

THE HALF-TUSK

The monks of the Temple of the Half-Tusk are an anomaly - half-orcs who grew tired of the constant warring of the southern orcs tribes and fled to the mountains, where they have existed in quiet seclusion for some 30 years. Their small valley has been protected by strange magics that occlude the memories of those who come near, so that none may find the Half-Tusks unless the orc-kin want to be found. Their days are devoted to worship, reflection, and training - though they loathe the violence of their brutish forebears, they know that the day may come when they will need to defend themselves.

TIMES CHANGE

Though civilisation is hard to find in the harsh peaks, there are a few scattered settlements to be found nearby. Until recently, the locals had no knowledge of the existence of the Half-Tusk due to the memory-altering magics surrounding the temple. Now, though, the magics have faded, and the memory of the half-orcs has returned. Those who venture down the narrow canyon to check on the monks returned with tales of abandoned chambers and brackish water. What happened to the monks to cause them to abandon their home - and, more importantly, what threat does it pose to those who still dwell in the area?

WHAT HAPPENED?

The head of the temple was an aged half-orc named Dradak. He alone knew the secrets of the occlusion spell that kept the temple hidden; though he had taken an apprentice named Urodur and begun to teach her his secrets in preparation for passing the torch to her, he had not yet revealed the finally mystery to her.

Impatient, and more in touch with her Orcish heritage than most at the temple, Urodur saw

Dradak's failing health and decided her time had come - whether she knew the wards or not.

Unbeknownst to her, the southern tribes never stopped hunting for the blood traitors who had fled the clans. With Dradak dead and the wards failing, those who

mysteries and unlocking the powers of his mind through quiet contemplation. This is also where he completed the daily ritual that kept the occlusion wards running. There is little of monetary value to be found here, though looters will find

plenty of personal trinkets and effects to be found here.

5. This narrow stone bridge crosses a deep pit. This is used in the Half-Tusk's training to teach balance, composure, and efficient technique in difficult terrain.

6. A store room filled with crates, barrels and sacks. The monks did regular trade with the nearby settlements, though nobody remembered it. The last shipment was weeks ago; the goods here are spoiled and rancid, and there is every chance that this room possesses an aggressive slime problem.

7. A rudimentary kitchen. This, too, may have an issue with molds and slimes.

8. A raised dais stands in the northeast corner of this room, which serves as both chapel and classroom.

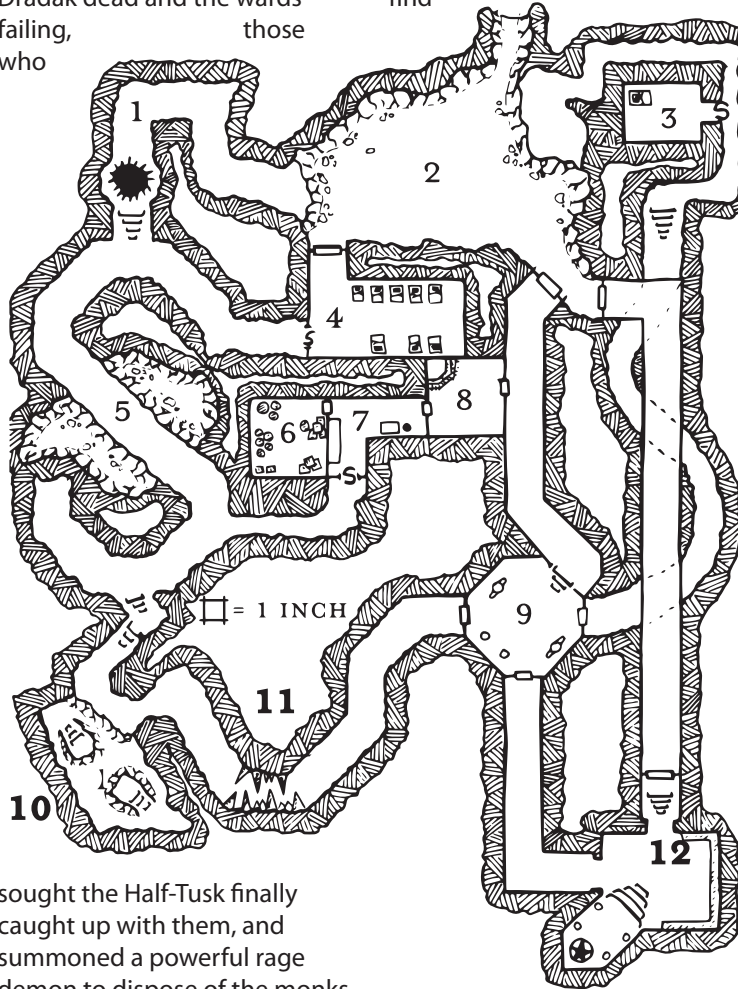
9. A training room kitted out for practicing martial techniques. Practice dummies stand against the walls, and two rotating pillars are equipped with poles and blades that lash out at anybody coming too close.

10. Another training room - two thin platforms just up from the floor of this sunken room. Here the monks practice combat of the mind. Dradak's corpse is here, with the key to his chambers.

11. More training, in the form of jabbing spike traps.

12. The main chapel. Urodur confronted the rage demon here, attempting a ritual to bind it to her service. She hadn't completed it when she was killed, though, and the wild magic unleashed when she died instead bound her spirit to the altar on the raised platform in the southwest corner.

Shelving around the eastern wall contains books and scrolls that tell of the history - and mysteries - of the Half-Tusk's order. It is entirely possible that looters would find new spells and minor magical texts here.



sought the Half-Tusk finally caught up with them, and summoned a powerful rage demon to dispose of the monks.

THE TEMPLE

1. Accessed via a 30' vertical climb from 2, this deep pit is used in the training of novice Half-Tusk, and as a basic trap to defend the temple from intruders.

2. A bare earth clearing, open to the sky (though bounded by cliff-like walls), that serves as both entrance and common room. The monks eat communal meals here, as well as using it as a training ground.

3. Dradak's quarters are small, plain, and clean. Accessed by a concealed door that only Dradak knew how to open. He spent most of his time in this chamber, meditating on ancient

decades-worth of Dradak's writings and musings, along with a small collection of basic healing supplies.

The demon sent to eradicate the Half-Tusk is trapped here, unable to leave due to wards on the room itself that have not faded after Dradak's death. C

Dradak's journal reveals the history of the Half-Tusk monks, along with a history of the tribe they fled, and should provide a cunning GM with a easy spot to insert plot hooks for future adventure - particularly if the demon is allowed to escape.

4. Communal dormitory for the monks who resided here. They kept very little in valuables, though there are of course