

# Wastes of the Rhinofolk

Mount Gruuntshard

(The Towers)  
Whitehorn Tower Blackhoof Tower

Hornstones

The Wastes

**Stuff you find on Rhinofolk:**  
rune-inscribed warhammers, horn embellishments, gold coins, necklaces of bleached bones, bone tankards, dried figs, sandworm stingers, mummy bandages, waterskins, cactus spines, unusually-shaped stones, and small animal furs

**Introduction:** Legends tell of a far away desert land ruled over by half-man, half-rhinoceros tribes. However, these legends are in fact truth. The landscape is ancient and shifting, as wind and sand scour its surface and dwindle its peaks.

In the north of these lands — known as The Wastes — can be found the Gruunt tribe. Living like nomads, they hunt buried sandworms, and protect the contents of The Towers. These towers are said to hold great danger and fabulous riches, and those clever and strong enough to gain access to Blackhoof Tower can have it in abundance.

**The Wastes** - Whilst wandering The Wastes, there are always risks to life from the following:

**Dehydration:** For each hour in The Wastes you lose health unless you drink a pint of water.

**Sandworms:** Twenty feet long with a gaping maw at one end, and a stinger on the other. On a successful hit, the stinger delivers a poison causing additional damage each round for 1d6 rounds. Save each round.

**Rhinofolk:** One-third man, one-third rhino, and one-third brutality. Attacking foes with their rune-inscribed warhammers, or headbutting them with their horns. They do double damage with their horns when they charge.

**Bone Loop** - A massive loop of sandstone on the edge of the Dead Sand Sea. The gap in the loop is 100 feet high and 60 feet wide.

**Hornstones** - Twenty three pinnacles of sandstone — up to 100 feet high — worn smooth over time. The faint outline of a single large humanoid hand print is carved into the face of each stone. The position on the stone varies. Some high up, some just below the sands surface.

**Mount Gruuntshard** - Nothing provides a view of The Wastes like standing upon the summit of Mount Gruuntshard. Climbing the mountain is dangerous and falls are common - roll three successful saving throws to ascend. Each failure causes 3d6 damage from a fall. The easiest ascent (avoiding saving throws) is to climb up the long sinuous ridge, but the Rhinofolk watch and protect it. The summit is the only place in The Wastes where you can see the tops of both of The Towers. Anyone observing the top of Blackhoof Tower with a looking glass can make out vague details of a parapet wall with a central, tall pyramid and the large white bulk of a rhinofolk.

**Whitehorn Tower** - The worn-smooth sides are unscalable. There are no windows, only occasional niches. A pair of rune-inscribed double doors at the foot of the tower bar entry - see *Accessing Blackhoof Tower*. They are immovable and the walls cannot be passed with magic. The top of Whitehorn Tower is barren. Five-hundred feet away, the top of Blackhoof Tower can be seen, but not its summit.

**Blackhoof Tower** - There is no visible entry into Blackhoof Tower. It has no doors or windows. Around the bottom of the tower — in the worn runes of an old dialect — is the following inscription: *“Twenty three palms through the loop become Enlightened.”*

At its very top, open to the sky but protected with a dome of force, is a floor surrounded by a 15ft high parapet. This level holds riches and

danger. To gain entry to the tower, players must first gain access through Whitehorn Tower's rune-inscribed doors. These can be passed through like a ghost by anyone that has completed the ritual to become Enlightened.

**The Ritual:** Place a hand in the hand-shaped carving on all twenty-three Hornstones (any order). Then walk through the Bone Loop twenty-three times. The individual is now Enlightened, glows with a green hue, and is allowed to pass through the tower doors.

**Inside Whitehorn Tower:** There are four levels, each circular. A spiral stair winds up against the external wall between levels. The tower levels are protected by Rhinofolk and all manner of desert-dwelling minions. A portal at the top level allows an Enlightened individual to pass one-way across to a portal in the top level of Blackhoof Tower.

**Whitehorn Tower Ground Floor:** Six Rhinofolk guard the stairwell.

**Whitehorn Tower Level 2:** As player characters enter, a Sand Golem leaps from a central 30ft diameter well of green swirling sand. The Sand Golem will fight and continue to chase player characters up to Level 3 above.

**Whitehorn Tower Level 3:** Hall of pillars with no visible stairwell up. Each pillar must be smashed for stairway to appear.

**Whitehorn Tower Top Level:** Open to the sky, but protected with an impenetrable dome of force. Contains a one way portal to Blackhoof Tower. Only Enlightened player characters can enter. Two Rhinofolk guard the portal.

**Blackhoof Tower Top Level:** Open to the sky, but protected with an impenetrable force dome. Room is empty except for a central pyramid covered in runes known as the Gruuntshard, and an albino Rhinofolk warlock called Ungul Atay. All spells that Ungul casts have the desert as a component. For example; whirlwinds of sand, sand missiles, blinding sand, scorching sunlight, dehydration damage, etc.

The Gruuntshard takes all damage dealt to Ungul Atay. It can take a lot of damage before shattering, which then allows the warlock to be harmed.

Once Ungul Atay is killed, the treasures of the Blackhoof Tower can be revealed. These are left to the Game Master to determine.

**Escaping the Tower:** With the Gruuntshard destroyed, the force domes disintegrate allowing the player characters to descend the outside of the tower.

