The Benevolent One - Lawful

It is said that 898 years ago the Benevolent One descended to earth to help humanity onto the path of truth. It established a cult to continue its mission after it returned to the heavens. The doctrine of the Benevolent One is built on abridged journals of Saints who hear its voice.

Earth-Mother Diaxin - Neutral

Mother of the earth and all natural things living on it. The giver and taker of life, a Goddess of beginnings and ends. She is depicted both with a kindly smile and teeth like knives.

Duran Daag – Lawful

Dwarven God of construction and civilization. He has been adopted by many human societies as a lord of organization and trade.

Panger-Yotto – Chaotic

Patron of violence, beasts, and survival. Follows of the Beast are expected to complete monthly ritual sacrifice. Really big on blood.

Pa’jere – Neutral

Lord of messengers and the winds. An antiquated divine force, but common especially among nomadic tribes.

The Divine Birds – Lawful

A 3000 year old faith which was ubiquitous until the arrival of the Benevolent One. Many still worship this pantheon of benevolent guardian figures.

Vaks-Dan – Lawful

God of technology and warfare, conquest and progress, truth. An antiquated god, mostly worshiped by soldiers and crafts-workers.

El’ter’y plou’i’k’k’ – Neutral

The eternal ancestor of the elves. A trickster and a hero. There are stories of how they brought magic into the world.

Session 1

E’clair, Siegfried, and Aubrgtne, arrive in Bendeshi. They hear rumors of bandits in the forest, worms in the hills, and a women haunted by a tree. They watch as Paladin Sir Elaine jumps into a sinkhole in the city. After investigating the bandits they explore the forest and return with 5 of them. After a night’s rest they pursue Elain. E’claire is bitten by a giant turtle and dies.

Bendeshi City

People

- Barry, Town Guard
- Sir Elaine, The Paladin
- Jameson, The Carpenter
- Beiry and Baery

Place

- The Golden Goat
- Guard House
- The Pit

Pop 1800-2000

Clay Buildings.

House Rules

Character Generation:

Players are given 21 dice to distribute among their players 6 attributes. No attribute is allowed to have less than 2 dice. Players then roll the dice for each attribute and take the top 3 dice.

Hp and Death:

Characters who are brought to 0 or fewer hit points bleed 1 point of hp until another character takes a turn to stabilize them. If a character reaches hit points equal to -(Constitution), they are dead.
Gods of Lewin-Tou

The Benevolent One (2) – Lawful

The orders of the Benevolent One are numerous and diverse. The Vereclissians are the most pronounced and widespread. They emphasize a parental responsibly of the church for its people and continue the Benevolent One’s tradition of maintaining orphanages. The Magistrate of Bendeshi is not respected by the Vereclissian sect.

Skel’yre’phrae – Lawful

The goddess of lies, social-constructs, and the spirits that won’t pass on. Her icon is an eye, simultaneously open and closed. Her worship revolves around recognizing and respecting the lies of the world. Her trusted work to reveal the truth, to create better serving lies. Some of her most devout followers claim she does not exist.

House Rules

Hirelings and Help:
Player Characters must pay up front an amount of gold to take on a hireling. This depends on their skills and how desperate the hireling is for work. Characters are also expected to pay for their hirelings living expenses and wages. All money paid to hirelings will go to their experience points. If 0th level, they will gain the first level in a class if they achieve 100 exp. They will likely demand more wages.

Wasteful Spending:
Characters can spend money wastefully. If they do so, then they gain an experience point for each gold-piece equivalent they wasted. Spending is wasteful if it doesn’t assist a character in obtaining more treasure.

Goods In Bendeshi

<table>
<thead>
<tr>
<th>Item Description</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clay Brick (1' by 2’)</td>
<td>4 sp</td>
</tr>
<tr>
<td>Clay Pot (1 gallon)</td>
<td>1 gp</td>
</tr>
<tr>
<td>Rug (6' by 4', woven)</td>
<td>10 gp</td>
</tr>
<tr>
<td>Rug (6' by 4', fur)</td>
<td>20 gp</td>
</tr>
<tr>
<td>Wooden Beam (10 ft)</td>
<td>2 gp</td>
</tr>
<tr>
<td>Oil (1 pt.)</td>
<td>.4 gp</td>
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</tbody>
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Bendeshi City

People
- The Magistrate
- 2nd Officer of the Magistrate

Exports:
- Finished Clay Goods
- Bricks
- Goat Cheeses

Place
- Central Square
- The Magistrate’s Office
- Guest Housing
- Underground Cliffs
- Underground Archway

Apologies from the Editor

I have led yee astray, the rules we have been using were adapted from White Box D&D with all of its supplements included. S&W is not a stripped down AD&D 1st edition, it is pre-1st edition in its lineage.

I humbly beseech thee for your forgiveness I will take extra care in similar claims going forward.

Buzz “What’s a Non-Weapon Proficiency?” Tilford

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Session 2

Siegfried and Aubbrgtne return to the surface. They are found by an officer of the Magistrate and brought to free lodging. They meet the sorcerer Tuglac the Wise and his cohort of apprentices. The three are visited later that day by the Magistrate who offers them 200 each for each of the body, armor, and sword of Sir Elaine. After 2 days of rest, they return to the pit, facing off against a ghoulish cloaked enemy and an enormous mole and finding all manor of strange locations. They return minus one apprentice, plus 10 lbs of gold chains, 2 magic scrolls, a pair of socks, one sword, Elain’s corpse, and most of his armor.
Ludwig, Siegfried, and Aubergine return to the surface, sword and armor in tow. They head straight to the magistrate, spying a plate with a hole in it and a stone forearm and hand on displayer in his office. He pays them as promised, but withholds one last set of payment, for neither the armor or Elaine is complete. Ludwig takes his apprentices to the local brothel. Siegfried celebrates by going out to drink and hears rumors of a body drained of blood near the river.

The next morning Siegfried finds a tanner to clean his stinking turtle head. Beiry and Baery asks Siegfried for his sponsorship. If denied, they would be put to hard labor by the magistrate. Siegfried accepts, for their first task they are to make weapons. Sigfried and Ludwig go back into the hole. They explore near the cliff, finding a platform and a crevice in the wall leading down. They decide exploring the unknown would be foolhardy.

They discover a second turtle, like the one that killed Eclaire. They scheme, returning to the surface for wood planks and nails, making a cunning trap for the beast. They easily best it and Siegfried takes its head. Their party finds a large ruby, a five sapphires in the turtle nest. Siegfried then rescues what is left of Elaine's head from inside of the giant mole. They return to the magistrate, head and helmet, and are paid for their work. The next day they find B&B with a dozen wooden spears.

Money Lending

When the Benevolent one departed, he bestowed upon his cult with the responsibility to protect and guide the region Lewin-Tou. As surrogate parents to the people of Lewin-Tou, the cult of the Benevolent One has established a bureaucracy to manage the economy.

While money can be freely loaned, only exchanges overseen by a priest of the Benevolent One are legally enforceable. A cleric must reach 5th level before they are given the power to officiate contracts, and they must do so on terms that do not exploit the borrower, with an eye on practicality and progress of Lewin-Tou as a state serving its people. Contracts must be signed in blood.
Session 4

Tuglac, Aubergine, and Siegfried (and their entourage) do some provisioning and then head north to address the reports of worms eating livestock. After the day’s journey across the open plains they find a shepherd who has lost a few of their goats to these flying worms. He tells them that the monsters are coming from the hills further north. The party spends the summer night under the stars. They purchase a goat from the shepherd the next morning and set out a trap for a worm. It finally arrives late in the day, snatching the goat. The party tracks it over 5 miles into the hills, finding a mesa where the worms seem to be congregating.

They climb the mesa, and then wait until dusk when the worms have settled. The party attempts a sneak attack, taking out a few worms, before most of the wake up. The tide of battle shifts erratically, with no side establishing upper hand. Siegfried heroically intercedes to protect Baery as pulls the unconscious Beiry away from the danger, but is eventually brought down himself. Aubergine uses her clerical magic to restore Tuglac after a lucky hit by a worm, but eventually is brought to the ground like Siegfried, his squires, and Tuglac's cohort of students, fighting valiantly as well.

Amid a field of dead worms and fallen allies, Tuglac faces down the last worm, out of darts and with no magic except for his wavering Shield spell, scheduled to dissipated any moment now. Over the course of a bout of at least five minutes, Tuglac faces the beast, slowly wearing it down. At the very moment his magically defenses were to wear out, he strikes the killing blow and is left alone on the dark mesa.

Tuglac doesn't sleep that night. He spends it at a campfire cooking and smoking as much worm meat as he can. The party slowly recovers over days, living off of worm meat and blood, until they can finally walk again. Aubergine’s magic speeds up the healing process. After four days they leave the mesa and recuperate in the hills, Siegfried and Tuglac collecting small game and berries to subsist off of.

After six days they head back south and find the tents of the tribe of the shepherd they met the week before. They return is celebrated, the group thankful for their work take care of them and provide them with filling goat milk. Among them is a blue skinned woman who mentions watching the northern border who asks Tuglac about the group and what’s going on in town. She mentions her relation to Sir Elain; Tuglac does not break the news elegantly. The session ends on Siegfried’s plans on figuring out how to process the worms into an aphrodisiac to sell.
Session 5

The party of Aubergine, Siegfried, and Tuglac returned to Bendeshi, with five worms left to prove their good works, just as a public spectacle is has wrapped up in the central square of the town. With their keen eyes they spotted a man who doesn't fit in with the dispersing crowd. His name? Jimofy, a tax collector from a large city to the west.

Jimofy told Aubergine and Siegfried (Tuglac having retreated with his students on account of the harrowing ordeal with the worms) that there had been an execution and points the pair to petrified bodies of the dissidents. On inspection the two appeared to be bandits that had attacked, and had later been pointed out by, Siegfried of the groups first mission about Bendeshi and its surrounding area.

The Magistrate paid Aubergine and Siegfried 25 gold coins for each of the worms, and let them know he has plans to travel to Monovence in two weeks and that he would like Aubergine and Siegfried to serve as guards. He also mentioned that he plans on sending a scout into the tunnels beneath and that there is still a mystery regarding a murdered woman open for about a week. Aubergine and Siegfried left to go buy wood to build a drying rack for the five worms they have. The Magistrate held Jimofy back and asked him to perform the scouting mention into the tunnels beneath. They agreed upon a contract for the pricing of such an operation. Jimofy headed to the Golden Goat after, catching a bard new to the town. His name is Berk and he was wowing the patrons with his up-tempo ethnic beats.

A few hours, it's early evening, Berk is out of the tavern taking a breather when Aubergine and Siegfried walk by. Anxious about his general lack of purpose in the world, Berk approached them. Sensing that there was possible help, and knowing that herself and Siegfried might be going up against blood-sucking undead of some sort, Aubergine pitched the party to Berk. Jimofy overhears the enthusiastic sell and came outside. They both joined the Aubergine and Siegfried.

The group headed to the river where the body was found. Aubergine discovered that something had drug a path in the dirt to the river, as well as some small vines. Siegfried poked at these fines with a stick and the responded by slowly wrapping themselves around the stick. Jimofy searched for secret doors, but failes to find any. The party crossed the water, some by the bridge nearby, some by water, and found the drag marks leave the water, streaking up to the stone path that leads into or out of town. Berk tried to track where the trail leads, and wanders out into the plains for ten minutes.

The party went to the Magistrate and asked for access to the body. His third lieutenant lead them to the Fortifications, the largest building in the town. Its first room contained a number of shrouded figures. The lieutenant uncovered the murdered woman, contoured win an awkward position, shriveled like a raisin. Jimofy found bruising on her arms and marks on her neck. He searched for signs of plant matter, but after searching all over the petrified body, he found none. The group bickers aimlessly until the lieutenant forces them out.

The party returned to the Golden Goat, buy some drinks around, and seek out information. Aubergine learned that the murdered woman was names Berry, Berry's husband was a clay worker named Perrin, Berry and enjoyed walks by the river, and that Berry had a friend named Fennel. Aubergine also learns that this Fennel has been erratic lately, claiming that they are being haunted by
Fennel's two story home was located on the opposite side of town, near the forest. The party finds another bundle of vines nearby, and Berk entices one to his finger. It latches on, and when he withdraws his arm he pulls it out of the ground. After several shakes of his arm he manages to fling it off.

Fennel isn't doing so good, it seemed like she hadn't slept in weeks and she rambled about a tree, nightmares she'd been having, that apparently her mother had experienced before she left. Fennel tells the party know where she believes the tree is and requested the party to destroy it.

Jimofy, Siegfried, and Berk bought wood cutting axes from André-Jones the Blacksmith before the party headed down the river to find the tree. Aubergine doesn't buy an ax, she is a cleric and can't use bladed weapons because drawing blood in combat is antithetical to the worship of The Benevolent One.

It is Jimofy who spotted the tree first with their lantern, walking on the west side of the river with Berk. The group assembled and approaches the tree, Fennel, Baery, and Beiry hold back with a torch.

Siegfried takes the first chop. The tree awakens. Over the course of the battle, Siegfried dealt a massive amount of damage to the tree with his acts, and as a result was made it's target. Twice it grappled him with vines; the second time it knocked him unconscious and draws him up to the branches to field.

Jimofy also is brought to unconsciousness, during the fight. Berk lit a large bundle of torches and attempts to throw them at the tree, but he stands too far away. His throw missed, He recovered though by turning to his musicianships, using it to motivate he party to act faster. Aubergine, with the help of Baery, set fire to one of the tree's roots, dealing damage to it overtime and dealt at least one good hit with her mace.

One, mostly, dead tree later, the party has two viscously wounded members. Fennel approached the tree and found a silver-chained necklace in the roots. Aubergine asked to see it: it is has a silver plaque inscribed:

“To Helica, From Ethan”.

“This was my mother's,” Fennels said before a vine sprouts out of back and strikes at Aubergine, saved only by her her armor. The party quickly responded to new threat, Aubergine getting one good hit before another vine sprouts from Fennels back. In a minute, Fennel is surrounded, one of the Baery gets a good hit with his spear, but it is Berk who delivers the final blow, a woodcutting ax driven right between Fennel's should blades.

The party woke the Magistrate to report the result of their mission and he payed the group as a whole 160 gold pieces for the work. He casts from a scroll to petrify what's left of Fennel, leaving the necklace to the party. The petrified bandits loom in the square behind the party.

In what may be two, or perhaps three, days later, the party sits in their living space. Jimofy has finally recovered enough to move. He slaps down a map, announcing a new opportunity, “I think we can all go in on this one!”