

Standard Stats



Stats are provided for all key monsters and NPCs; others are identified with special tags corresponding to stat blocks listed here. The referee is encouraged to make modifications based on other tags provided. For example, a **Verinwine serpent** (fast, venomous, *monster*) would use the monster stats, but it might have better **AC** | **DEX** and a poison effect with a **successful attack** | **critical damage**. If no special tag or stats are provided, assume the NPC is Layfolk. Omitted *Cairn* ability scores equal 10.



Layfolk

AC 9 [10], **HD** ½ (2hp), **Att** 1 x weapon (d6 or by weapon)
THACO 20 [-1], **MV** 120' (40'), **ML** 6
 3 **HP**, weapon (d4)



Beast

AC 6 [13], **HD** 1-1 (3hp), **Att** d4,
THACO 19 [0], **MV** 90' (30'), **ML** 7
 3 **HP**, 12 **DEX**, attack (d6)



Magician

Magic-User 3, **AC** 7 [12], **HP** 7, **Att** 1 x weapon (d4 or by weapon) or spell, **THACO** 19 [0], **MV** 120' (40'), **ML** 8

♦ **Spells:** 2 level one and 1 level two (choose, roll, or: Charm Person, Sleep, ESP).

4 **HP**, weapon (d4), d4 spellbooks (choose, roll, or: Arcane Eye, Charm, Detect Magic, Sleep)



Knight

Fighter 3, **AC** 2 [17], **HP** 13, **Att** 1 x weapon (d8 or by weapon), **THACO** 17 [+2], **MV** 60' (20'), **ML** 9
 8 **HP**, 3 **Armor**, 14 **STR**, weapon (d8)



Monster

AC 5 [14], **HD** 4 (18hp), **Att** d8,
THACO 16 [+3], **MV** 120' (40'), **ML** 7

6 HP, **14 STR**, **12 DEX**, attack (d8)



Priest

Cleric 3, **AC** 5 [14], **HP** 10, **Att** 1 x
weapon (d6 or by weapon) or spell,
THACO 19 [0], **MV** 60' (20'), **ML** 9

♦ Spells: 2 level one (choose, roll,
or: Cure Light Wounds, Protection
from Evil).

6 HP, **1 Armor**, weapon (d6), d4
spellbooks (choose, roll, or ♦ Cure
Wounds, Raise Spirit, Shield, Ward)



Rogue

Thief 3, **AC** 5 [14], **HP** 7, **Att** 1 x
weapon (d6 or by weapon),
THACO 19 [0], **MV** 120' (40'), **ML** 8

5 HP, **14 DEX**, weapon (d6)



Soldier

Fighter 1, **AC** 3 [16], **HP** 4, **Att** 1 x
weapon (d6 or by weapon),
THACO 19 [0], **MV** 120' (40'), **ML** 8

4 HP, **2 Armor**, weapon (d6)



Terror

AC 3 [16], **HD** 7 (31hp), **Att** 2 x d8,
THACO 13 [+6], **MV** 120' (40'), **ML** 10

12 HP, **2 Armor**, **16 STR**, **14 DEX**,
16 WIL, attack (d8 + d8), *detachment*





Verinwine Vale

Lantern light shining from a streamside mill—Ghostly laughter rings in a sunbleached meadow—A pony pulls a wagon toward town on market day—Gossips at the old well—Children dance hand in hand through a plum tree thicket—Whispers from an ancient shrine.



1. Ten Thorn Tavern

A cozy inn built beside a shrine to some ancient bramble spirit. The inn is famous for its oat cakes and berry wines. It is also the most secure Riverkeeper League safe house outside of Broddin Wood.

✦ **Often here:** Elzia Tevayn, Olmen the Left and Olmen the Right, Thirsty Benyam, Savine.

☀ (1) **Elzia Tevayn** seeking potential recruits to carry out a mission for the Riverkeeper League (p. 54). (2) Regulars quietly checking their weapons as d4 Knights of the Golden Promise (corrupt, well-equipped, *soldier*) grow intoxicated. (3) A random Silvered Noble (p. 138) with a retinue of 2d4 advisors and goons, buying rounds and trying to learn who works for the Riverkeepers. (4) **Hovrador Gundlach** (p. 52) working up a crowd to free d4 poachers from Fort Flumenel.

2. Fort Flumenel

This crumbling walled encampment was once the storied home of Sir Geronius and his Knights Azure. The fort was abandoned after that order's extinction in the Selenian War, and is now used by the Knights of the Golden Promise (corrupt, well-equipped, *soldier*) as a de facto tavern—and as a place to store seized treasure.

✦ **Often here:** Marcel the Mace, Thirsty Benyam (jailed).

☀ (1) **Marcel the Mace** is searching for a detachment of Golden Promise knights, last seen riding north near the Gnarl. (2) From the east tower, the ghost of Sir Geronius hurls insults at the knights. (3) d6 knights passed out in the courtyard, an open sack of gold spilled over the table. (4) Knights patrolling the walls, alerted by reports of Riverkeeper agents planning a raid.

3. Broggle Hill

Topped with a high ruined tower providing broad views of the valley, the hill is frequented by poets, bandits, and stargazers. A reliable if sometimes dangerous source of rumors and information.

♦ **Often here:** Savine, Fortimus d'Anwin.

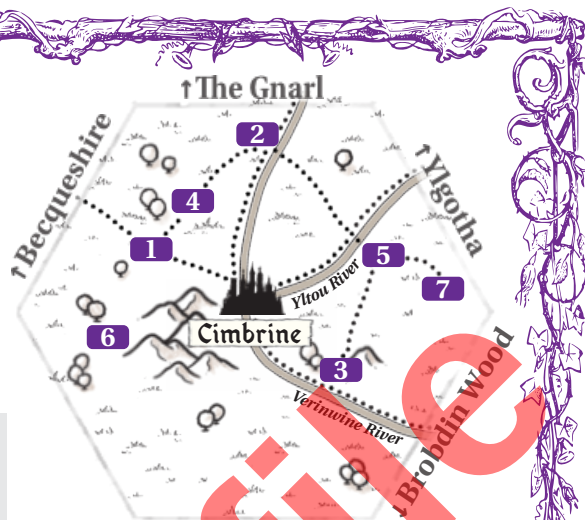
☀ (1) The Dire Lambkins, led by **Savine**, have posted up at the tower door and are charging an outrageous entrance fee. (2) Members of the Greater Cimbrine Astronomists Club swap stories, including one about a falling star that streaked across the sky and landed in Brobdin Wood (see the Inverted Manse, p. 60). (3) A band of d6 brigands (musical, capricious, *soldier*) survey the Verinwine River road. (4) Roll a Verinwine Vale encounter—this is visible in the distance.

4. Iilleheim Orchard

A thriving producer of apples, pears, and plums. The orchard maintains connections to the Ignoble Court (p. 19), secretly employing monsters who might otherwise be hunted down and killed.

♦ **Often here:** Old Grett, Velmare the Cruciferous (dwells in a vine-covered stone cottage at the edge of the orchard).

☞ **Velmare the Cruciferous** seeks a bottle of star essence (p. 67) for one of her experiments with plant propagation. She will pay 1000gp plus three Nightlong Pears (eating one is the equivalent of a full night's rest; the pears will keep for up to 2 months).



5. Estelat

A small but thriving mill town controlled by the proud Quern family, whose numerous members hide their faces behind elaborate wooden masks except while at home or visiting *The Pinched Candle*, a tavern where no light is permitted.

♦ **The Bridge of Tatters:** Spanning the Yltou River north of town, this ancient stone bridge is festooned with the frayed heraldry of defunct knightly orders. Estelat's laws prohibiting duels and violence are not enforced over the water. Thronged during the annual Festival of Masks.

♦ **Often here:** Dagin Quern, Sister Sussura, Olmen the Left and Olmen the Right, Fortimus d'Anwin (on the Bridge of Tatters).

☞ **Dagin Quern** needs Deepshine Umbral wine from Sunbelow Alley. He'll pay 500gp per cask for up to seven casks. He doesn't care how you get them, but he wants them in time for the Festival of Masks, which will soon bring big crowds—along with the coin of the Silvered Nobles.

6. The Ignoble Court (p. 19)

7. Sunbelow Abbey (p. 26)

Verinwine Vale Rumors

d10	Rumor
1	The Querns inherited a curse from Julian Quern, founder of Estelat. To see one of their faces unmasked is to know their darkest secret.
2	Sister Sussura secretly provides Dagin Quern with children to work the Quern family breweries and mills.
3	The Wandering Tower was just near (1) Estelat, (2) Fort Flumenel, (3) Ten Thorn Tavern, (4) Alleheim Orchard. You might catch it if you hurry.
4	A hive of flying vermin have made Sunbelow Abbey their home, and they're feasting on those poor holy men!
5	A dashing crew of knights rode to Sunbelow Abbey just last week. By now they must have vanquished whatever evil has rooted itself there.
6	The monks must have done something to anger Jeseldyr, the Harvest Saint, whose relics are kept in a crypt beneath Sunbelow Abbey.
7	If you pay a visit to the Ignoble Court, make sure to bring some nice presents. Those monsters love presents.
8	The Ignoble Court protects the monsters of Gnolune. If you must slay such a creature, mind that you show it proper reverence.
9	The Flower Knights appeared just after King Aerthur vanished. Something in the rich Gnolunian soil must yearn for the chivalry of a bygone era.
10	Roll on the rumor table for (1) Brobdin Wood (p. 50), (2) Becqueshire (p. 72), (3) The Gnarl (p. 92), (4) Ylgotha (p. 108).



Verinwine Vale NPCs

1. Dagin Quern (ebony mask, untrusting, shrewd). Months ago, Dagin was murdered by his rival, Baron Scilis, whose estate lies just north of Estelat. Now wearing Dagin's mask, Scilis works tirelessly to squeeze money from Quern operations—and funnel it into his own coffers. **Wants:** To destroy his old rivals from within.

2. Elzia Tevayn (weatherworn, secretive, *rogue*). In her official role as Gnolune's sole Shrinekeeper, Elzia tends the many small roadside shrines to forgotten gods that dot the valley. Secretly, she is an agent and recruiter for the Riverkeeper League. **Wants:** To bring back the old ways.

3. Fortimus d'Anwin (athletic, ambitious, *rogue*). A traveling minstrel specializing in tales of woe. He steers foolhardy folk into dangerous situations, then composes songs of their failures. **Wants:** To write the bloodiest song ever heard.

4. Marcel the Mace (huge, weary, *knight*). Captain of Fort Flumenel. He is tired of collecting taxes for the Silvered Nobles—but the nobles provide him with a rare medicine to stave off the heart-withering curse placed upon him by Sir Geronius. **Wants:** To retire to the Baleview Coast.

5. Old Grett (portly, shy, *priest*). Wanders the valley, drinking mead and visiting beehives. The hives on his route are prosperous. He knows what the bees know. **Wants:** To share the bees' warnings.

6. Olmen the Left (rotund, dour) and **Olmen the Right** (rail-thin, cheerful). Twin silk merchants who adore gambling and competition, especially with each other. **Want:** To bring others into their games.

7. Savine (scrawny, sharp, *rogue*). Leader of a gang of child runaways, the Dire Lambkins. Under her capable direction, the Lambkins commit minor acts of banditry and espionage. Available for hire. **Wants:** A patron—or else.

8. Sister Sussura (imposing, dignified, calculating). Runs Saint Alvendor's Refuge, an orphanage in Estelat. She has a bad gambling habit, and owes an insurmountable debt to Dagin Quern, which she is paying off by transferring orphans into Quern family operations. **Wants:** To win big and free herself.

9. Thirsty Benyam (bald, jolly, prophetic). A wandering ne'er-do-well who, if gifted drink on a full moon night, goes into an oracular trance from which he is able to answer a single question truthfully. The right to pose the question is generally auctioned by whichever watering hole Benyam finds himself in that night. **Wants:** A drink, if you please.

10. Velmare the Cruciferous (willowy, green, *magician*). Dedicated to promoting the health of the valley's plants and vegetables. **Wants:** To protect the monstrous and propagate the magical.



Verinwine Vale Random Encounters

d10	Encounter
1	d6 smugglers (furtive, debonair, <i>rogue</i>) trying to sneak a collection of risqué statuary past a Conclave mystagogue (suspicious, sanctimonious, <i>priest</i>) and d4 Conclave militants (disciplined, pious, <i>soldier</i>).
2	d6 Knights of the Golden Promise (corrupt, well-equipped, <i>soldier</i>) are (1) Drunk and looking for trouble, (2) Shaking down a merchant, (3) Demanding the PCs pay a toll, (4) Under attack by 2d4 <i>guerrilla agents</i> of the Riverkeepers (stealthy, many contacts, <i>rogue</i>).
3	2d6 Flower Knights (p. 78) jousting upon a broad meadow. The knights inevitably issue challenges to observers.
4	A parade of 4d4 dancing skeletons (distracted, <i>undead</i> , <i>layfolk</i>) and d4 villagers (emaciated, grinning in terror), all bedecked with flowers. Any who attempt to interfere with the parade must save vs spells save WIL or become ensnared, parading to random locations until they starve and become dancing skeletons themselves. Smashing every skeleton ends the enchantment.
5	A farming family on their way to market accosted by d4 paperwork wasps , who accuse them of violating the queen's laws (p. 29).
6	A caravan of d4 merchants bearing fruit, mead, and silk are besieged by d6 Verinwine serpents (fast, venomous, <i>monster</i>); their d4 hired guards (tired, underpaid, <i>soldier</i>) are close to being overwhelmed.
7	The Sunflower Knight (see Flower Knights, p. 78), terrible and magnificent upon his bumblesteed (flying, faithful, <i>monster</i>), seeking blood for his garden of daughters.
8	The Poet (p. 27) recites her verses to a rapt audience. If the PCs listen, they receive a vision of treasure shining from Sunbelow Abbey.
9	The grinding movements of the Wandering Tower (p. 22) are audible in the near distance.
10	Roll a random Verinwine Vale NPC . They are (1) Harvesting something, (2) Spying on another randomly determined character, (3) Examining a shrine to an ancient spirit, (4) Engaged in trade.



The Ignoble Court

In a wild grove, those bound by the Law of Shadow gather to conduct trials, to feast, and to indulge their monstrous tastes.

A stone table stands in a quiet clearing amidst sprawling cherry trees. On full moons and other special occasions, local farmers bring offerings of food and drink, which vanish from the table overnight. For on those nights the Ignobles hold court, and the clearing is full of noise, revelry, and strange ceremony.

The Court & Its Domain

The members of the Ignoble Court (of whom there are many, with no official count) claim the institution is at least as old as Cimbrine. Its purpose is to govern those who exist outside Aerthur's law, including outcasts, monsters, shades, and grotesqueries. The court makes proclamations, receives visitors, executes judgments, and, most importantly, makes merry.

The Proceedings

No matter the occasion, the stone table is crowded with monstrously misshapen Ignobles attended by human slaves, skeletons, and spirits. Uninvited onlookers are in grave danger, but those summoned by the Court or supplicants who observe the proper niceties are protected by unbreakable hospitality laws.

The Court first settles all formal business, including any trials. The accused may choose the manner of trial, though the Court decides the loser's fate. Occasionally, the Court will call on outsiders to carry out its judgments; they will be compensated amply and strangely.

Next, all guests of the Court are invited to join the feast. Refusing is a grave insult, unless the guests present a suitable parting gift. Eating will heal the equivalent of several nights' rest, but will also inflict a random bodily curse lasting d6 days (see next page).

Games and revelries follow the meal. High-stakes wagers are common as the night wears on. Then, at dawn's first light, the Court and its retainers vanish.

What's Happening Tonight?

Unless the PCs were summoned to the Court for some specific reason, roll to determine the matter at hand.

1. The trial of a man-wolf accused of eating ceremonially profaned flesh.
2. Settling a dispute between two phantoms possessing the same woman.
3. The funeral of the great ogre Groonch, Enemy of Man.
4. The sacrifice of a local villager who stole offerings from the table.

Types of Trials

1. Trial by combat (naked, with knives).
2. Trial by divination (a yearling calf disemboweled, its entrails read).
3. Trial by song (a battle of wits and tune).
4. Trial by service (perform a task for the Court—typically punishing someone who has caused offense).
5. Trial by inquest (an agent of the court investigates and judges).
6. Trial by chaos (flip of a coin, roll of a die, drawing straws).

Bodily Curses

1. d8 new limbs sprout from your torso.
2. Your body becomes gargantuan and egglike—you must roll from place to place.
3. A new mouth grows on the palm of your left hand. It is loud, vulgar, and always hungry.
4. Your arms and legs double in length.
5. Only human flesh satisfies your hunger—other food provides no nutritional benefit.
6. Your teeth grow pointed and overlarge—you cannot speak intelligibly, but your bite inflicts d8 damage.

Games & Revelries

1. Hunt the squire! A servant runs for his life; whoever catches him first is rewarded with the choicest bite.
2. Eating contest! First to fill their vomit pail wins.
3. Flippity-do! The servants take their masters' place at the table while the nobles serve—the best server is chosen by popular vote.
4. Roulette! Five glasses are filled with wine, one with a lethal poison. Bottoms up!
5. Dueling! Until one participant yields (usually).
6. Toasting and roasting! A battle of barbs and insults (they rarely take it personally).

Personages of the Court

The Court's members are too numerous and inconstant in attendance to list in full, but a few notable figures are almost always present.

♦ **Louis the Liar** (three tongues, foppish, *monster*). The unofficial master of ceremonies, he prizes wit and diversion above all else; boredom is his constant enemy. **Wants:** Trouble, even if he has to stir some up.

♦ **Bitter Constanza** (shriveled, ruthless, perceptive). A wizened head held by her retainer, a skeleton in immaculate armor (skilled duelist, undead, *knight*). Respected and feared by the court, she has a talent for discerning weakness and impropriety. **Wants:** Truth above all else.

♦ **Thomas the Recordist** (ink-stained, sharp-tongued, pitiable). Sentenced to serve the court for five hundred years for violating a dark pact (he is loathe to share the details). His right hand has been replaced by a bloody quill. He hates the Court and is free with his invective, which the Court finds deeply amusing. **Wants:** To write about something boring.

♦ **The Veil** (cruel, quick, *terror*). A pile of black silks and shadows arranged into a vaguely person-like shape; a mockery of humankind. Silent but for grunts and cackles, the Veil acts as the de facto enforcer of the Court's will. **Wants:** To mete out humiliation and punishment.

The Whole of the Law of Shadow, May it Ever Be a Boil on Ferthur's Luminous Fiss

All are allowed to be.

All are allowed to sate their desires.

All must respect claims of prey.

All must respect the authority of the Ignoble Court.

Blood is payment for blood.



The Wandering Tower

An enchanted stone tower crawls across the land on a mysterious quest of liberation and change.

The tower's presence is announced by the crawl of its foundation-feet, an endless grinding of stone on stone, audible a mile away. It moves at a slow plod but never stops.

The Tower

One hundred years ago, a tower from Cimbrine began moving on its own volition and has not stopped since. It lumbers to and fro across Verinwine Vale, often appearing in places where oppression and stagnation have taken hold, and delivers justice via the Tower Knights. The tower is beloved by the people, respected by the Riverkeepers, and viewed with suspicion and fear by the Conclave and the Silvered Nobles.

The Tower's Secret

The Wandering Tower was willed to life by Saint Selos (p. 125), prisoner of the Tower of the First Heresy. Its quest is to free its maker, but it cannot sense his location due to the cursed silver shackles on his wrists. If the shackles are removed, the Wandering Tower will proceed to Ylgotha. Until then, it seeks to free others who are unjustly kept in bondage.

The Stone Servants

The tower is occupied and tended by the Stone Servants, a motley group of about thirty women and men who have dedicated their lives to the tower and its quest.

The tower calls to potential servants in dreams. Those who answer the call cast aside their old life and name. Servants are steadfast in their devotion and look after the tower until death. They also take on the tower's silence, the better to hear their quiet patron. Only their leader, Agnos the Stone Priest, speaks.

✦ **Agnos** (tall, shrewd, *priest*).

Drapes himself in strange animal furs, lets his hair go matted, and is generally happy to be thought a strange fool. **Wants:** To understand and carry out the tower's will.

The Tower Knights

The eight most devoted and capable of the servants are the Tower Knights (skilled, resolute, *knight*). They are feared and respected throughout the land. If one falls, another rises from the Servants to take their place.

The Tower's Interior

The tower contains a kitchen, store-room, workshop, dining room, sleeping quarters, armory, library, a single much-loved horse named Fulgurus, and a shrine, where Agnos communes with the tower in secret. Outsiders are not allowed inside unless given express permission by Agnos, which he rarely grants.

Creating with the Tower

The inhabitants of the tower will occasionally trade for supplies with donated gold and sundries. While the Stone Servants are insular, Agnos sometimes seeks adventurers to complete important tasks beyond the tower's reach. He claims to have insight into the trustworthiness of others, and indeed, his faith is rarely misplaced. Betrayal of the Wandering Tower is a grave offense; the Stone Servants can be steadfast allies, but they are terrible foes who do not forget wrongs.

What Is the Tower Doing?

1. Lurching toward an encampment in which 2d6 Knights of the Golden Promise (corrupt, well-equipped, *soldier*) hold debtors imprisoned.

2. Defending itself from an attack of 3d6 mounted brigands (desperate, cunning, *soldier*).

3. Moving peacefully while d6 Servants patch holes with mortar.

4. Tending to a group of peasants; the Stone Servants accept gifts of food, drink, and silver as Agnos blesses the sick.

5. Crossing a rushing stream, lurching against the dangerous current.

6. Conducting a moveable feast: 5d6 tower inhabitants take part in a ritual parade-supper.

What Does Agnos Need?

1. A tower Servant named Tirna was killed by **Verinwine serpents** (fast, venomous, *monster*) while gathering rare herbs. Retrieve her body so she can be given a proper sky burial on the tower's battlement.

2. Agnos has had a vision: the Silvered Nobles plan on destroying Estelat's Bridge of Tatters to trap a cell of Riverkeepers. The tower must cross this bridge at all costs.

3. Agnos has heard rumors that the people of Little Motte are being held in a strange thrall. He needs to know the source of their woes.

4. A daring and skilled thief has stolen an invaluable tome, *On the Stars and Their Secret Hearts*, from the tower library. The thief was last seen meeting with Ballyhoo the Japer at the Champion & Blackguard (p. 56). Note: The book was later sold to the Wizard Grymothy, and one searching for it will find it in his study (p. 63).

What Reward Is Offered?

1. A lithomantic ritual, whereby bits of stone are chipped off the tower's interior and smoked, inducing a hallucinogenic state in which the tower's wisdom can be sought.

2. The Tower's Boon. This small black candle, when lit, will call for the tower's aid, which it is bound to provide (though, given its speed, it might take some time).

3. The borrowing of a tome from the tower library, which is full of secret and rare texts.

4. The Hammer of Thunderous Unmaking, a magical tool that breaks down doors and other obstacles (**5-in-6 chance** | **+4 bonus**). Used this way, the hammer emits a sound as piercing and loud as a church bell.