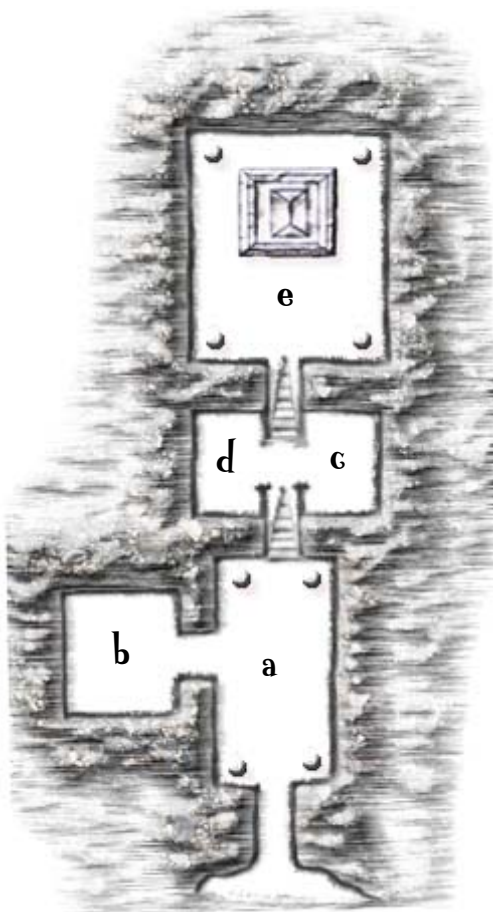


Key	Window (Barred)	Window (Shuttered)	1 sq. = 10 ft.	N
	Window	Stairs (top is wide end)	Ladders	
	Door	Fireplace	Food Lift	
	Secret Door	Granellations	Ghimney	

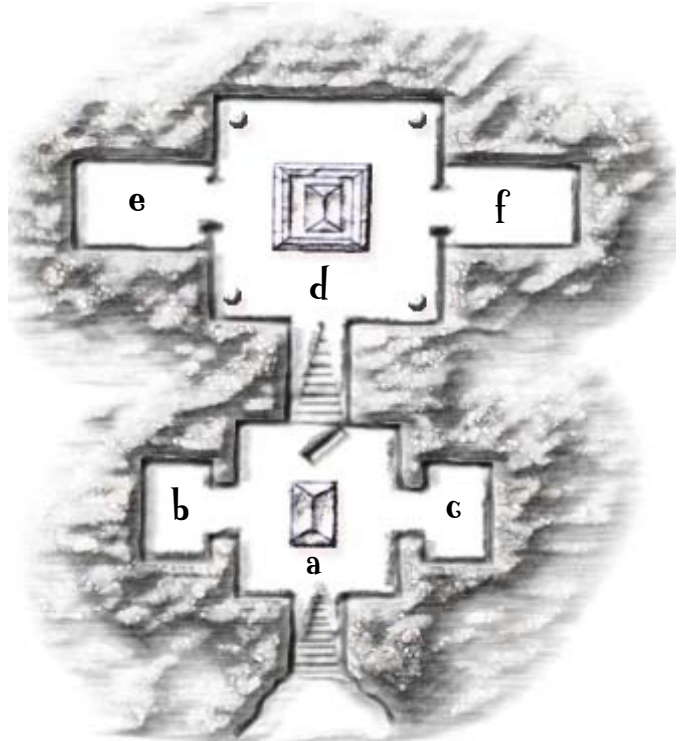
Map 4:
Church of
Erenus



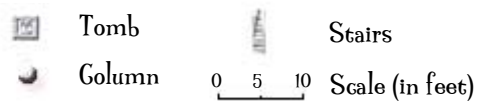
Map 5: The Crypt of Sir Wilfus



Map 6: The Crypt of Lord Nerrow



Crypt Map Key



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Play Testers

Duncan Johnson, Paul Millington, Marc Taylor, Darrell Ottery, Julian Read, Keith Robinson

The Cult of Fane

(Part 1 of The Last Mage of Mount Fane Trilogy)

For a thousand years has the bleak Tower of Fane stood upon the peak of Mount Fane, an ominous presence overlooking the ancient mountain pass. Tales and local superstition say that Fane, a wicked wizard of lore, walks there still, now a prisoner, trapped there for all eternity.

Unless, of course, the curse that holds him there should be broken.

Now lights have been seen above the tower and the mountain pass is no longer safe. Are the ancient stories of Fane's return coming true? Is a terrifying presence from the past rising from the ashes to wreak his revenge?

The Cult of Fane is the first part in The Last Mage of Mount Fane Trilogy, designed for 1st level characters.

Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.