

Adventure Module AA3

Adventure Anthology Three

A Basic Fantasy Role-Playing Game Adventure Collection

Copyright © 2020 James Lemon, Chris Gonnerman, and Contributors

All Rights Reserved

1st Edition (Release 5)



www.basicfantasy.org

Credits

Contributors: Keith Bassett, John Dutton, Jobend, Ian Kinkley, Ollie Oberg, Seth "Parseeth" Parsons, Clinton L. Robison, Martín Serena, Alan Vetter, Sean Wellington

Proofreading: Danielaurence, nemolomen, Martín Serena, Alan Vetter, ybn1197

Layout: James Lemon, Chris Gonnerman

Cover Art:

Art: BurgerBabylon, John Fredericks, Colin Richards

Maps: Dyson Logos, Borgar Olsen, Martin Teasdale, Watabou

Playtesters: Moco, Leemon the Wizard, Xurg, John Kuan, Joe Whitmer, Ian da Freak, Wren Kinkley, Ira Kinkley, Adam Farero, and Jeffrey Maloney, Shayan Ghaad Aharjii, Filix Boombathi, Vincent Chase, Cypher Nix, Bandobras Toke

Introduction

Welcome to the third Adventure Anthology Series multi-adventure module for the Basic Fantasy Role-Playing Game! Herein you will find a collection of small adventure modules, playable in a session or two, submitted by a variety of authors.

Some of the adventures in this work include monsters found in the **Basic Fantasy Field Guides**, which, like the **Basic Fantasy RPG Core Rules**, are available for free on our website at www.basicfantasy.org. While you're there, check out our forums, the best place to keep up with what's going on in the Basic Fantasy Project community, get help, and even contribute!

But now, on to the adventures. The Old School is now in session!

Fire Mountain by John Dutton	Page 2	The Crypt of the Forgotten Lord by Ian Kinkley	Page 77
What does the wizard need to save the city from a plague?		Description here	
<i>An adventure for 4 to 6 characters of levels 3 to 5.</i>		<i>An adventure for 3 to 6 characters of levels 1 to 2.</i>	
The Mystery of Drakestein Island by John Dutton	Page 17	The Ruined Sawmill by Sean Wellington	Page 87
Why has the local friendly dragon started attacking ships?		Description here	
<i>An adventure for 4 to 6 characters of levels 3 to 5.</i>		<i>An adventure for x to x characters of levels x to x.</i>	
A Temple of Slides and Stairs by Ollie Oberg	Page 43	Reclamation of Castle Devyn by James Lemon	Page 102
Description here		Description here	
<i>An adventure for 2 to 6 characters of levels 1 to 3.</i>		<i>An adventure for 3 to 5 characters of levels 4 to 6.</i>	
The Search of Grimfall by Alan Vetter	Page 55	The Assassin's Conundrum by Jobend	Page 114
Will you help the Cleric and Nun search the town? And what are they looking for?		Description here	
<i>An adventure for 4 to 8 characters of levels 1 to 2.</i>		<i>An adventure for 3 to 5 characters of levels 1 to 3.</i>	
The Halls of Finley Manor by James Lemon	Page 61	The Grave of Gareth by Clinton L. Robison	Page 134
Description here		Description here	
<i>An adventure for 3 to 5 characters of levels 7 to 9.</i>		<i>An adventure for 2 to 4 characters of levels 1 to 3.</i>	
Cult of the Green Skull by Seth "Parseth" Parsons	Page 72	Unbaronable Circumstances by Paul R. Cottrell	Page 141
Description here		Description here	
<i>An adventure for 4 to 6 characters of levels 1 to 2.</i>		<i>An adventure for 4 to 6 characters of levels 2 to 4.</i>	

If you might be a player in any of these adventures, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!

Fire Mountain

by John Dutton

An adventure for 4 to 6 characters of levels 3 to 5.

Introduction

The party is asked to go on a quest to save the remaining people in the city of Drakeshaven from a plague. What happens as the players go to the location? What will the characters find when they get to the location of the cure's components, Fire Mountain?

"Fire Mountain" was the first module submitted by John Dutton in 2015. Shortly after this John submitted "The Mystery of Drakestein Island" and "Wulfric's Tomb". "Wulfric's Tomb" eventually made it into the **Basic Fantasy RPG Adventure Anthology 2**. If you would like to play these in order, **Basic Fantasy RPG Adventure Anthology 2** is available on the Basic Fantasy Downloads page. Please visit the site for the Core Rules and other modules available for free download.

The last adventure was exhausting; all of you are sore and tired, and need to replenish some of your supplies. Your map indicates the next town up the road to be Drakeshaven, a very large port city that would be easy to get lost in. If your calculations are right the party should arrive in town in time for supper. You plan on finding a comfortable but cheap inn, have a good meal, and a bed to sleep. The next day you can sell some loot and refill your supplies.

About mid-afternoon you see five men with leather armor and poorly-kept weapons. They don't look too healthy either. The guards stop you when you get within shouting distance. The man that seems to be the leader of this group tells you not to go any further. He tells you that there is a plague in the city, and that to avoid contaminating yourselves you should stay back.

The leader says that if you have any friends or family in the city you should leave a note on the message tree; he will look at it after you leave or back away and then take your message to your friends or family.

You notice alongside the road is a large oak tree with several scraps of paper nailed to it. You

approach the tree and read some of the notes. You find several like this one:

Anyone going to Farmsdale, please tell the Farnsworth family that all their family in Drakeshaven have died. The house was burned to help stop the plague. There is nothing of value from your family that would be worth your lives!

There is one note that is different than the rest, it simply reads:

If you would like to help me stop this plague say my name three times: Leofric!!!

If the PCs say the name three times a frail old man suddenly appears before them in a cloud of smoke. The guards scream, drop their weapons, and run.

Leofric's Offer

Leofric the Venerable believes that a spell he discovered in an ancient grimoire will destroy the disease. Unfortunately the enchantment requires an ingredient he does not possess: a **black diamond** from a dragon's brain. These jewels are extremely magical and consequently, priceless. Leofric believes that one may be found at **Fire Mountain**.

Fire Mountain, which lies five days to the north of Drakeshaven, is a dormant volcano and is known to contain a dragons' graveyard; that is to say, a place dragons go to die. It is certain to contain the remains of many dragons and hopefully, it will also contain one or more black diamonds.

Unfortunately, the graveyard is guarded by a fierce red dragon named **Sycorax**. Moreover, the entrance to the mountain is protected by a tribe of lizard men who worship Sycorax and the spirits of the dead dragons. These lizard men regularly provide Sycorax with food in the form of captured humans and other humanoid.

Leofric has asked you to undertake this perilous quest. If the party accepts he will be truly happy.

If the party opts to refuse, Leofric will implore their help telling that as you saw, most people here are afraid of him, refusing to help; not only that, if the plague is not stopped then the town will remain

inaccessible and the plague will extend to nearby places, sooner or later affecting the PCs.

Leofric is too old and frail to accompany the party. However, he is able to provide the party with an assortment of magical potions. If the party gives him a day he can use his last magical ingredients to create a number of potions (equal to the number of PCs). Leofric will ask each PC which of the available potions he or she would like. The potions available are:

- **Healing:** Restores full hit points.
- **Knowledge:** Know the answer to any single question.
- **Fire Resistance:** Protects from all fire/heat damage for 1 turn.
- **Spirit Form:** Become a spirit for 1 turn. The spirit is not invisible, but may walk through walls etc. The spirit is also immune to all non-magical damage, but may not inflict damage on anyone else.

The Little Old Man

It is the fifth day of your journey. You are passing through a forest when you step into a clearing containing a tiny vardo, no bigger than a chest of drawers. Tethered to the vardo is a pony, no larger than a dog. A little old man, no taller than a toddler, is sitting on a stool in front of the vardo. He turns towards you, doffs his hat, and says, "Good afternoon!"

The little old man is a magical spirit. He knows all about the PCs and challenges them to solve a riddle. If the characters answer correctly, he will tell them something that will help to complete their quest, but if they get it wrong, he will take a magical item from them. If the characters reject his challenge he will say, "Suit yourself," and disappear. If the PCs accept he will ask this riddle:

There was once a baby born in the woods who always wore a cup on her head. One blustery autumn day her mother dropped her. She fell to the ground and landed by her mother's feet, but her mother didn't stoop to pick her up again. Suddenly, a furry monster with a bushy tail snatched her up, carried her away, and put her in his larder. He said to himself, "I will come back when I am hungry and gobble her up." Fortunately for the baby, the furry monster was eaten by an

owl and never returned. The baby grew and grew, and grew and grew, until she became a giant with a hundred arms, green shaggy hair, and a thousand babies of her own. What was the baby's name? (You may have three guesses).

The answer is "acorn", but the little old man will also accept "seed" or "oak tree". If answered correctly he will give the characters this advice:

The main entrance to the mountain lies on its southern side, but it is heavily guarded. However, there is a secret entrance on the northern side, and it is only lightly guarded. A stream flows from the northern side of the mountain into a shallow lake. If you find the lake, you can find the stream, and if you walk up the stream, following it to its source, it will lead you through a narrow ravine straight to the secret entrance.

If the characters attack the little old man, he will disappear along with his horse and vardo. Also, each character must save vs. Spells or lose one magical item.

The Northern Lake



If the PCs take the little old man's advice, they will circle the mountain and reach the lake that lies to its north.

1. Lake:

The lake appears to be hot; indeed the water is gently steaming. A lizard man is standing in the middle of the lake with his back to you. He seems to be fishing, for he is holding a trident and staring intently at the water. A large basket lies on the bank not far from where you are standing.

Any PC rash enough to enter the scalding water without first taking precautions will immediately take 1d4 points of heat damage. If a PC does take precautions, the GM may reduce the damage at his or her discretion.

2. Basket:

The basket contains three large fish with golden scales.

The scales are actually made of gold, and consequently each fish is worth 1d4x10 gp. However, its flesh is toxic to humans; anyone tasting one will be violently sick and will need to save vs. Poison or take 1d4 points of damage.

If the PCs pause to examine the basket, the lizard man will notice them, throw his trident at the nearest PC, and then attempt to flee up the ravine to the iron door.

3. Lizard Man:

Lizard Man: AC 15, HD 2, #At 1 trident or hand axe, Dam 1d6+1, Mv 20', Sv F2, MI 11, XP 75
HP 12 □□□□□ □□□□□ □□

He will attempt to reach the secret entrance at every opportunity, but if cornered will fight to the death.

Possessions: Trident, hand axe, large iron key which opens the iron door, and red dragon's scale pendant (opens the secret door leading to the hidden staircase).

4. Ravine:

The cliffs on either side of the ravine look unstable, and the floor of the ravine is littered with fallen rubble.

If the PCs attempt to move quietly they will pass up the ravine without incident. However, if no precautions are taken, each PC in the ravine must roll less than or equal to DEX or cause a landslide. Anyone in the ravine during a landslide must save vs.

Dragon's Breath (with Dexterity bonus or penalty added) or suffer 1d4-1 points of damage. There will be only one such landslide.

5. Iron Door:

The stream begins at a spring that bubbles up from the floor of the ravine. Just beyond the spring is a solid-looking iron door with a large keyhole in it.

The door is locked and must be opened with the lizard man's key. The door is too strong to be forced open; however, the lock can be smashed with a rock or a weapon by rolling 16 (+/- STR bonus) on 1d20. Any weapon used in the attempt will be rendered useless.

Secret Entrance

The iron door creaks opens to reveal a natural rock passage that snakes its way into the dormant volcano. It is very warm, and in places the rock seems to glow.

If anyone touches a glowing rock without taking precautions, that PC must save vs. Death Ray or take 1d4 points of heat damage.

6. Sharp Turn:

You have not walked far when the passage turns sharply to the left. Peeking around the corner you see that the way ahead is blocked by a heavy leather curtain. The sound of scraping metal can be heard coming from the other side.

7. Guard Room:

On the other side of the curtain is a small cave that is used as a guard room. The guard room contains two lizard men who are sharpening their hand axes. There are also three stools, a table, a stone jar, and a bottle. Another passage leaves through the southeastern corner.

The bottle contains a thick green liquid which smells extremely alcoholic. If drunk, the PC must save vs. Poison or become violently sick, but suffer no further ill effects. If the saving throw is successful, the PC becomes drunk and suffers -1 penalty on all attack rolls until he or she has a full night's sleep, has a **cure** spell cast on him or her, or meets Sycorax (the sight of whom would sober anyone).

The jar contains live cockroaches, a favorite snack of the lizard men.

If the PCs make a distinct noise before they enter the guard room, one of the lizard men will speak: "Back already? How many did you catch?" If the PCs attack straight away, the lizard men will be surprised on a roll of 1-4. However, if the PCs procrastinate, the lizard men will grow suspicious, prepare their weapons, and cannot be surprised.

2 Lizard Men: AC 15, HD 2, #At 1 hand axe, Dam 1d6+1, Mv 20', Sv F2, MI 11 (if their moral fails they will attempt to flee to the hidden staircase, but will be unable to open it without the red pendant), XP 75 ea.

HP 12 ☐☐☐☐ ☐☐☐☐ ☐
16 ☐☐☐☐ ☐☐☐☐ ☐☐☐

Equipment: Hand axe each, one has a green dragon scale pendant, the other has a white dragon scale pendant.

8. Hidden Door:

The passage widens into a small cave.

If someone examines the western wall he or she will discover three small slots which are painted red, green, and white. These holes form the lock of a secret door that leads to the hidden staircase. The door can only be opened by inserting the three dragon scale pendants in the appropriate slots.

9. Magma Chamber:

The passage opens 20 feet up the side of a large cavern, the floor of which is filled with magma. A narrow, stone bridge crosses the magma chamber. Unfortunately it is broken in the middle, leaving a nine-foot gap between each half.

To jump the gap, a player must roll 11 or higher on 1d20 (+/- DEX bonus). If he or she fails, they manage to grab onto the ledge. To haul themselves up, he or she must roll 11 or higher on 1d20 (+/- STR bonus). If another PC helps, success is automatic. If the player fails again, he or she falls onto a rock jutting out of the magma, taking 2d6 points of falling damage.

10. Rust Monster:

A short passage leads into another large cave. The floor of the cave is covered by a thick layer of coarse powder, which you realize is actually rust.

You notice a strange-looking creature standing at the far side of the cave. It is the size of a large pig, has brown skin, a long whip-like tail, and two feathery antennae on its head. It appears to be eating the rust, but as you enter it turns in your direction and its antennae begin to quiver...

The cave contains a rust monster, which will attack immediately.

Rust Monster: AC 18, HD 5*, #At 1 antenna, Dam special, Mv 40', Sv F5, MI 7 (if morale fails it will flee into its maze of tunnels at the far end of the cave), XP 405

HP 30 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐☐☐ ☐☐☐☐

11. Fire Elemental:

If the PCs pursue the rust monster, they will quickly become disorientated and find their way into another magma chamber. This magma chamber is the home of an unfriendly fire elemental who will order the PCs to leave. If they do so, they will easily find their way back to the rust-filled cave.

Fire Elemental: AC 22, HD 16+12, #At 1, Dam 3d6, Mv 40' Fly 30', Sv F16, MI 10, XP 3,385

HP 80 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

The Hidden Staircase

12. Staircase:

When you place the dragon scales in the slots, there is a small click and suddenly a section of the cave wall swings back, revealing a hidden staircase that climbs steeply through the rock. The staircase climbs west for 90 feet, then the passage turns sharply south and continues on the level. At the very top of the staircase there is a shelf-like alcove carved into the rock.

13. Trap:

Lying on this shelf is a beautiful jeweled sword that glows with a magical light. Looking closer, you notice that it is covered in a thick layer of dust.

The sword is trapped. The bottom of the hilt is attached by a wire to the trap's mechanism. If it is

picked up, there is a loud explosion and the PCs are engulfed in a cloud of dazzling light. At the same moment the top 10' section of the staircase sinks into the ground, forming a slide.

Every PC on this part of staircase must save + DEX bonus or penalty vs. Dragon's Breath or fall down the staircase, taking 4d6 points of damage.

If the wire is cut, the sword can be removed safely; however, the mechanism is extremely sensitive and will require a Thief to do so. If there is no Thief in the party, the sword may be removed on a roll of 17 or higher (+/- DEX Bonus).

The sword is a magical **Sword +1, Trap Detection** – it will glow with magical light whenever it is within 10' of a trap.

14. Prison:

The doorway leads into another cave which contains a large wooden cage, suspended from the ceiling by a thick rope which passes through a loop and is secured to a hook just to the right of where you are standing. The cage contains a woman cradling a child, who begs you to release them. Below the cage lies an extremely large lizard.

If the PCs approach the cage, the lizard will hiss threateningly. If they continue to approach the lizard will attack.

Giant Tuatara Lizard: AC 12, HD 6, #At 2 claws/1 bite, Dam 1d4/1d6/1d6, Mv 40'(10'), Sv F5, MI 6, XP 500

HP 40 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐☐☐ ☐☐☐☐

The young woman is called Hilda and the baby is her son Oswy. Her father is Lord Oswald, who is one of Earl Jandric's most trusted lieutenants. Hilda is certain that her father will reward them for rescuing her. They were captured by lizard men about a week ago. When the woman and baby were first put in the cage it held several other prisoners, but the others have been taken away one by one and fed to Sycorax. Hilda does not want to be left behind, however she is incapable of aiding the PCs; furthermore, there is a chance (GM's discretion) Oswy will cry at an inopportune moment.

15. Secret Door:

The passage ends in a solid rock wall.

The wall actually conceals another secret door. If two attempts to find the door's latch fail, the door will be opened by a small lizard man who is the jailer. He will be utterly surprised by their presence.

Lizard Man: AC 15, HD 2, #At 1 trident or hand axe, Dam 1d6+1, Mv 20', Sv F2, MI 11 (If he survives the first round he will attempt to flee to the temple), XP 75
 HP 6 ☐☐☐☐☐

16. The Main Corridor:

The secret door opens into a broad and lofty corridor. To the west, it disappears into echoing darkness. To the east, the corridor ends in a pair of huge silver doors, decorated with images of writhing dragons.

17. Temple:

The doors open into a large semi-circular chamber. In the center of the chamber stands a stone altar, on top of which rest five unlit candles and a gong. In the center of the far wall is another pair of doors, but made of gold. A tall figure wearing long robes undulates towards you and hisses, "Who dares to enter the temple of Sycorax unbidden?"

This is the temple priest and is a snake man. If the PCs can't think of a good reason for their presence (roll 20 +/- CHA bonus) he will cast off his robes and attack.

Snake Man Priest: AC 18, HD 4, #At 2 daggers/1 bite, Dam 1d4+1/1d4+1/Poison, Mv 30' Swim 40', Sv F3, MI 12, XP 240

HP 24 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐
☐☐☐☐

Equipment: **Plate Armour +1** (made from red dragon scales and makes the wearer immune to normal fire, and suffer only half damage from magical fire), two **Daggers +1**, and an amulet in the shape of a dragon's eye that allows the wearer to cast **charm person** once per day.

The candles on the altar are different colors: red, blue, green, white, and black. In order to open the door, the candles on the altar must be lit and the gong struck.

18. The Cavern of Sycorax:

The golden doors swing slowly open, revealing a vast cavern. The floor of the cavern is literally buried under hills of treasure. On the far side of the cavern you notice the entrance of another smaller cave.

Suddenly you hear a loud flapping sound; looking up you see a large red dragon swooping down from his high perch. He lands close to you and eyeing you suspiciously snarls, "You don't look like supper. I know it's uncouth to play with one's food, but pray tell me, before I kill you: who are you and what species of madness brought you to my cave?"



If the characters tell him about their quest, he will explain that **black diamonds** are priceless and ask what they can offer him in return. He is not interested in any amount of treasure or magic items (he has more than all the kingdoms of man combined). At the GM's discretion, he may accept another suitably-impressive proposal on a roll of 20 or greater (+/- CHA bonus). However, failing that, his proposal is as follows:

As my lizard men servants have failed to prevent you from entering my cave, I am clearly in need of stronger security; you, for instance. I will therefore permit you to take one **black diamond** back to Drakeshaven, on condition that all of you agree to become my personal guard.

If the PCs accept his proposal, Sycorax will scratch a strange symbol onto each of their foreheads, give them a **black diamond**, and tell them that they are free to leave Fire Mountain. He will not help them

leave; as far as he is concerned, getting out will be another test of their worth. Once the PCs have delivered the jewel to Leofric, they will be magically compelled to return to Fire Mountain and spend the rest of their lives as Sycorax's personal guard.

If they are reckless enough to attack Sycorax he will fight to the death.

Sycorax: Age 6, AC 21, HD 12 (+10), #At 2 Claws/Bite or Breath/Tail, Dam 1d10/1d10/5d8 or 12d8 Cone or Line 100' long by 55' at far end/1d8, Mv 30' Fly 80' (20'), Sv F12, MI 12, XP 2,075

HP 89 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□

Treasure: For the sake of simplicity, each character may take 1,000 gp worth of treasure. In addition each character may take one magical item from the following list:

- **Broad Sword +1**
- **Chainmail +1**
- **Elven Cloak**
- **Short Bow +1**
- **Shield +1**
- **Horn of Blasting**
- **Spear +1**
- **Ring of Protection**
- **Girdle of Giant Strength**

Note: PCs can only take treasure if Sycorax is dead. The treasure in the cave is not just Sycorax's, but is the accumulated hoard of many dragons. Consequently, there is more than can be counted or carried.

19. Cave of Bones:

A short tunnel leads to a smaller cave, although it is still large enough to accommodate a dragon. The cave is filled with neatly-piled dragon bones, including a mound of skulls.

If the characters search through the mound of skulls, there is a 20% chance of finding a **black diamond** in each skull.

Entrance Chamber

20. Entrance Chamber:

Note: This section describes the entrance chamber as if it were approached from within the mountain.

The large corridor soon turns south and continues to wind through the heart of the mountain for about a quarter of a mile, eventually ending in a huge cavern.

To the south, the way ahead is blocked by a pair of huge bronze doors. To your right, in the middle of the western wall of the cavern, you can see a small archway.

To your left, the entire eastern wall is riddled with small caves. Narrow paths, staircases, and ladders lead from one to another. Here and there you can see a lizard man going about his business. No one has noticed you, yet.

The cavern is the entrance chamber of the mountain, and the large bronze doors open on its southern side. It is also the location of the village (the caves in the eastern wall) of the 300 lizard men who serve and worship Sycorax.

Safe within their mountain stronghold, the lizard men are understandably complacent. It should therefore be possible for the PCs to walk straight across the cavern without being spotted, as long as they do so carefully.

If the PCs head towards the large bronze doors, or the archway in the western wall, they must roll 11 or higher on 1d20 (+/- DEX bonus) or be spotted.

If they approach the caves in the eastern wall they will be spotted, alarm bells will be rung, and dozens of lizard men will swarm out to confront them.

21. Large Bronze Doors:

To your relief, you discover that the large bronze doors are unattended. It appears that each door can be opened by turning a large windlass located to the side of each door.

The doors are extremely heavy; consequently the windlasses can only be turned on a roll of 20 or higher (+/- STR bonus of each PC attempting to open it). The PCs may attempt to open the door as many times as they wish, however each time they fail there is a 20% cumulative chance of being spotted, at which point alarm bells will be rung.

If the PCs succeed in turning a windlass, the door to which it is connected will creak open enough to allow them to exit. At this point they will be spotted and would be well advised to scamper!

22. Small Archway:

The archway leads into a narrow passage which turns sharply to the left before ending in a barred stone door. Sitting next to the door are two lizard men sentries. They are chatting to each other and haven't yet noticed you.

The lizard men are not expecting to be attacked from behind; therefore, if the PCs approach them cautiously, they will be surprised on a roll of 1-4 on 1d6. However, if no precautions are taken, the sentries will notice the PCs and challenge them.

If the sentries are attacked, they will ring an alarm bell that will summon help (as described in the **Spotted!** section below) in 1d4 rounds.

If the PCs kill the sentries, they will be able to lift the bar, open the door, and escape; incidentally, the outside of the door is disguised.

2 Lizard Men: AC 15, HD 2, #At 1 hand axe, Dam 1d6+1, Mv 20', Sv F2, MI 11, XP 75 ea.

HP 13 □□□□□ □□□□□ □□□
7 □□□□□ □□

Spotted!

If at any point the PCs are spotted, alarm bells will be rung and dozens of lizard men will swarm out of the caves in the eastern wall and confront them. Initially, the PCs will be attacked by twice as many lizard men as there are PCs. Below are the stats for a common lizard man:

Lizard Man: AC 12, HD 2, #At 1 hand axe, Dam 1d6+1, Mv 30' Swim 40', Sv F2, MI 11, XP 75

HP 16 □□□□□ □□□□□ □□□□□ □

If the PCs manage to overcome this attack, they will then be attacked by three very large lizard men. These are the lizard man king and his two sons.

Lizard Man King: AC 18, HD 4, #At 1 great axe, Dam 1d10+1, Mv 20', Sv F4, MI 12, XP 240

HP 32 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □□□□□ □□□□□ □□

2 Lizard Man Princes: AC 16, HD 3, #At 1 battle axe, Dam 1d8+1, Mv 20', Sv F4, MI 12, XP 145 ea.

HP 24 □□□□ □□□□ □□□□ □□□□
□□□□

23 □□□□□ □□□□□ □□□□□ □□□□□
 □□□

If the PCs manages to kill the king and his sons, the rest of the lizard men will flee in terror, returning to the caves in the eastern wall.

23. Lizard Man Village:

If the PCs decide to explore the caves that form the lizard men's village, they will find that it consists of 120 very similar caves spread over the entire eastern wall of the cavern. The caves are connected by narrow walk-ways, staircases, and ladders.

The village contains around 300 lizard men, all of whom will fight with a desperation born of terror. In addition, as the PCs move between caves they will be harassed by arrows and other missiles aimed by lizard men higher up on the cavern wall.

If the PCs somehow reach the highest level of the village, they will discover a passage that leads out onto the balcony above the main entrance.

24. Southern Entrance:

Note: This section describes the southern entrance as if it were approached from outside the mountain.

A stone ramp leads to an immense pair of bronze doors, each of which is elaborately-decorated with images of intertwined dragons. Above the doors you can see a narrow balcony. As you approach you hear what sounds like an alarm bell ringing and a group of nine lizard men archers file onto the balcony. One of them calls down to you, "What brings humans to this sacred place?"

Note: The doors are extremely strong, in addition to which they are magically-protected and cannot be forced open.

If the PCs explain their purpose he will invite them in, whereupon one of the doors will creak open just enough to allow them to enter.

If the PCs choose not to enter, the lizard men on the balcony will begin to shoot arrows at the characters until they retreat out of short bow range.

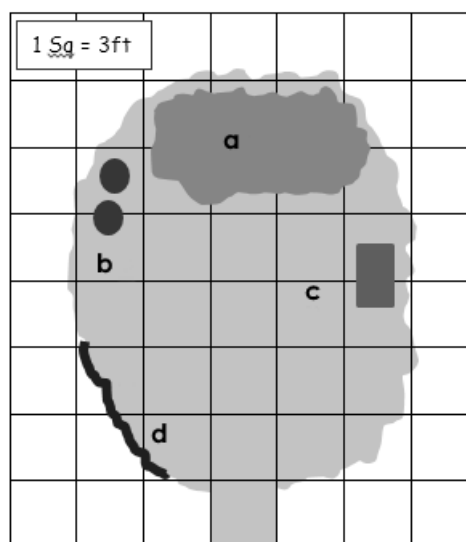
If the PCs choose to enter, they will find themselves surrounded by dozens of lizard men armed with short bows.

The king of the lizard men will then order the PCs to drop their weapons. If they do as he commands they will be seized, bound, and thrown into the prison, left to await their sacrifice to Sycorax; unless of course they can escape.

If they refuse, the lizard men will shoot their arrows (roll to hit each PC three times). If any of the PCs are still alive, the archers will step aside and the party will be attacked as described in the **Spotted!** section above.

If the PCs are killed (and the GM is feeling kind) they will not actually be dead, but will wake up in the prison with 1 HP.

Typical Cave



The home caves contain 1d4 common lizard men, who will fight to the death. Each is armed with a hand axe.

a. Large mound of black sand: This is a lizard man bed. A small key is hidden under the sand.

b. Pottery jars: One jar contains a pungent, bitter-tasting yellow liquid. It is another favorite drink of the lizard men and although not magical, it does have healing properties. If drunk the PC must save vs. Poison or become violently sick. If the saving throw is successful, the drink restores 1d4 HP.

The other jar contains pickled golden fish, which is poisonous to humans. Anyone tasting it must save vs. Poison or take 1d4 points of damage.

c. Small Chest: The chest is locked but can be opened using the key hidden in the bed. It contains 20 cp, 10 sp, and a small leather bag containing 7 ornamental stones worth 10 gp each.

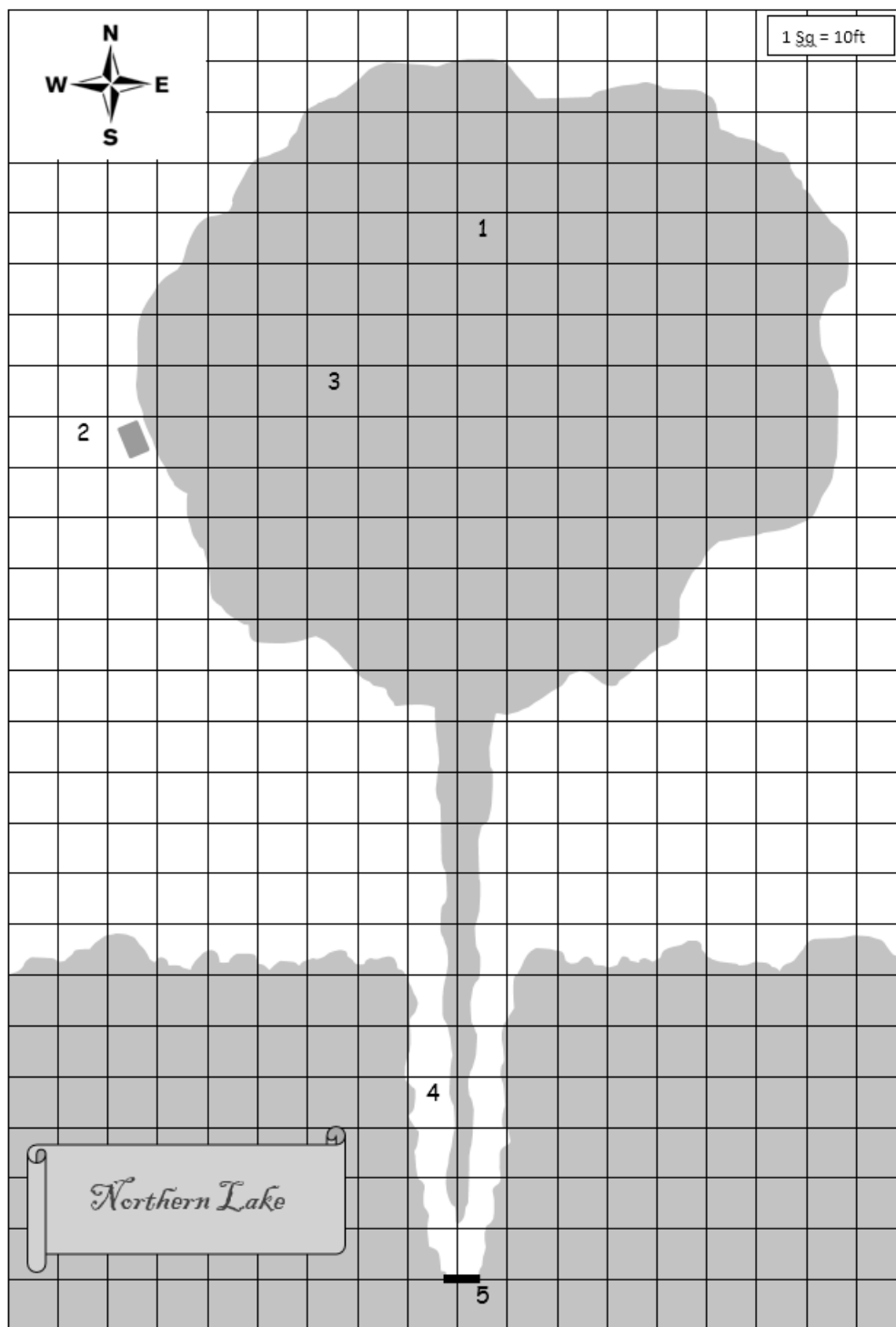
d. Cave Painting: A stylized painting of intertwined dragons.

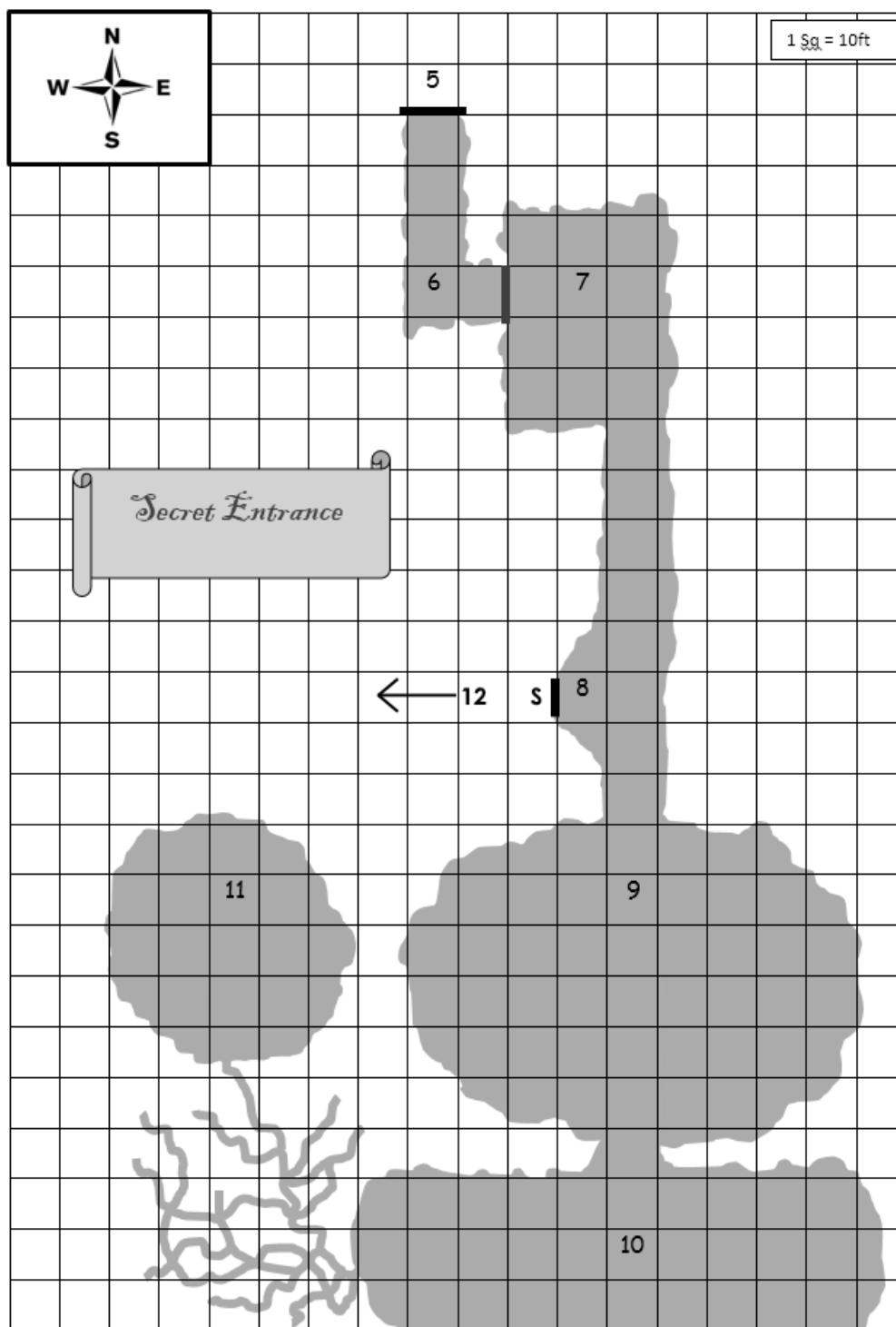
Conclusion

If the characters accepted Sycorax's offer, they will be compelled to return to Fire Mountain. However, working for a red dragon should not be seen as the end of the character's adventures; after all, Sycorax is more than capable of looking after himself. He may wish to send the characters on a quest of his own devising...

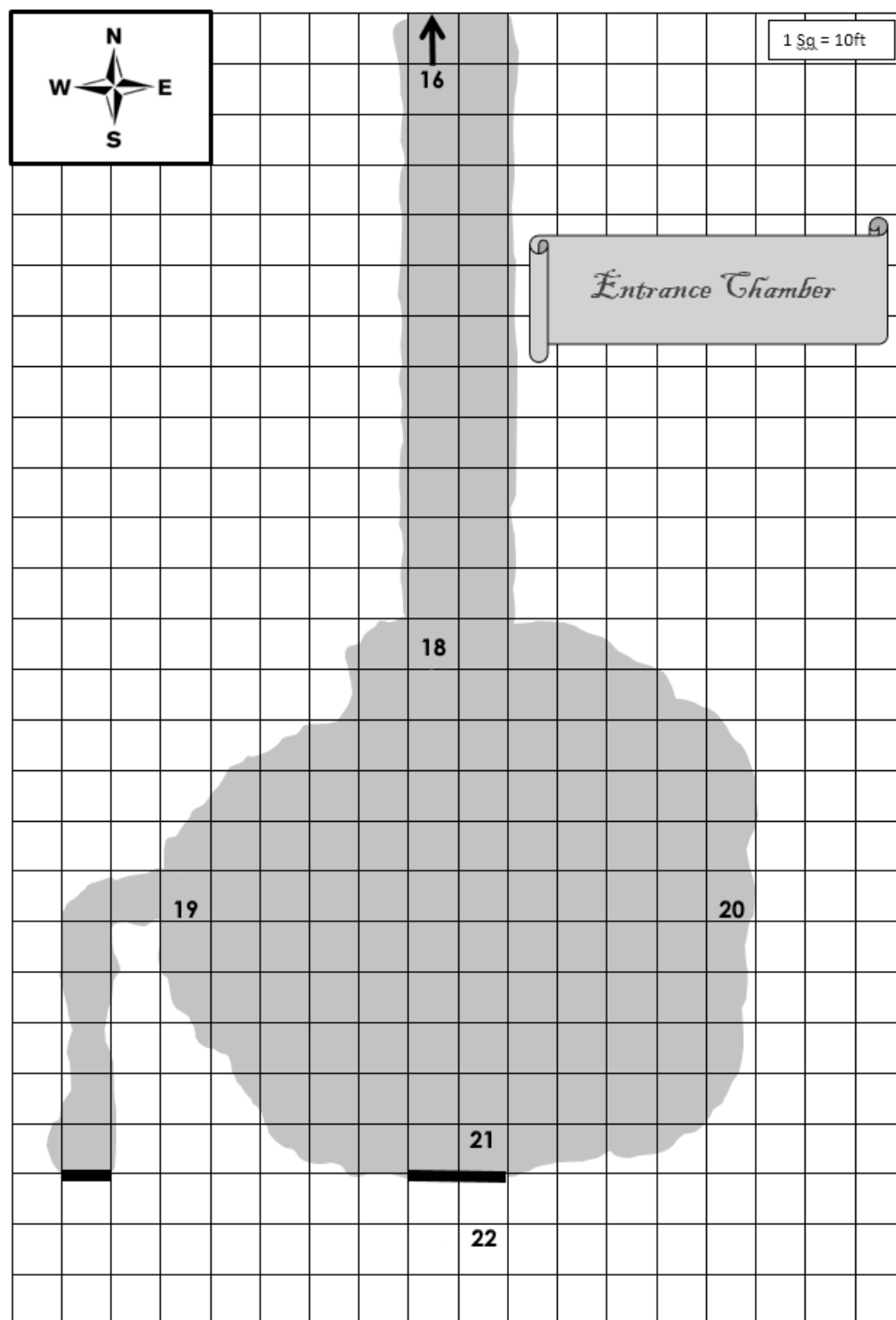
Upon returning the **black diamond** to Leofric, he will be able to create the necessary spell to cure the plague and allow Drakeshaven to recover and rebuild. As a reward, Leofric will craft an additional potion for each party member. A kind-hearted GM may also allow Leofric to dispel Sycorax's charm at the players' discretion.

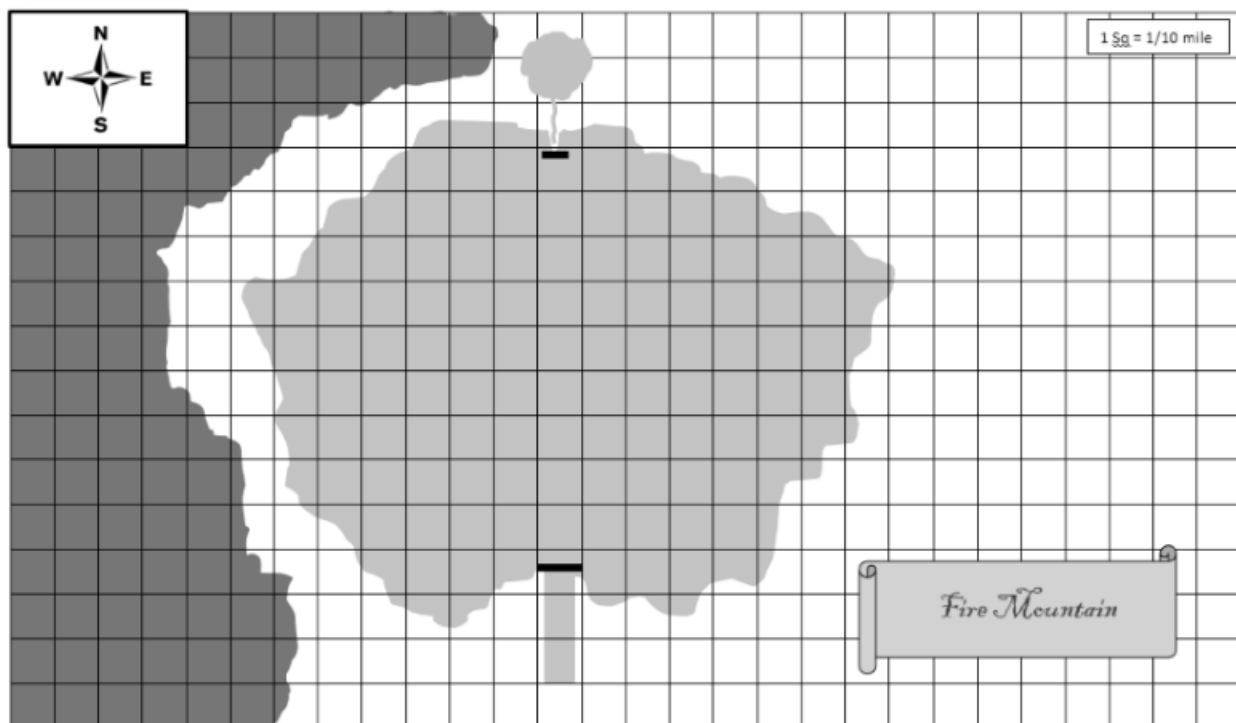
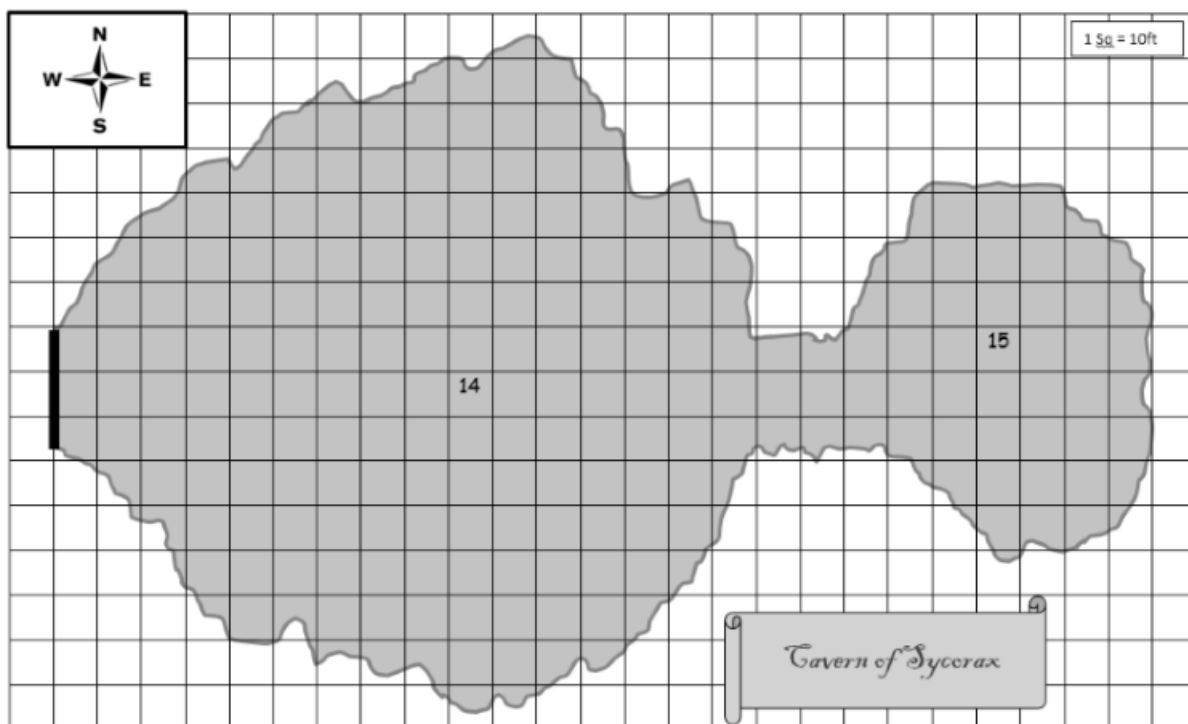
The GM may also want to decide what to do concerning Hilda and Oswy.











The Little Old Man's Riddle

There was once a baby born in the woods who always wore a cap on her head. One blustery autumn day her mother dropped her. She fell to the ground and landed by her mother's feet but naturally her mother didn't stoop to pick her up again. Suddenly, a furry monster with a bushy tail snatched her up, carried her away and put her in his lair. He said to himself, "I will come back when I am cold and hungry and gobble her up." Fortunately for the baby, the furry monster was eaten by an owl and never returned. By and by, the baby grew, and grew, and grew until she became a giant with a hundred arms, green shaggy hair and a thousand babies of her own.

What was the baby's name?

The Mystery of Drakestein Island

by John Dutton

An adventure for 4 to 6 characters of levels 3 to 5.

Introduction

A normally friendly dragon has started to attack ships coming to Drakeshaven. Your assignment is to find out why.

"Fire Mountain" was the first module submitted by John Dutton in 2015. Shortly after this John submitted "The Mystery of Drakestein Island" and "Wulfric's Tomb". "Wulfric's Tomb" eventually made it into the **Basic Fantasy RPG Adventure Anthology 2**. If you would like to play these in order, **Basic Fantasy RPG Adventure Anthology 2** is available on the Basic Fantasy Downloads page. Please visit the site for the Core Rules and other modules available for free download.

Drakeshaven is a large port, visited by ships from the four corners of the world. Under the rule of Earl Jandric, its citizens have become prosperous.

Unfortunately, six months ago, a young gold dragon called **Mendarax** started attacking ships bound for Drakeshaven. Things have become so bad that not one ship has visited the port in almost a month. Not surprisingly the citizens, in particular the powerful merchants' guild, have become extremely concerned and have been clamoring for Earl Jandric to act.

Mendarax lives on the small, rocky island of Drakestein which lies one mile south of Drakeshaven. Two hundred years ago, Drakestein Island was the home of a powerful wizard called Ida. Ida raised Mendarax from its egg; consequently, the dragon has always been friendly to humans. Indeed, until his inexplicable behavior change, the people of Drakeshaven were exceedingly proud of their winged neighbor, viewing him as a sort of good luck charm.

Bowing to pressure from the merchants' guild, Earl Jandric recently called for bold adventurers willing to travel to Drakestein Island. Their mission: to discover why Mendarax has started attacking ships, to persuade him to stop, or failing that, to kill him. Anyone who succeeds is guaranteed a substantial reward, not the mention the eternal gratitude of the people of Drakeshaven.

To date, no one has had the courage to accept Lord Jandric's mission.

GM Notes

- Mendarax has not changed, he has been enchanted. A tribe of fishmen (see the **New Monsters** section at the end of this adventure) recently made Drakestein Island their home. The fishmen consider Drakeshaven Bay to be their ancestral home and view the human inhabitants as invaders.

They are led by a 6th-level fishman wizard called **Crastar**. By the power of a magic ring, Crastar has managed to enslave Mendarax. In reality, Crastar has only partial control over Mendarax. The dragon is compelled to destroy any ship he spots; however, although many sailors have died as a result of his attacks, once a vessel has been destroyed Mendarax does not target the survivors. As a result of this, the party should be able to find at least one lucky survivor who, for the price of a bottle of rum, can recount the tale of his miraculous escape.

Crastar believes that using Mendarax to destroy Drakeshaven's trade will persuade the humans to leave. Failing that, he hopes to summon a powerful water elemental to utterly destroy the city-port.

- Some of the monsters in this adventure come from the **Basic Fantasy Field Guide Volume 1**, a free download from the Basic Fantasy website, www.basicfantasy.org.

Drakestein Island

Drakestein Island lies a mile south of Drakeshaven. It is 1 mile long and shaped like a tear drop. It is surrounded by sheer 300-foot tall cliffs and razor sharp reefs. The only safe place to land a boat is a tiny cove at the northern tip of the island. An old watch tower overlooks this cove from the top of the cliff. A ruined tower stands at the southern tip of the island, which was once the home of the wizard Ida. Ida died two centuries ago and was buried on the island in a small pyramid. In the cliff face, about 150 feet below Ida's ruined tower, is the mouth of a cave. This cave is known to be the home of Mendarax.



Voyage to Drakestein

The party may wish to find their own way to the island; however, as Earl Jandric is keen to help, the GM may wish to read the following:

Earl Jandric inquires when and how you intend to travel to Drakestein. He offers you the use of any boat and crew in the harbor: a humble fishing boat, a cumbersome merchant ship, or even his own sleek war galley.

- If the party travels during the day in a large boat, Mendarex will attack them.
- If the party travels during the day in a small boat, or at night in a large boat, there is a 50% chance Mendarex will attack.
- If the party travels at night in a small boat, Mendarex will not notice them.

If Mendarex attacks, he will destroy the vessel in three rounds, but ignore the crew. The party will therefore be able to return to Drakeshaven and think of another plan.

Key to the Island

1. The Cove:

The cove is surrounded by high limestone cliffs but there appears to be three ways out. To the south, a crumbling path winds up the cliff face. To the west, a narrow strip of sand leads away from the cove. To the east, a jumbled strip of jagged rocks does the same.

In the middle of the cove you spot a sea chest half-buried in the sand. It looks like it has been adrift for some time.

It is not locked and is filled with sea water. A young sea snake has become trapped inside.

Young Sea Snake: AC 14, HD 1, #At 1 Bite,
Dam 1+poison, Mv 10' Swim 30', Sv F1, MI 7, XP 10
HP 6 □□□□□□

Note: Because it is young, its venom only does 1d8 points of damage.

The chest also contains a bottle of rum, a bag containing 20 sp, and a **Silver Whistle** (see the **New Magic Items** section at the end of this adventure).

2. Rocky Strip:

About 200 feet along the rocky strip, the way ahead is blocked by a giant crab.

Giant Crab: AC 18, HD 3, #At 2 pincers,
Dam 2d6/2d6, Mv 20' Swim 20', Sv F3, MI 7, XP 145
HP 18 □□□□□ □□□□□ □□□□□ □□□□

Note: *If its morale roll fails, the crab will retreat into its cave. If pursued there, the crab will fight to the death.*

At the back of the crab's cave is a tangle of driftwood and seaweed, amongst which lies a small bottle containing a **Potion of Water Breathing**.

With the giant crab out of the way, you can see that the rocky strip continues south along the base of the island. About a quarter of a mile away you can see what looks like a wrecked ship perched on the rocks.

3. Sandy Strip:

After about 500 feet, the sandy strip ends in another, even smaller cove. A beautiful gray horse is standing on the beach. As you approach, it raises its head and neighs gently.

The horse is actually a kelpie (see the Hippocampus/Kelpie entry in the **Basic Fantasy Field Guide Volume 1**). If no one chooses to mount the kelpie of their own free will, each character must save vs. Spells or become enchanted. Once one character is enchanted, no one else will need to make a saving throw. The enchanted character will attempt to mount the kelpie which will then gallop into the sea, drowning its victim. If the rest of the party attempts to intervene, the kelpie will attack them. The victim will remain enchanted until the kelpie is dead or has departed.

Kelpie: AC 13, HD 2*, #At 2 hooves or special,
Dam 1d4/1d4 or drowning, Mv 60' Swim 80', Sv F2,
MI 7, XP 100
HP 20 □□□□□ □□□□□ □□□□□ □□□□□

4. Cliff Path:

The crumbling path climbs steeply up the face of the cliff. It is so narrow that you are forced to walk single file.

Twenty feet down the path, it suddenly crumbles under the first PC. He or she must roll 11 or higher (+/- DEX bonus) or fall 20 feet to the beach, taking 2d6 points of damage. If the party chooses to continue, they must cross the newly-formed 6' gap; each PC must roll 6 or higher (+/- DEX bonus) or fall through.

A hundred feet further, the path widens into a ledge. At the back of the ledge, you notice two large, untidy nests, each containing an ugly looking baby bird-like creature.

If the characters approach the nests they will be attacked by the parent stirges. The baby stirges are bad-tempered but harmless.

4 Stirges: AC 13, HD 1, #At 1 bite,
Dam 1d4+1d4/round blood drain, Mv 10' Fly 60',
Sv F1, MI 11, XP 37 ea.

HP 8 □□□□□ □□□ 6 □□□□□ □
6 □□□□□ □ 4 □□□□

Further down the path, each PC must roll an ability check for DEX in ascending order. The first who fails drops an item (GM's choice) which falls down the cliff.

Coming up to the end of the path, you reach the top of the cliff. Further progress is blocked by the gate of an old watch tower.

5. Old Watch Tower:

The old watch tower is 20 feet high and topped with battlements. The gate, though old and worn, looks as if it has recently been repaired. 20-foot high walls extend to the east and west for 100 feet. There is barely six inches between the base of these walls and the edge of the cliff.

As the PCs approach they will hear the guard dogs growling inside. The door is barred, but can be forced on a roll of 20 (+/- STR bonus of everyone attempting).

If the PCs knock, or stand around for too long, the watchman will look over the battlements and demand to know who they are. Unless they think of an excellent excuse for being there, he will attack them with his crossbow. See Room 9 for stats of the hobgoblin on the roof.

6. Passage:

The passage is broad and tall. The door in the south wall is identical to the main door, and the doors in the east and west walls are normal wooden doors.

None of the doors are locked. If the PCs force the main door, it is likely that they will encounter most of the tower's defenders here.

2 Guard Dogs: AC 14, HD 1+1, #At 1 bite, Dam 1d4 + hold, Mv 50', Sv F1, MI 9, XP 25 ea.

HP 9 □□□□□ □□□□
7 □□□□□ □□

7. Guardroom:

This room contains a fireplace, a large table, and six wooden stools. A cauldron of fish stew is bubbling on the fire. There is a spiral staircase in the northwest corner. Lounging on two stools are hobgoblins.

2 Hobgoblins: AC 14, HD 1, #At 1 scimitar or heavy crossbow, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 8 □□□□□ □□□
6 □□□□□ □

8. Bedroom:

Six hammocks line the walls, and there is a chest in the corner. In three of the hammocks are three hobgoblins, one of them noticeably bigger.

The chest is locked but can be opened using the hobgoblin warrior's key. It contains 120 sp, which is the hobgoblin's pay.

2 Hobgoblins: AC 14, HD 1, #At 1 long sword or heavy crossbow, Dam 1d8, Mv 30', Sv F1, MI 9/8, XP 25 ea.

HP 6 □□□□□ □
5 □□□□□

Hobgoblin Warrior: AC 14, HD 3, #At 1 scimitar or heavy crossbow, Dam 1d8, Mv 30', Sv F3, MI 9, XP 145
HP 14 □□□□□ □□□□□ □□□□

Equipment: Key

9. Roof:

There is a spiral staircase in the northwest corner. A hobgoblin watchman is peering out over one of the ledges.

Hobgoblin: AC 14, HD 1, #At 1 long sword or heavy crossbow, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25

HP 8 □□□□□ □□□

The Top of the Island

The top of the island is covered in grassy moorland. On the western side of the island there is an area of scrubby, wind-stunted woodland. On the eastern side, there is a low hill on top of which stands a small pyramid known to be Ida's tomb. In the center of the island, between the hill and the scrub, is a small lake, and at the island's southern tip stands the remains of Ida's tower.

10. Scrub:

If the party travels through the scrub, check for an encounter every 6 turns. An encounter will happen on a roll of 1 on 1d6; if an encounter is indicated, roll 1d4 to determine the type of encounter below:

1. **Assassin Vine:** AC 15, HD 6, #At Entangle + Crush, Dam 1d8 + 1d8/round crushing, Mv 5', Sv F6, MI 12, XP 500
HP 24 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
2. **3 Wild Boar:** AC 13, HD 3, #At 1 tusk, Dam 2d4, Mv 50' (10'), Sv F3, MI 12, XP 145 ea.
HP 18 □□□□□ □□□□□ □□□□□ □□□
12 □□□□□ □□□□□ □□
9 □□□□□ □□□□
3. **Blood Rose:** AC 13, HD 3*, #At 2 canes + blood drain, Dam 1d6/round/cane, Mv 1', Sv F2, MI 12, XP 175
HP 11 □□□□□ □□□□□ □
4. No encounter

11. Moorland:

If the party travels through the moorland, check for an encounter every 6 turns. An encounter will happen on a roll of 1 on 1d6; if an encounter is indicated, roll 1d4 to determine the type of encounter below:

1. **3 Fishmen:** AC 15, HD 2, #At 1 trident or short sword, Dam 1d8 or 1d6, Mv 30' Swim 50', Sv F2, MI 8, XP 75 ea.

HP 12 □□□□□ □□□□□ □□
 8 □□□□□ □□□
 6 □□□□□ □

2. **Wild Boar:** AC 13, HD 3, #At 1 tusk, Dam 2d4, Mv 50' (10'), Sv F3, MI 12, XP 145

HP 16 □□□□□ □□□□□ □□□□□ □

3. **Giant Sea Hawk:** AC 14, HD 4, #At 1 claw or bite, Dam 1d6, Mv Fly 150' (10'), Sv F4, MI 8, XP 240

HP 20 □□□□□ □□□□□ □□□□□ □□□□□

4. No encounter

12. Lake:

The lake is a picture of tranquility. The sky is reflected perfectly in its dark, peaty water and the reeds murmur in the wind. Suddenly you notice a group of diminutive figures observing you from amongst the reeds. The creatures are as fair and slender as elves, but only four feet tall; moreover, their skin is green and shimmers slightly in the sunlight. The creatures are aware that you have spotted them, but hold your gaze and seem unafraid.

The lake is home to a small group of nixies, a remnant of Ida's days. They are not hostile. Indeed, if approached courteously they are more than willing to help the PCs by answering their questions and giving them information.

For example:

- The nixies know about the arrival of the fishmen and the hobgoblins, but don't know why they have come.
- The nixies know that one of the fishmen is a fairly powerful wizard, although not as powerful as Ida.
- The nixies know that Mendarax has been enchanted, but are not sure how.

- The nixies know that the fishmen broke into Ida's tomb and carried away certain objects, although they don't know what was looted.
- The nixies know that the scrub contains an assassin vine and a blood rose.
- The lake is connected by a subterranean channel to a well in the ruined tower. The nixies are willing to cast a **water breathing** spell on friendly characters, enabling the characters to access the tunnel.

10 Nixies: AC 16, HD 1*, #At 1 dagger, Dam 1d4, Mv 40' Swim 40', Sv F2, MI 6, XP 37 ea.

HP 8	□□□□□ □□□	7	□□□□□ □□
6	□□□□□ □	6	□□□□□ □
5	□□□□□	5	□□□□□
5	□□□□□	5	□□□□□
4	□□□□	4	□□□□

13. Ida's Tomb:

Ida's tomb is a 30-foot tall pyramid. The low hill upon which it stands is actually the highest point on Drakestein Island. The entrance to the tomb in the west face was once sealed with a heavy stone door, but this seems to have been smashed open with great force.

If the PCs examine the fragments, they will notice that the edges are sharp and clean, suggesting that the door was broken recently.

A short passage leads to a circular chamber; the walls of which are decorated with beautiful frescoes. One portrays a wizard, presumably Ida. He is standing on a rock at the edge of a raging sea. His arms are held wide open. On his right hand he is wearing a blue ring that glows with a supernatural light. In his left hand he is holding what looks like a golden staff. Before him towers an immense water elemental, which appears to be bowing to him.

In the center of the chamber stands a large sarcophagus. The lid has been smashed open and is lying in pieces on the floor. The sarcophagus contains a skeleton wearing a wizard's robes. The right hand has been broken off.

14. Ruined Tower:

In its heyday, Ida's tower must have been an awe-inspiring site. According to local legend, it had six floors and reached 100 feet into the sky. Today, only three floors remain. Nevertheless this stump remains an imposing structure at 50 feet; it is circular, with stout limestone walls. The entrance to the tower is a broad, iron-studded door on its north side.

The door is locked. There are no windows on the first floor, although there are three on the second and third floors. The roof of the tower is flat and a spiral staircase descends from it into the tower.

The first floor contains two large piles of damp, smelly seaweed that serve as the fishmen's beds. A spiral staircase extends from the ceiling to the floor. There is also a small well, close to the door. In addition, the room is occupied by six rather unfriendly fishmen.

One of the fishmen is a champion. If the party enters through the door, the fishmen will be alert. However, if the party climbs up the well, the fishmen will be relaxing and will be surprised on a 1-4.

The well is 20 feet deep and is connected by an underground channel to the lake. If the PCs enter this way they will have to climb up the inside of the well. Fortunately, its sides contain footholds, which were put there to ease its maintenance. The spiral staircase leads up to the second floor (15) and down to the cellar (18).

The seaweed contains nothing other than a few small crabs.

5 Fishmen Guards: AC 15, HD 2, #At 1 trident or short sword, Dam 1d8 or 1d6, Mv 30' Swim 50', Sv F2, MI 8, XP 75 ea.

HP 14 □□□□□ □□□□□ □□□□
 12 □□□□□ □□□□□ □□
 8 □□□□□ □□□
 6 □□□□□ □
 5 □□□□□

Fishmen Champion: AC 15, HD 3, #At 1 trident or short sword, Dam 1d8 or 1d6, Mv 30' Swim 50', Sv F3, MI 10, XP 145

HP 21 □□□□□ □□□□□ □□□□□ □□□□□ □

**15. Crastar's Study:**

The spiral staircase leads to a chamber. It contains a large wooden table and an elaborately-carved cabinet. A magical glowing circle has been drawn on the floor, and in the center of the circle lies what appears to be a broken golden staff. Laying on the table is a large book and a wooden box.

A Magic-User will be able to confirm that the circle is not currently active. The staff is actually a narwhal horn that has been painted gold.

The book was written by Ida and was stolen from his sarcophagus by the fishmen. It is written in magical script, but can be read using the **read magic** spell. It contains a long and complicated 6th-level spell for conjuring a powerful water elemental. It explains that in order to cast the spell, one must possess a **Ring of Water Elemental Summoning** and a staff made from the golden horn of a sea unicorn.

Note: This is not the 5th-level spell **conjure elemental**. The elemental conjured by this spell is significantly more powerful – exactly how powerful is up to the GM.

The wooden box contains a skeletal right hand. On its index finger is a beautiful silver ring set with a pale blue jewel that seems to glimmer with magical power.

This is Ida's **Ring of Water Elemental Summoning**.

In the cabinet is a small black bottle and a green copper dagger.

The bottle contains a captured shadow. If the cork is removed, the shadow will attack.

Shadow: AC 13, magic weapons only, HD 2*, #At 1 touch, Dam 1d4 + 1 point of STR loss, Mv 30', Sv F2, MI 12, XP 100

HP 16 

The dagger is cursed. If anyone picks it up, he or she must save vs. Spells or immediately use it to attack another member of the party, until the victim is dead, the attacker is wounded, or the curse is removed.

16. Crastar's Private Chamber:

Note: *The characters should not meet Crastar until they have first met Mendarax. If the characters reach this room before meeting Mendarax, Crastar will not be here, but will be in his secret chamber next to the temple (28).*

The spiral staircase leads to a chamber the same size and shape as the previous one. It is divided by a heavy curtain. The southern half, in which you stand, contains another large pile of seaweed and a casket.

The seaweed is Crastar's bed and contains nothing of interest. The casket is locked and trapped; Crastar has the key. If opened by means other than the key, a glass vial breaks, releasing a toxic gas. The PC opening the chest must save vs. Poison or fall unconscious for 1d3 turns.

The casket contains a sack with 1,000 sp (pay for the hobgoblins), a small bag with 10 pearls worth 50 gp each, and a velvet-lined box with a crystal ball.

If Crastar is here:

On the other side of the curtain you discover a fishman. He is wearing a long green robe embroidered with arcane symbols and is sitting within a magic circle. He seems to be meditating, but as you enter he opens his eyes and looks astonished.

Crastar was not expecting this and will be surprised on a 1-4 on 1d6.

Crastar (Level 6 Magic-User): AC 17, HD 6, #At 1 spell or dagger, Dam by spell or 1d4+2, Mv 30' Swim 50', Sv M6, MI 11

HP 24 

Spells: magic missile, sleep, charm person, web, mirror image, hold person, fireball

Equipment: Dagger +2, Ring of Dragon Control*, Amulet of Invulnerability*, key to the casket

*: see the **New Magic Items** section at the end of this adventure.

If his morale fails, Crastar will attempt to reach the roof and summon Mendarax to rescue him. Mendarax will arrive in 1d4 rounds and will attempt to rescue Crastar by carrying him to his cave. If this occurs, the characters are likely to encounter him again.

If Crastar is killed, his power over Mendarax will be broken.

If Crastar is not here:

On the other side of the curtain you discover a magic circle that is drawn on the floor. The circle is not active. There is nothing else in the room.

17. Roof:

This flat area contains nothing of interest. The spiral staircase is sealed with a wooden trapdoor which is not locked and can be opened without difficulty.

18. Cellar:

You find yourself in a 50-foot square cellar. There are doors in the middle of the east and west walls, and a spiral staircase leading up. The door in the east wall has been crudely barricaded.

The door in the west wall is not locked. It leads to a staircase which descends steeply about 150 feet to Mendarax's cave.

Planks of wood have been nailed across the eastern door, forming a crude barricade. If they are removed, the door can be easily opened. The PCs will notice that the original lock of the door has been smashed. The door leads to a 40'-long corridor, the floor of which is covered with dry blood. The corridor ends in an open doorway which was once sealed by an iron door that now lies on the floor of the next chamber.

19. Sea Unicorn's Horn:

The door opens to reveal an ornately-decorated chamber, the eastern wall of which is curved. In the middle of that eastern wall stands a stone altar. On top of the altar lies a long, slender, golden horn which glows with a magical light. On the floor of the chamber lie the bodies of ten fishmen; they have been torn to pieces. Just to the side of the doorway sits a beautiful amber statue of a jaguar.

The horn is from a sea unicorn. The fishmen tried to steal it for Crastar and were attacked by the jaguar, which is actually an amber golem.

If a PC touches the horn, the golem will come to life. Initially, it will snarl threateningly, giving the PC a chance to reconsider. However, if he or she fails to take the hint the golem will attack. At any time the horn is replaced, the golem will stop fighting and return to its post.

If the golem proves to be too much and the PCs must flee, they may want to return at a later date with a magical item that will enable them to neutralize the golem. Of course, if the GM prefers the party to have a chance of getting the item now, he or she could replace the golem with a crystal statue or something similar.

Amber Golem: AC 21 only magic weapons, HD 10(+9), #At 2 claws/1 bite, Dam 2d6/2d6/2d10, Mv 60', Sv F5, MI 12, XP 1,390

HP 71 ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐

**20. Mendarax's Cave:**

You step into a large cavern, roughly 100 feet by 150 feet. There is a doorway in each corner of the north wall, but the southern end of the cavern is open to the sky. You can see the mouth of another, smaller cave in the west wall. In the center of the cavern, a handsome young man is sitting on a rock, playing a melancholy tune on a lyre. The youth has handsome, almost elven features. He has curly blond hair and is wearing a coat of golden scale mail armor.

The young man is actually Mendarax in human form. PCs with Wisdom above 12 may roll an ability check to notice a pained expression on his face as if he is undergoing a tremendous internal struggle.

He asks the PCs who they are. If they explain the nature of their quest, Mendarax will reveal his identity and transform into a dragon. He will then explain that Crastar possesses a magical ring which compels him to sink any vessel sailing to or from Drakehaven. He claims that he has never deliberately targeted the sailors, although he is aware that many must have perished as a result of his actions. Unfortunately, if Crastar ordered him to attack a specific person (e.g. a PC), he knows that he would be unable to resist.

He also knows that Crastar is growing impatient and wants to summon a powerful water elemental to destroy Drakehaven. He is also aware that Crastar has been unable to obtain a powerful magical item that he requires to cast the summoning spell.

Mendarax cannot physically help the characters complete their quest; however, he is able to answer their questions to the best of his ability.

If he is attacked in human form he will immediately transform into a dragon and defend himself.

Mendarax: Age 2, AC 22, HD 9 (+8), #At 2 Claws/1 Bite or 1 Breath/1 Tail, Dam 1d6/1d6/4d6 or 2d8 Cone Fire or Poison Gas 70' long by 30' at the far end/1d6, Mv 30' Fly 80' (20'), Sv F9, MI 10 (when acting under Crastar's command his morale is 12), XP 1,225

HP 60 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐

Treasure: 500 sp, 600 gp, 10 pp, 50 pearls worth 50 gp each. **Chainmail +1, Potion of Heroism, Scroll of Protection from Magic, 1 Short Bow Arrow +5**

21. Staircase:

A steep staircase winds through the solid rock for a quarter of a mile, descending about 150 feet in the process. It ends in a natural tunnel which turns sharply east and continues for another 10 feet before reaching a dead end. Just in front of the dead end is a deep pool.

The pool leads to a 20-foot section of flooded tunnel. The PCs can easily swim through it, however they must each roll 7 or higher (+/- DEX bonus). The GM may wish to penalize PCs wearing armor as follows: leather -1, chain -2, plate -3. Characters who fail still make it through, but take 1d4 points of damage.

22. Store Room:

You find yourselves in a cave that is used as a storeroom. It contains many stone amphorae, and several sides of meat hang from the ceiling. In the center of the west wall is the mouth of another tunnel.

The amphorae contain preserved fish. The meat is human flesh. It is very nutritious and if eaten will restore 1 HP. However, if having eaten it, a PC may later discover what it is; he or she must roll below or equal to their Wisdom or else they will vomit, taking 2 points of damage.

23. Prison Cave:

The passage opens into a small cave. A short, skinny man is lying on the floor. He is fast asleep and his hands and feet are bound with coarse rope.

If the man is woken he will plead to be released. He is named Ralph and is a sailor. His ship, the Shamrock, was sunk by Mendarax; after the attack he was captured by the fishmen. He expected them to eat him, as they did the other survivors, but so far they have spared him.

Ralph is actually a wererat, although he is unaware of this fact. If the party releases him he will insist on accompanying them. Thereafter, each time they become involved in a fight there is a 75% chance that Ralph will transform into a ratman. In ratman form there is a 25% chance that he will attack the party rather than their opponents. At the end of the fight, Ralph will collapse and remain unconscious for 1 turn. When he wakes up he won't remember what happened.

Ralph, Human Fighter 1: AC 12, HD 1, #AT 1 weapon, Dam by weapon, Mv 30', Sv F1, MI 7, XP 25

INT 13 (+1), DEX 13 (+1)

HP 6 □□□□□ □

Ralph (Ratman Form): AC 13, HD 3, #At 1 bite or weapon, Dam 1d6 or by weapon, Mv 40', Sv F3, MI 8, XP 175

HP 17 □□□□□ □□□□□ □□□□□ □□

Equipment: Ralph has no equipment and will have to be armed by the party.

24. Main Cavern:

You find yourself in a large cavern. Three tunnels exit the cave; through the east, west, and south walls. In the center of the cavern is a large fire pit. It is warm and a few embers are still glowing. In the southeast corner you can see four tridents stacked against the wall.

If the embers are searched, 2d12 gold teeth worth 1 gp each will be discovered, as well as several bones. Roll an ability check for INT to recognize them as human.

Anyone searching the embers without taking precautions must save vs. Death Ray or burn their hand, taking 1d4 damage. In addition, there is a 50% chance that the PC used their weapon hand; if so he or she suffers -1 to attack rolls for 3 days.

25. Sleeping Cave:

Note: If the fishmen in this cave were warned by the guards from 29, they will be hiding underneath the piles of seaweed waiting to ambush the party (surprise on 1-4 on 1d6).

The tunnel opens into a cave containing several large piles of seaweed. On top of the seaweed you see four fishmen who appear to be relaxing. A low, 4' high tunnel leads through the west wall.

4 Fishmen: AC 15, HD 2, #At 1 trident or short sword, Dam 1d8 or 1d6, Mv 30' Swim 50', Sv F2, MI 8, XP 75 ea.

HP 13 □□□□□ □□□□□ □□□

10 □□□□□ □□□□□

8 □□□□□ □□□

8 □□□□□ □□□

Note: If their morale fails, the fishmen will attempt to flee to the pool in the chief's cave.

26. Chief's Cave:

A short tunnel leads to a small 20-foot by 20-foot cavern. It contains a large pile of seaweed. There is a deep pool in the northeast corner.

The pool is the entrance of a 300-foot flooded tunnel which leads out to sea. Hidden in the pile of seaweed is a bag containing a small silver figurine of a fish-headed goddess worth 10 sp.

27. Temple:

A 4-foot high tunnel leads from the sleeping cave into a 40-foot square cave that appears to serve as a temple. Against the south wall stands a crude altar, on top of which rests the statue of a fish-headed goddess.

Immediately in front of the altar there is a shallow pool, which is full of small silver figurines similar to the statue on the altar.

Hanging on the southern end of the west wall is a large animal skin with a disturbing painting on it; the skin is of an unknown animal. It depicts the sea goddess devouring a human fleet.

The statue is worth 150 sp. Any character who takes it must save vs. Spells or lose 1 point of both Constitution and Strength every day until the curse is lifted or the statue is returned.

The pool contains 100 figurines worth 10 sp each. Any character who takes one or more figurines must save vs. Spells or lose 1 point of Constitution every day until the curse is lifted or the figurine is returned.

If anyone carries or throws the figurine from the chief's cave (26) into this pool (27), they will hear an inhuman female voice saying, "What is your question?" The voice is that of the fish-headed goddess. She will accurately answer the first question that she is asked.

If the painting is moved, a narrow doorway is revealed, which leads into a secret cavern.

28. Secret Chamber:

Note: The characters should not meet Crastar until they have first met Mendarax. If the characters reach this room before meeting Mendarax, Crastar will not be here, but will be in his private chamber in the ruined tower (16).

If Crastar is here:

On the other side of the painting is a small cave. You see a fishman. He is wearing a long green robe embroidered with arcane symbols and is sitting in a magic circle. He seems to be meditating, but as you enter he opens his eyes and looks astonished.

If Crastar is not here:

On the other side of the painting is a small cave containing a large pile of seaweed.

Note: Crastar's stats can be found within Room 16's entry.

Underneath the seaweed lies a small wooden chest; it is not locked and contains a bag of 6 hydra teeth. If thrown to the ground, each tooth will transform into a skeleton warrior armed with a sword. The skeletons will obey the commands of the person who threw the teeth. They will exist for 1 turn, at the end of which they will collapse into a pile of inanimate bones.

6 Skeletons: AC 13, HD 1, #At 1 shortsword, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25 ea.

HP	1	□	7	□□□□□□	□□
	4	□□□□	8	□□□□□□	□□□
	4	□□□□	7	□□□□□□	□□

29. Guard Post:

Two fishmen are guarding the entrance to the cave. Their response will be different depending on the party's direction of approach. If the PCs comes from within the fishmen's caves, they are likely to surprise the guards (1-4 on 1d6). If the PCs approach from the beach, the guards will attempt to surprise them.

2 Fishmen: AC 15, HD 2, #At 1 trident or short sword, Dam 1d8 or 1d6, Mv 30' Swim 50', Sv F2, MI 8, XP 75 ea.

HP	12	□□□□□□	□□□□□□	□□
	9	□□□□□□	□□□□	

Note: If the fishmen surprise the PCs, they will first throw their tridents and draw their short swords. If

their morale fails, they will flee to the sleeping cave (25) and warn the other fishermen.

If the PCs search the alcove, they will find a human skull bearing gnaw marks.

30. Beach:

You find yourselves standing on a small sandy beach. To the south and west, limestone cliffs tower above you. To the north, a strip of jagged rocks curves around the base of the cliffs. To the east lies the restless sea.

If someone examines the sand, he or she will notice a large number of webbed footprints leading from the cave to the sea. They belong to the fishermen hunting party.

As you are discussing how best to proceed, six heads suddenly appear above the waves about 150 feet out to sea. You realize that they belong to fishermen. One of fishermen lets out a cry.

5 Fishmen: AC 15, HD 2, #At 1 trident or short sword, Dam 1d8 or 1d6, Mv 30' Swim 50', Sv F2, MI 8, XP 75 ea.

HP 14 □□□□ □□□□ □□□□
 10 □□□□ □□□□
 9 □□□□ □□□□
 8 □□□□ □□□□
 8 □□□□ □□□□

Fishmen Chieftain: AC 17, HD 4, #At 1 trident or short sword, Dam 1d8 or 1d6, Mv 30' Swim 50', Sv F1, MI 11, XP 240

HP 20 □□□□ □□□□ □□□□ □□□□

Note: If the party has not yet entered the caves, GMs may prefer to delay this encounter, perhaps having the hunting party sneak up behind them.

31. Ship Wreck:

As you continue along the rocky strip, you spot a small, pot-bellied merchant ship wrecked on the rocks. As you draw closer, you notice that the hull has been scorched by fire. It also bears what look like huge claw marks. The mast is still standing, after a fashion, but now leans at a 45-degree angle. There appears to be two ways to access the ship: a large breach on the north side of the bow, which presumably leads into the hold, or up a tangle of rigging hanging over the south side of the hull that leads up to the main deck.

32. Hold:

About two-thirds of the hold is flooded. It contains a dozen barrels, four of which still lie in the dry third, the rest bobbing about in the water. The base of the mast occupies the center of the hold. Just behind it a ladder leads up to an open hatch, through which you can see the sky.

The barrels contain an excellent whiskey; each barrel is worth 100 gp. The barrels in the dry section are still sound, however there is a 50% chance that each barrel in the flooded section has been damaged, due to sea water rendering the whiskey undrinkable.

Because the ship is lying at an angle, the flood water gradually becomes deeper. Beyond the mast, it is about 4 feet deep. If the characters try to reach the ladder they will be attacked by a hungry (and possibly drunk) giant bass that became trapped in the hold some time ago.

Giant Bass: AC 13, HD 2, #At 1 bite, Dam 1d6, Mv Swim 40' (10'), Sv F2, MI 8, XP 75
 HP 10 □□□□ □□□□

33. Deck:

In the center of the deck, the lopsided mast leans at a 45-degree angle. At the top of the mast you can see the crow's nest. A group of seagulls seem to be bickering over something it contains. Just behind the mast is an open hatch which leads into the hold of the ship. At each end of the deck are cabins.

The mast is 40 feet long, but because it is at an angle it is only 20 feet high and fairly easy to climb. Roll 6 or higher (+/- Dex bonus) or fall; Thieves need not roll.

The crow's nest contains the body of a dead mariner. Several seagulls are fighting over his remains, but are easily driven off. He has 10 gp, a good quality dagger, and a necklace in the shape of a black cat. The necklace is a **Good Luck Charm** and allows the wearer +1 bonus to all saving throws – not that it did him much good.

34. Aft Cabin:

This was clearly the captain's cabin as it contains a desk, a bed, a chair, and a chest. Several ordinary sea charts lie on top of the desk.

The desk's drawers contains the captain's log and a half-empty bottle of rum. The log describes, in workmanlike language, the day-to-day running of the ship, The Shamrock. The last entry was two months ago; a passage written four days before the end stands out:

'This morning we took on a shipment of whiskey bound for Drakeshaven. There have been rumors of trouble in those waters, something to do with a dragon attacking ships. Drunken sailors' tales I'll be bound; nevertheless, I managed to wrangle an extra thousand gold pieces of 'danger money' from old Hendrick.'

Although there are three more entries, none of them refer to a dragon. Of course the captain didn't survive to record Mendarax's attack.

The chest is locked, but not trapped. It contains 300 sp, 200 gp, a gold ring worth 50 gp, and a miniature portrait. It is of a woman in her thirties, with a boy of about ten and a girl of about five.

35. Fore Cabin:

This was clearly the crew's quarters as it contains eight hammocks. Lying on the floor is the body of a sailor. Next to him sprawls a large but scrawny-looking dog. As you enter it lifts its head and growls weakly.

The dog is the ship's dog and the body is that of the ship's cook, of whom the dog was particularly fond. The dog will attack if the PCs approach him, or attempt to search the cabin. However, they can befriend him by offering him some food and/or water.

If the party befriends the dog he will attempt to accompany them. If they allow this, he will fight for them. In addition, he will growl if someone is lying in ambush. The party will not know why he is growling, but if they take appropriate precautions it will, at the GM's discretion, reduce their chances of being surprised.

The cabin contains 50 sp, 100 cp, a well-used pack of cards, a skillfully-made ship in a bottle, and a pot of exceedingly smelly cream.

The cream is a healing ointment made from all manner of unsavory ingredients. If rubbed into the skin it will restore 1d4 HP; however, if it is eaten, the PC who does so must save vs. Poison or take 1d4 points of damage.

Ship's Dog: AC 14, HD 1+1, #At 1 bite,
Dam 1d4+hold, Mv 50', Sv F1, MI 9, XP 25
HP 5 □□□□□

Conclusion

If everything went well, the party will have killed Crastar, slaughtered his followers, and liberated Mendarax. In doing so they will have saved Drakeshaven, earned a valuable reward, and made some extremely powerful friends. Huzzah!

On the other hand, if Crastar managed to escape, the party will have made a deadly foe, one who will stop at nothing to gain his revenge.

As for the immediate future? After a well-deserved rest and at least one barrel of The Shamrock's whiskey, Earl Jandric, or the merchants' guild, may have further work for such an intrepid band. Alternatively, the party might prefer to head off on some expedition of their own devising; after all, in a city port like Drakeshaven, rumors abound...

New Magic Items

Silver Whistle: Blowing this whistle will summon a strong wind, which will blow in a direction chosen by the summoner for up to 6 hours. However, blowing the whistle causes 1d4 points of damage to the user.

Ring of Dragon Control: Crastar uses this ring to obtain psychic control over Mendarax. Whilst wearing it he can control Mendarax as if he was affected by the **charm person** spell; however, unlike the spell, his control may be asserted at any distance. If Mendarax is killed, the ring will become non-magical. If Crastar is killed, a new wearer may attempt to gain control over Mendarax. To do so, the wearer must be able to see Mendarax, who is allowed to save vs. Spells. If Mendarax succeeds, the ring will become non-magical. If he fails the wearer gains control over him. If the ring is destroyed, Mendarax is freed from control.

Amulet of Invulnerability: Like the potion, but permanent; it grants the wearer +2 AC.

New Monsters

Fishman

Armor Class:	15
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	By weapon
Movement:	30' Swim 50'
No. Appearing:	2d4, Lair 6d4
Save As:	Fighter: 2
Morale:	8
Treasure Type:	D
XP:	75

A **Fishman** is a member of an ancient and formerly sophisticated race. They were once widespread, but now only a fraction of their species survives. It is as intelligent as a human and, whilst most are warriors, there are some capable of using magic.

A fishman is not actually evil, but its attitude to life is so different from that of the other humanoid races that it seems unfeeling to the point of utter ruthlessness. To make matters worse it considers humans to be a type of vermin.

As the name suggests, a fishman resembles a fish-headed humanoid – think of the '*Creature from the Black Lagoon*'. It is typically about 7 feet tall and heavily built. It has webbed hands and feet, and its body is covered in thick scales which acts as natural armor. It wears little clothing other than a loin cloth.

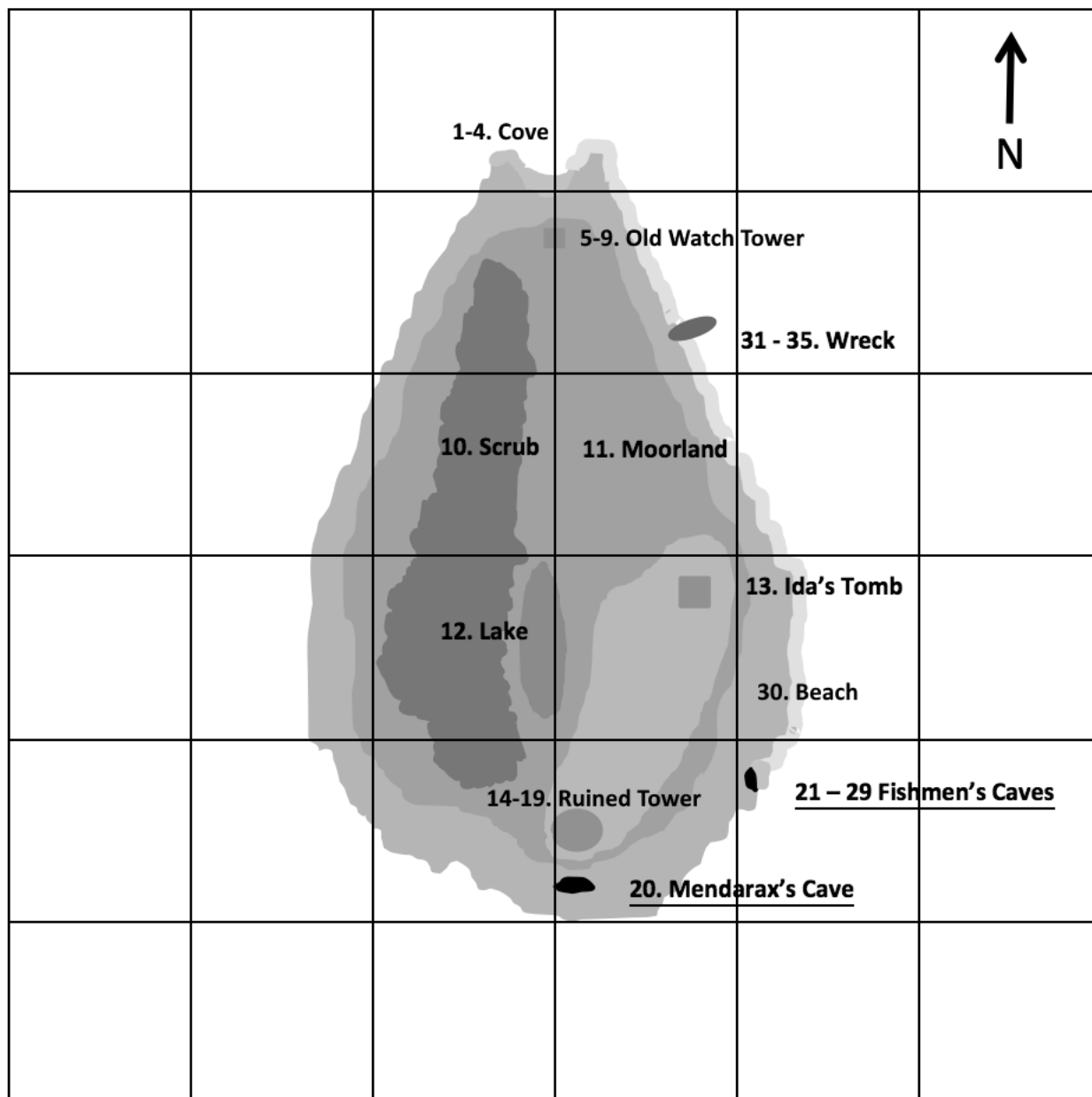


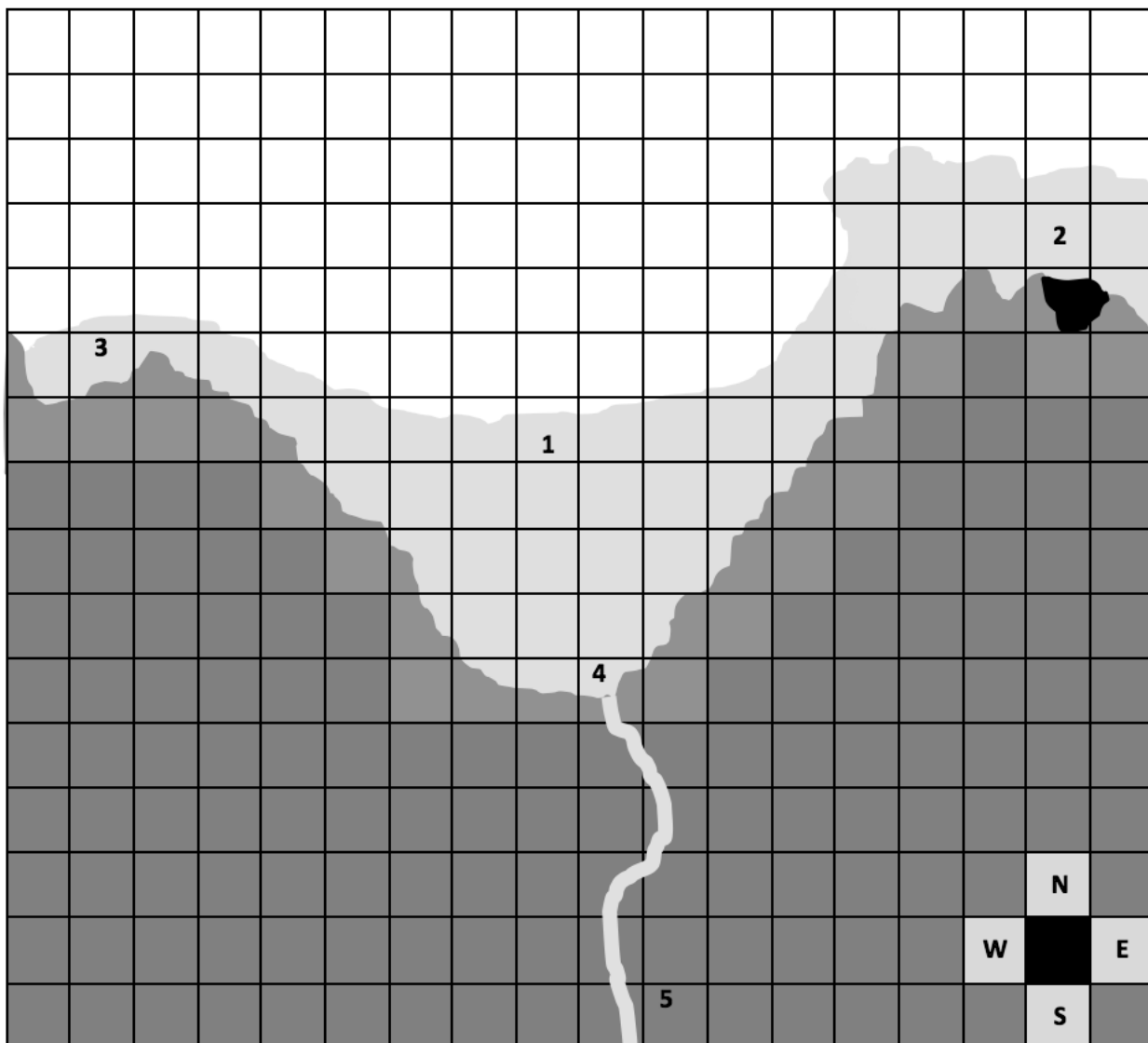
In combat a fishman favors a trident, which it generally wields two-handed. Many also carry short swords or daggers as secondary weapons.

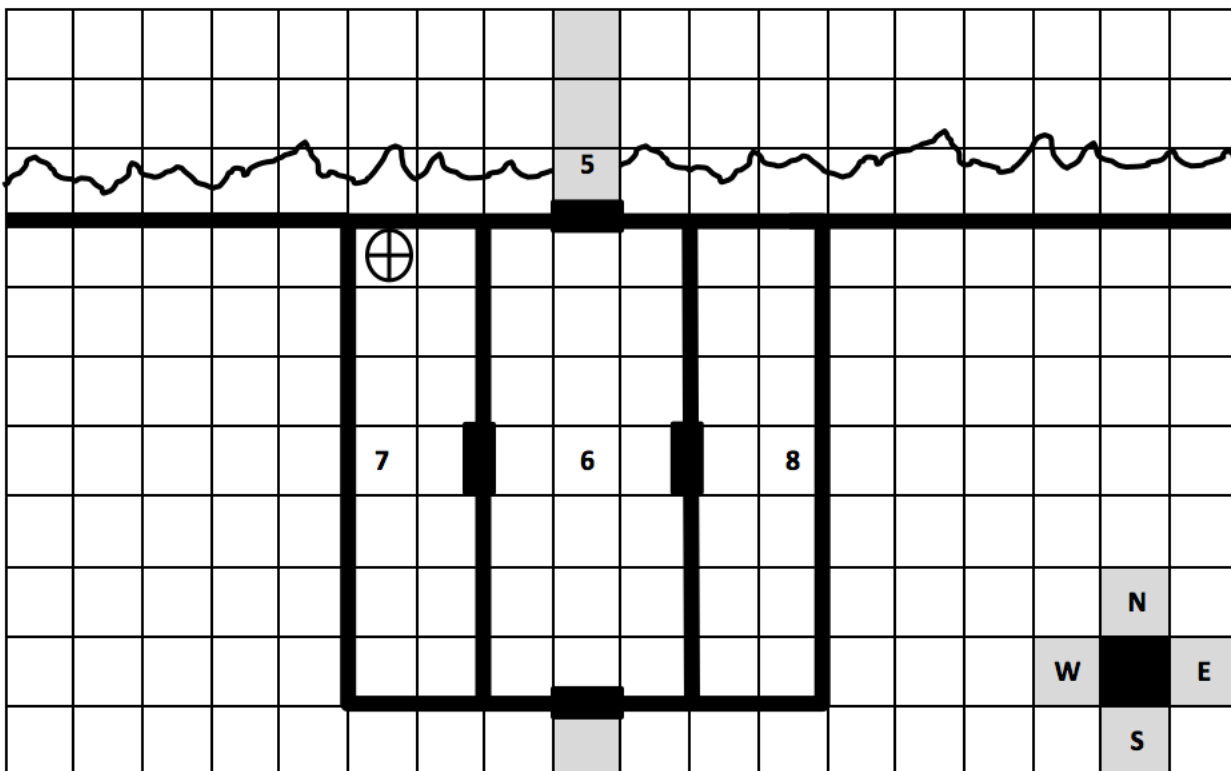
One out of every six fishmen will be a champion with 3 Hit Dice and morale of 10. Each tribe of fishmen will be led by a chieftain with 4 Hit Dice, AC 17, and morale of 11. When fighting alongside a champion or a chieftain, ordinary fishmen use their leader's morale.

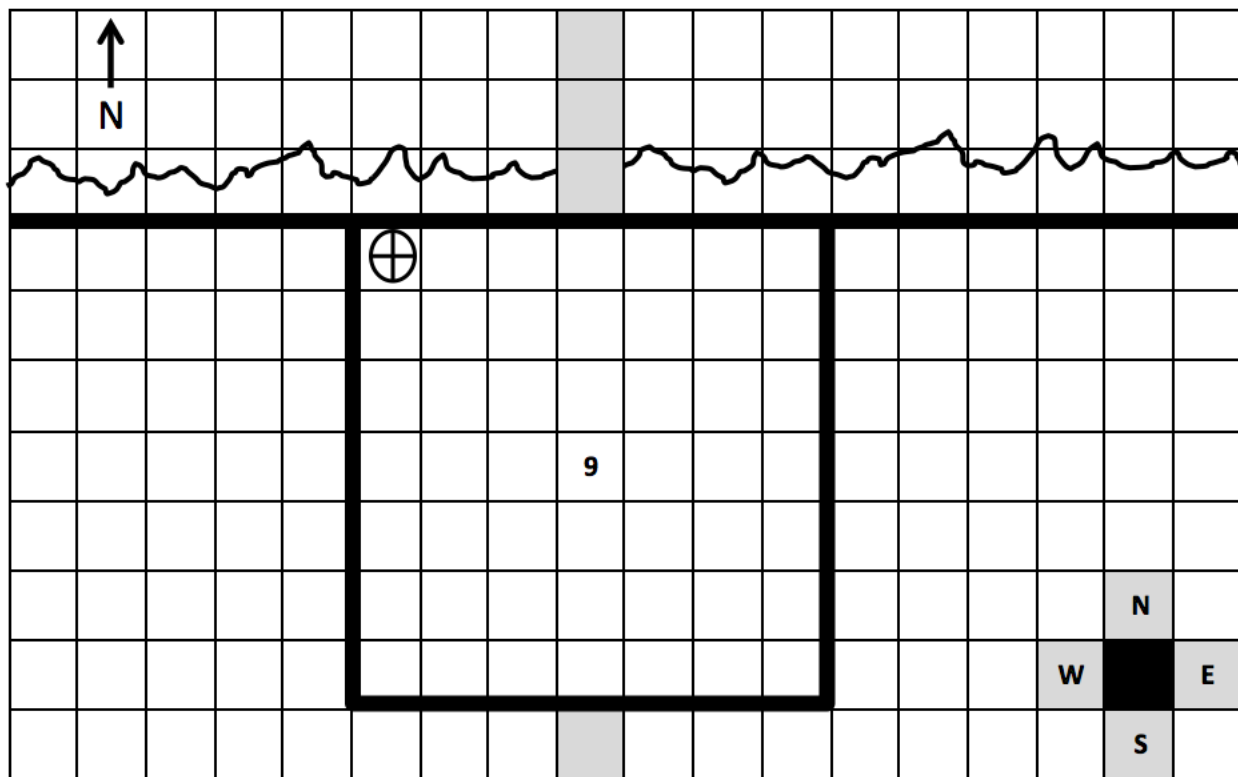
Drakestein Maps 1

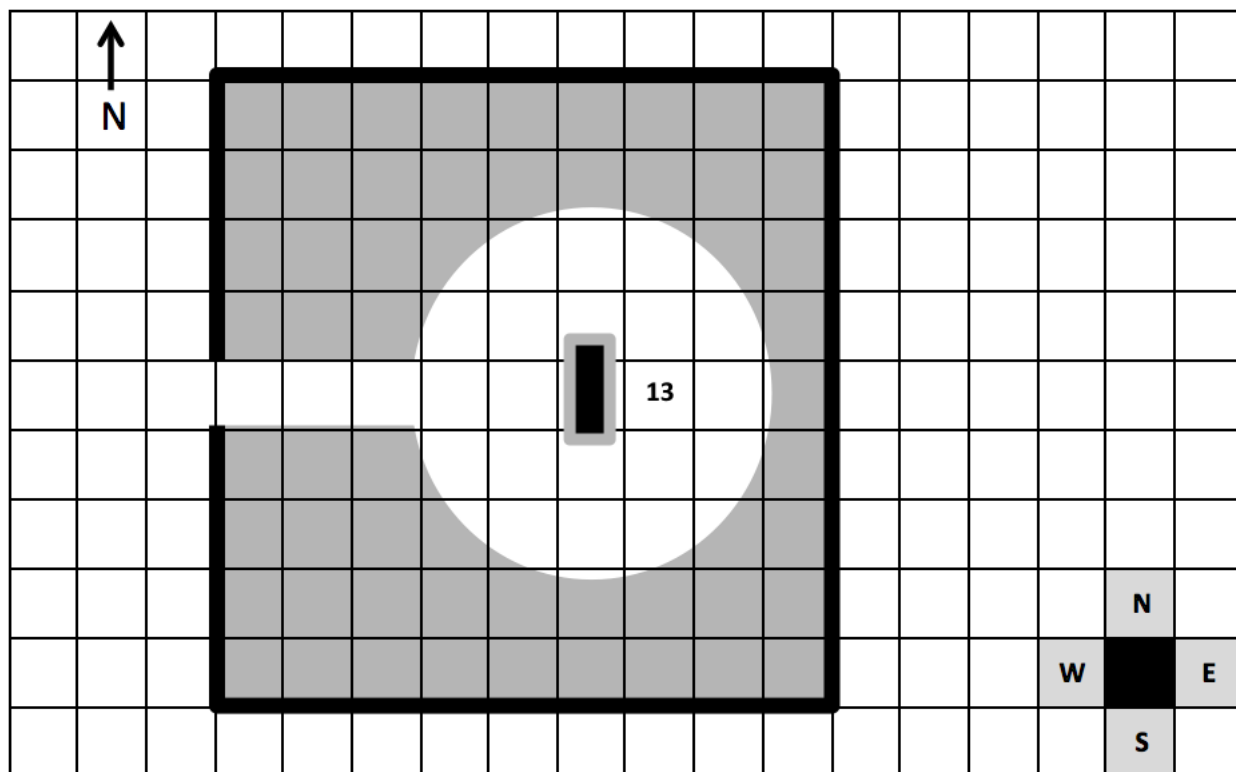
Drakestein Island: 1 square = ¼ mile

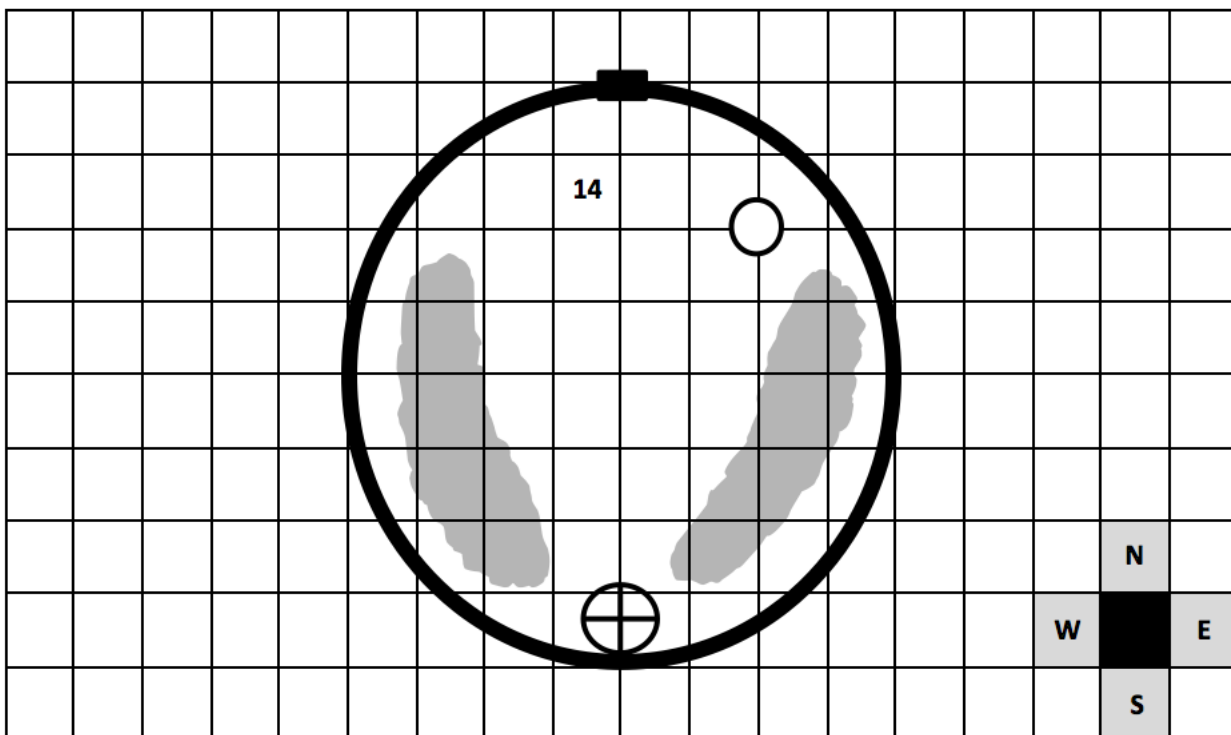


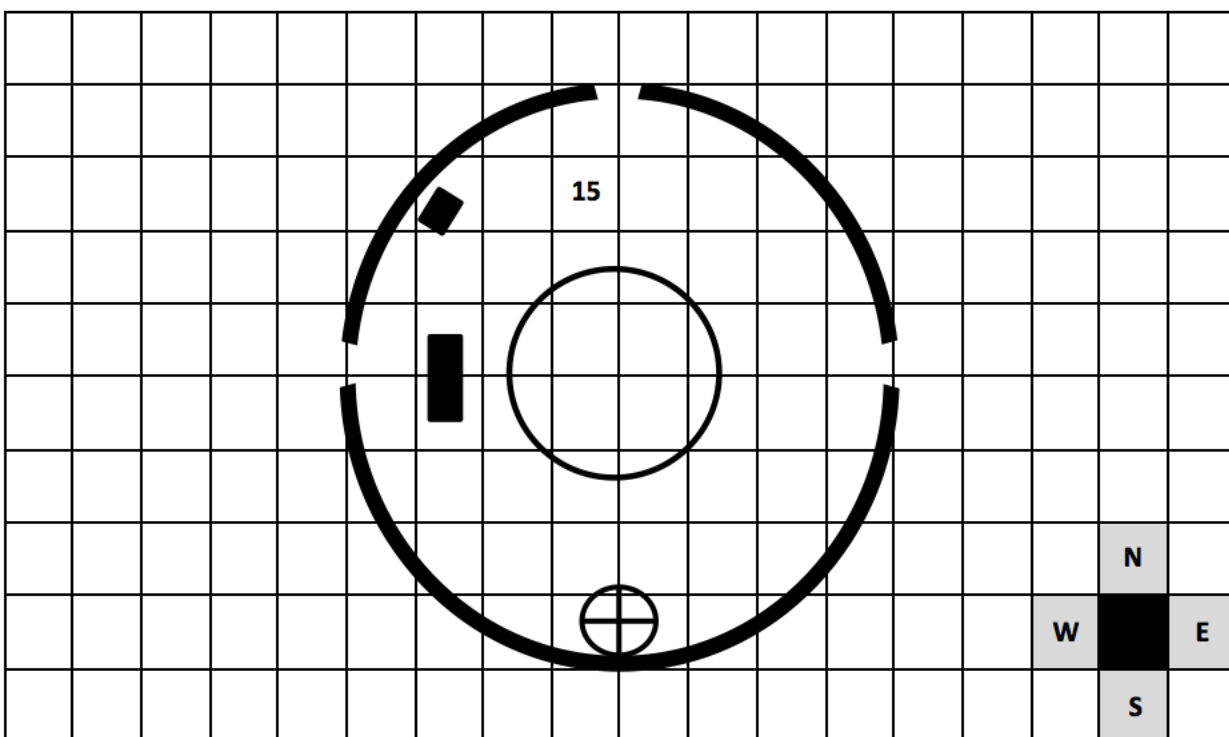
1. The Cove: 1 square = 50'

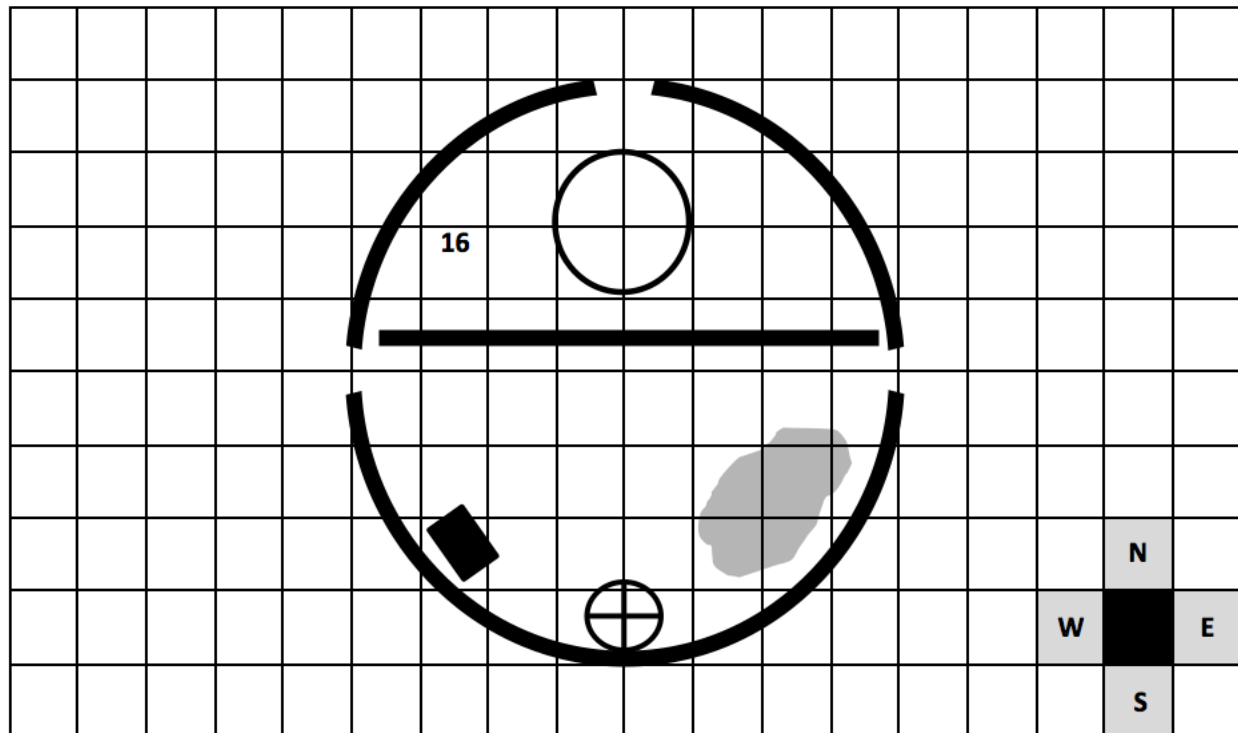
5. The Old Watch Tower (First Floor): 1 square = 10'

The Old Watch Tower (Roof): 1 square = 10'

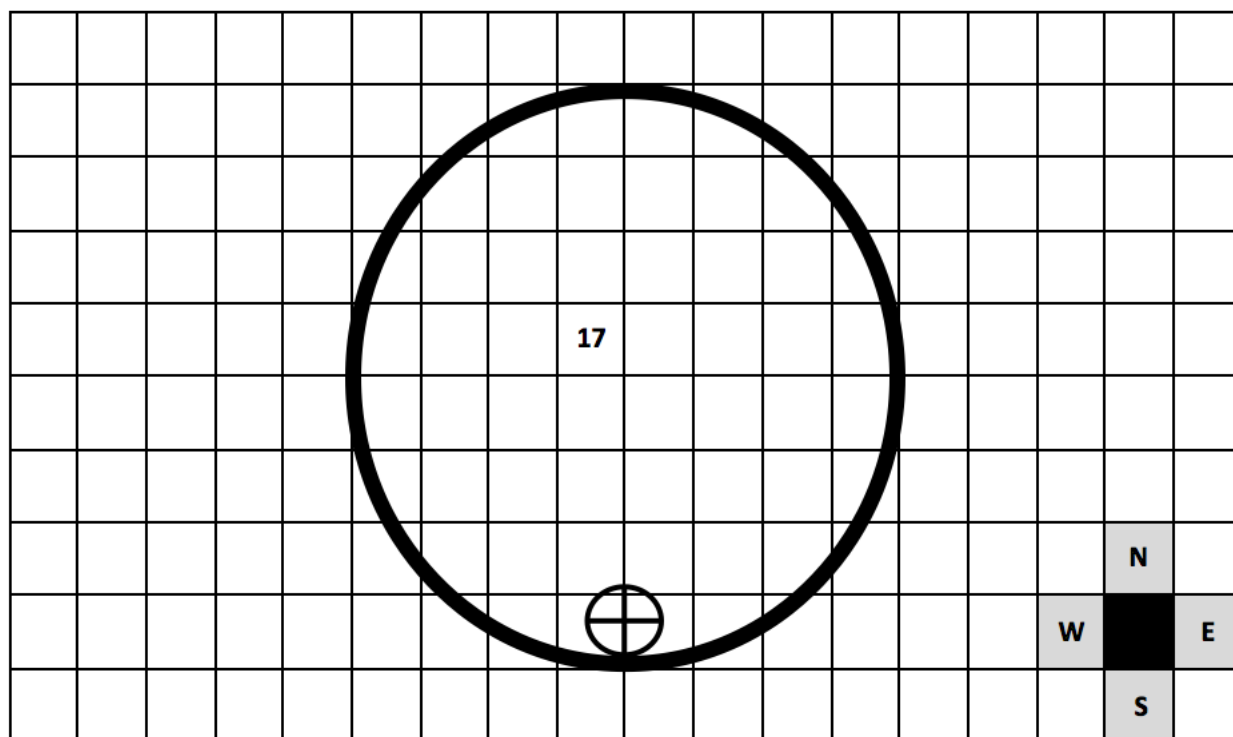
Ida's Tomb: 1 square = 10'

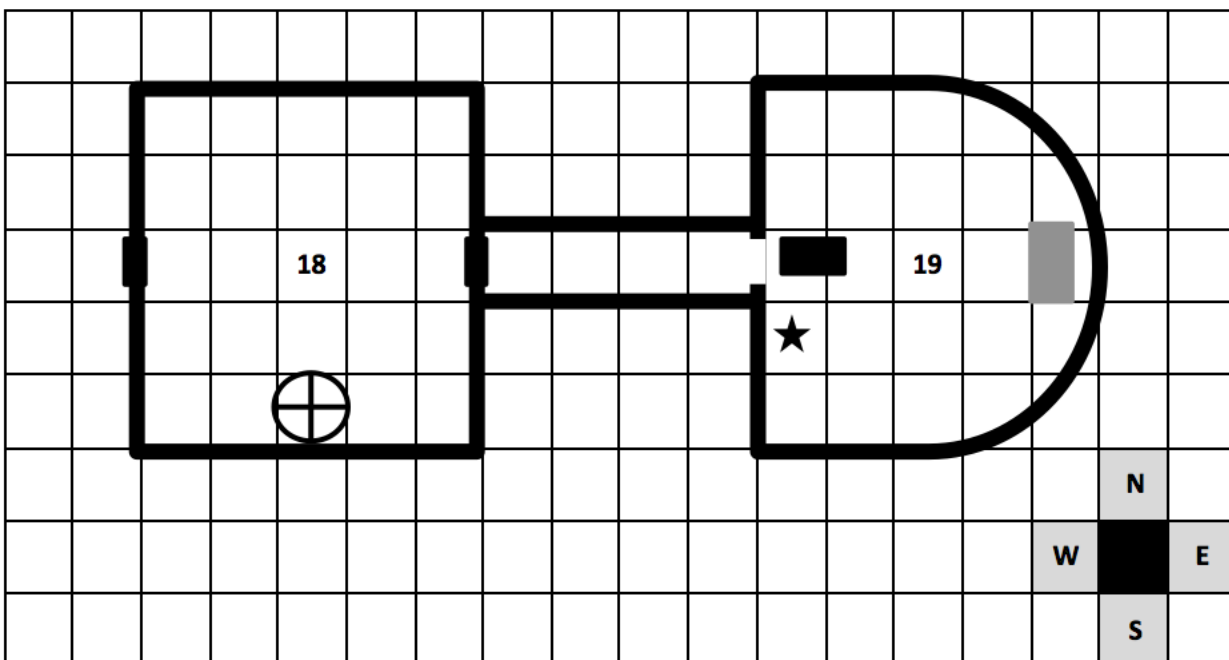
Ruined Tower (First Floor): 1 square = 10'

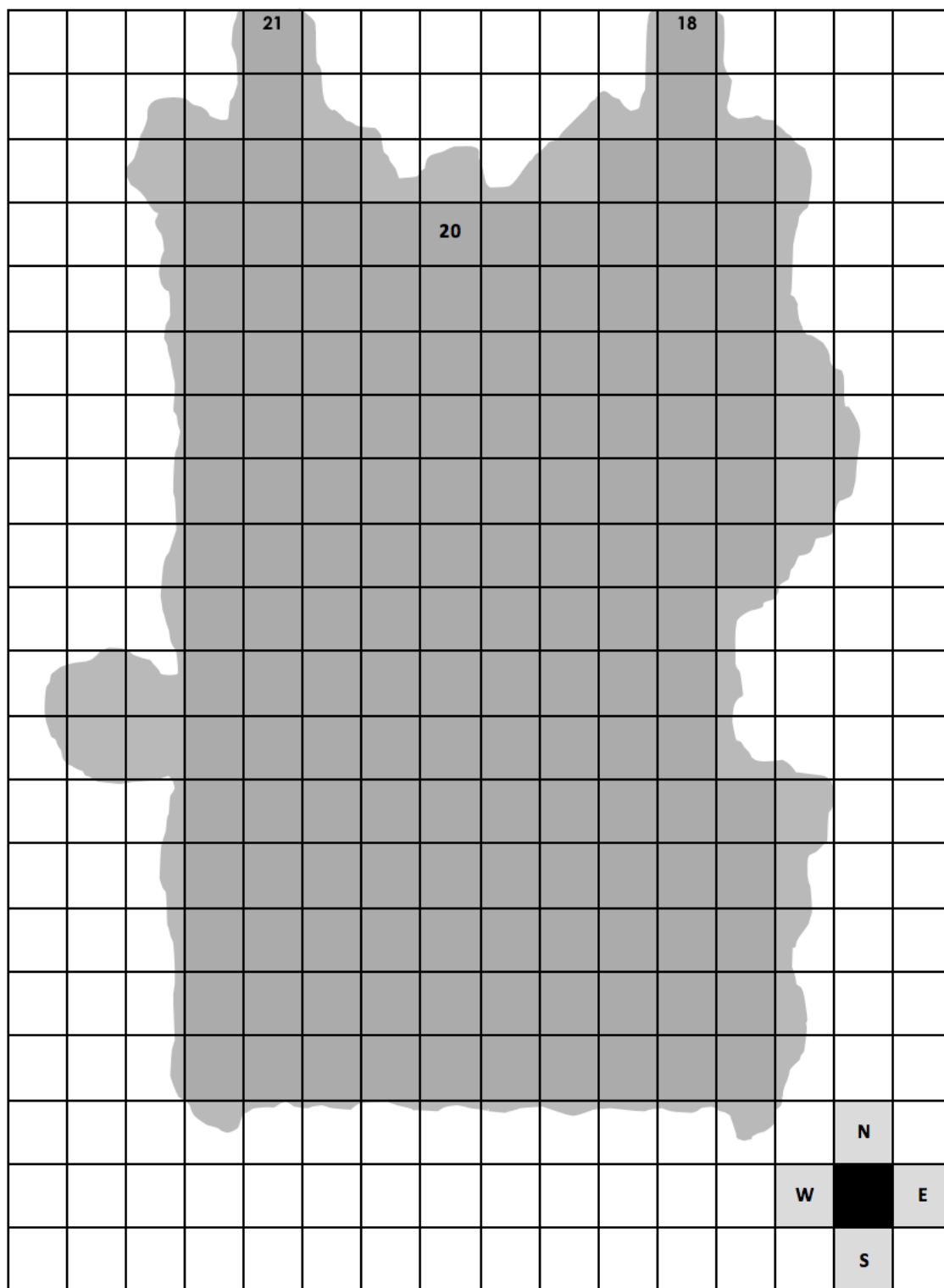
Ruined Tower (Second Floor): 1 square = 10'

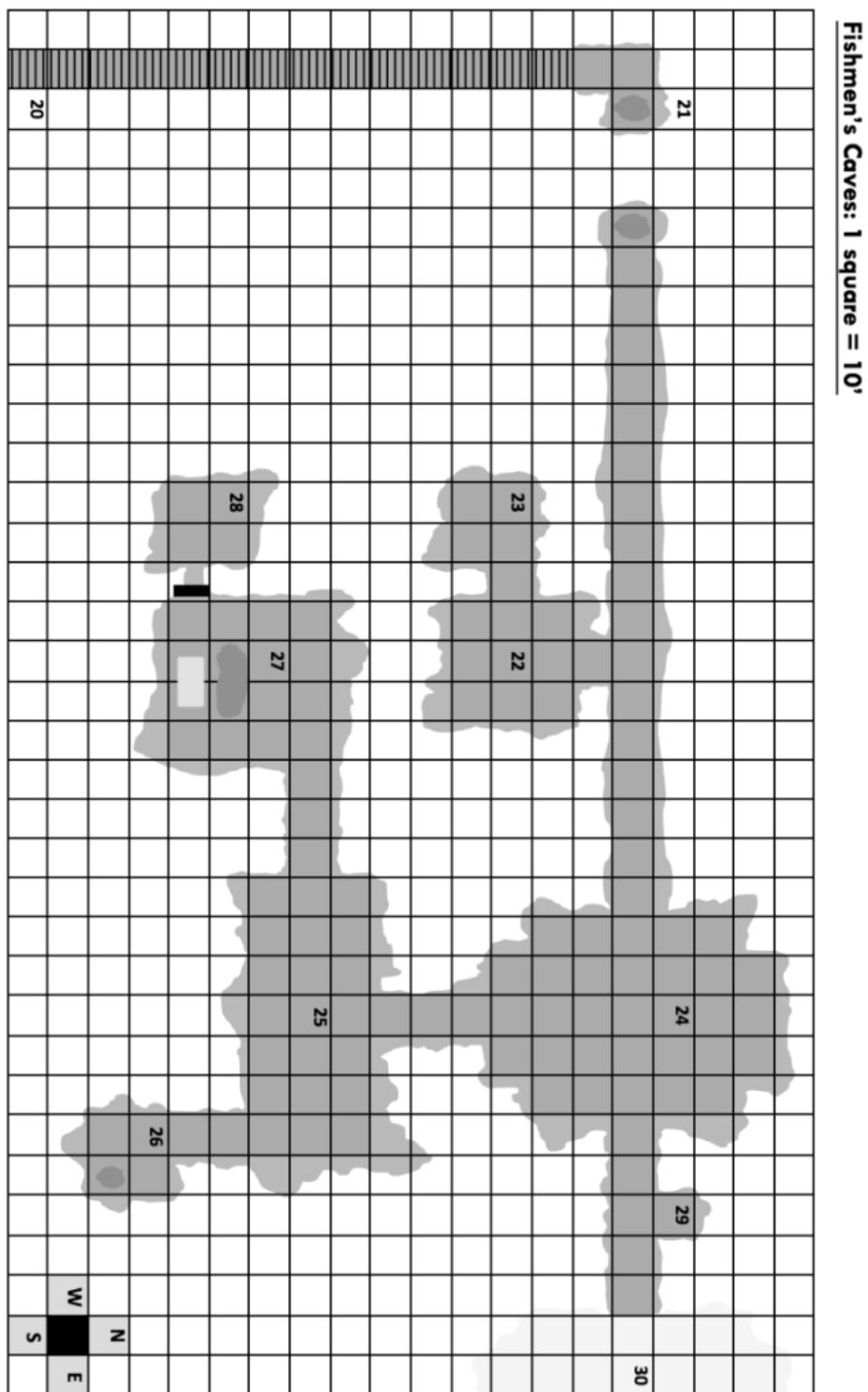
Ruined Tower (Third Floor): 1 square = 10'

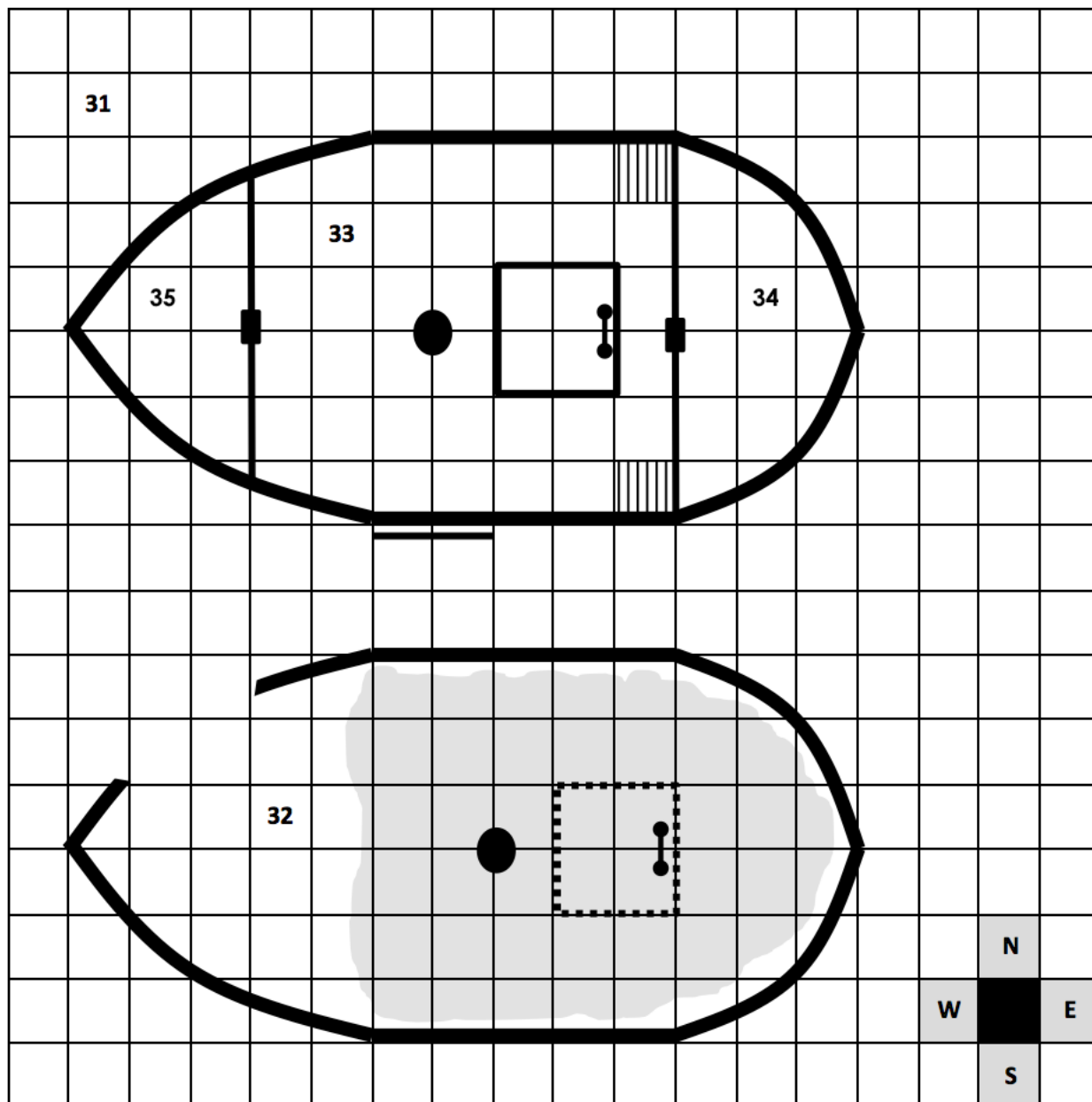
Ruined Tower (Roof): 1 square = 10'



The Ruined Tower (Cellar): 1 square = 10'

Mendarax's Cave: 1 square = 10'



The Wrecked Ship: 1 square = 10'

A Temple of Slides and Stairs

by Ollie Oberg

An adventure for 2 to 6 characters of levels 1 to 3.

Background

This module is a short dungeon with a few common RPG elements such as combat, puzzles, treasure, traps, and of course opportunity for role playing. It's short enough to be played through in only a few hours and should be well-suited to a single session game or convention play. Players who wish to get right into the action can use some of the included pre-generated characters. Players who wish to learn more about the Basic Fantasy RPG rules may wish to spend some time generating their own first-level characters. This adventure should give first-level characters a chance to succeed with a little luck and some crafty ideas to solve the challenges of the dungeon.

For the Game Master

The following players' introduction should explain the basic plot and get the adventurers started:

Your adventurers' guild leader set off a week ago to take on a quest he assured you would improve the prestige of your guild. A messenger from the town has arrived to tell you that your leader has failed his task and it now falls on you to finish it! The quest is supposedly "easy" and you need only enter a decrepit temple and read aloud a prayer before a beautiful crystal statue. This will supposedly rid the lands of evil and bring riches to the town. Refuse to take on the quest and the town will consider you all delinquents and chase you out of the region with not a copper piece to your name. You have been given five days. And so, you've taken on the quest! You grabbed what meager gear, weapons, and armor your guild had available, bought a few supplies, and rode out into the surrounding forest. You find yourself approaching an old, decaying temple deep in the woods, where within you'll read the prayer written on an old piece of parchment given to you.

This is a good time to ask which player is carrying the parchment, as it will become relevant at the end of the adventure.

This short dungeon is suitable for many play styles. Players who wish to simply fight their way through

with first- or second-level characters may be able to do so at a challenge. Players who wish to be more creative in their solutions to encounters should be able to, the dice be willing, find a way to finish the dungeon without a single attack.

The pre-generated characters included should be able to make it through the dungeon without a break if they have a little luck. If the dice are not in their favor they should have the option to at least recover some HP while camping outside. It's up to the GM to decide if they should be getting any support and how much a night's rest restores.

The characters are generated as described in the **Basic Fantasy RPG Core Rules**, with the optional rule of giving first-level characters maximum HP for their race and class. Characters are given initial equipment in addition to their rolled starting money.

Play Options

This section does not contain any critical information. It provides ideas and options for the GM to scale the difficulty and speed of the game. The rest of this adventure (after this section) is written assuming no particular play options, but works best when the GM makes appropriate judgment calls on a case-by-case basis.

As a one-shot introductory quest the GM may choose to make poison less deadly as this can bring a very abrupt end to an intro game. Certain pre-generated characters have a "vial of antidote." Poisoned characters should drop to 0 HP as described in the core rulebook, then lose 1d6 HP per turn until they reach their negative CON score. The antidote is meant to stabilize a poisoned character; it will bring a character to 0 HP and nullify the poison but not provide any additional HP. Use of this house-rule is, as always, up to the GM.

Certain elements are exchangeable. In time-limited games Room 6 could become Room 5 just to speed the game along. If players did poorly with the first encounter and first trap, then Room 5 could become Room 4 to avoid another combat before the boss.

The adventure as written is intended for four players. Adjustments should be made to enemies for smaller

or larger parties. For every additional/fewer player characters, one more/less enemy should be added to each group. For additional Nazgorian frogmen the GM should use his or her best judgment to decide on the number of attacks it may make. If playing with a small group players may take on multiple PCs, or use a pre-generated character as an NPC guide or hireling for the PCs.

Should a PC die there is a simple way to provide the player a new character within the context of the adventure: allow backup to come from the guild and either provide one of the pre-generated characters to the player, or allow them to choose. You may require the party to exit the temple to meet up with the new PC. This is meant to allow some flexibility in difficulty. There are ten pre-generated characters who may come in waves and not all of them may survive. The GM can choose to explain this to players before or after a character death.

The pre-generated characters are provided as if they were NPCs. For intro games the GM should provide blank character sheets and allow the players time to fill in their stats and equipment. This will make them more familiar with their character.

Depending on time available, the GM may wish to begin the adventure at the entrance to the temple. Progress through the adventure is fairly linear. The GM should use his or her judgment through the course of the adventure to modify encounters, traps, and puzzles as necessary to fill the allotted time and adjust to the skill (and luck) of the players. Random encounters in particular should be omitted for time-constrained games unless the players have breezed through faster than expected.

The Temple Area

The temple is at least a few hours away from town by horse and probably a solid day away by walking. The temple is the only structure in the area and surrounded by forest. The area is generally peaceful, though locals avoid being alone outdoors after dusk. Orcs inhabit the area; though there is no formal diplomacy between the humans and orcs, both tend to avoid conflict with the other. Goblins also inhabit the area and occasionally try to steal from local humans and orcs both. Some locals will tell tales with varying plausibility of teaming up with orcs to hunt down the goblin thieves.

The "road" leading up to the temple is hardly recognizable in many parts, though ancient cart

tracks can still be found by those with a trained eye, and those familiar with the path can follow it if paying attention. PCs should have no problem finding a suitable location to leave their horses and/or camp if they so desire. An NPC farmer may cross the party's path, especially if they're in need of knowledge or assistance in finding the temple.

If the PCs wish to leave the area and camp outside (to recover HP or magic) they may do so. If they camp inside the temple or directly outside the entrance, an orc patrol will come through at night but should be treated like the orcs in room 4 ("South East"). If the PCs camp away from the road in nearby forest they should encounter only a group of giant rats or other suitable danger. Traveling back to town by horse will take a while but players can find an inn to stay at and recover HP at 10 gp/night (whether staying at an inn grants more than the standard 1 HP/night recovery is left to the GM.) Creative players seeking to find shelter with local farmers or such should provide either payment (gp) or sufficiently good and successful roleplaying.

Random wandering monsters in this dungeon are optional. One option would be a patrol of orcs as described above. Such a patrol is useful also for "wandering monsters" groups encountered in the dungeon to slow down the players if the GM decides to add an extra challenge. Giant bees make another realistic random encounter, too, given the half-built hive in room 2. The broken roof might allow certain smaller monsters such as goblins to squeeze through and come down rope ladders, etc. Finally, the frogmen in room 6 will certainly notice any movement of the slides/stairs and may call in reinforcements from their home dimension. A single frogman or pair of frogmen as scouts would be an appropriate random encounter for a party advancing quickly through the adventure. Equip the frogman with a **Longsword +1** if appropriate. The GM may choose to simply use the table below by rolling 1d6 (see the Appendix for example monsters.)

1	1d2 Nazgorian Frogmen
2	1d6 Orcs
3	2d4 Goblins
4	2d4 Giant Centipedes
5	1d6 Giant Bees
6	1d3 Tentacle Worms

Individual treasure types are noted here for reference:

- Q: 3d6 sp
- R: 2d6 ep

Nagzorian Frogmen

Basic Fantasy Field Guide Volume 1, pg. 51.

1d2 Frogmen: AC 13, HD 3, #At 1 or 2 weapons, Dam 1d8+1 or by weapon, Mv 40', Sv F3, MI 10, XP 145 ea.
Treasure: none.

HP 10 □□□□□ □□□□□
17 □□□□□ □□□□□ □□□□□ □□
12 □□□□□ □□□□□ □□
16 □□□□□ □□□□□ □□□□□ □
20 □□□□□ □□□□□ □□□□□ □□□□□
20 □□□□□ □□□□□ □□□□□ □□□□□

Orcs

Basic Fantasy RPG Core Rules, pg. 108.

1d6 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea. Treasure: Q, R ea.

HP 4 □□□□ 7 □□□□□ □□
6 □□□□□ □ 6 □□□□□ □
3 □□□ 8 □□□□□ □□□

Goblins

Basic Fantasy RPG Core Rules, pg. 89. The stats listed here are for unarmored goblins, presumably some sort of scouting party, and not a combat-ready force.

2d4 Goblins AC 11, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 30', Sv F1, MI 7, XP 10 ea.
Treasure: R ea.

HP 1 □ 6 □□□□□ □
5 □□□□□ 2 □□
1 □ 2 □□

Giant Centipedes

Basic Fantasy RPG Core Rules, pg. 64. "Those bitten by a giant centipede must save vs. Poison at +2 or die."

2d4 Giant Centipedes: AC 11, HD 1d4 HP, #At 1 bite, Dam poison, Mv 40', Sv NM, MI 7, XP 13 ea.
Treasure: none.

HP 2 □□ 4 □□□□
1 □ 2 □□
3 □□□ 2 □□

Giant Bees

Basic Fantasy RPG Core Rules, pg. 59.

1d6 Giant Bees: AC 13, HD 1d4 HP* #At 1 sting, Dam 1d4 + poison, Mv 10 (Fly 50'), Sv F1, MI 9, XP 13 ea.
Treasure: none.

HP 2 □□ 4 □□□□
2 □□ 2 □□
1 □ 3 □□□

Tentacle Worms

Basic Fantasy RPG Core Rules, pg. 120

1d3 Tentacle Worms: AC 13, HD 3*, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9, XP 175 ea.

HP 21 □□□□□ □□□□□ □□□□□ □□□□□ □
13 □□□□□ □□□□□ □□□
14 □□□□□ □□□□□ □□□□
15 □□□□□ □□□□□ □□□□□
11 □□□□□ □□□□□ □
15 □□□□□ □□□□□ □□□□□

The Temple

1. ENTRYWAY:

The door to room 4 is barred from the other side. There is no lock to open, but a **knock** spell will successfully open the door. It's a very large and thick-looking door; any normal roll to open it with force should fail, though if players manage to get a battering ram it may be broken down with sufficient luck in dice rolls and time spent.

Most rooms in this dungeon appear like this unless otherwise noted:

As you enter the temple, your eyes adjust from the brightness outside to the dimly-lit interior. Cracks in the ceiling let in a small amount of daylight, about equivalent to a full moon at night with no clouds. Rubbish and various animal bones are strewn about. A pile of debris in front of you reaches about three feet high. To the left is a puddle of dark water and to the right lie a pile of bones. You're not alone in here, though. An armor-less orc lies dead ten feet ahead and a bit to the right. The embers of an extinguished torch flicker gently, one hand still clutching the base. The charred body of a giant bee lays next to him, while a few more living giant bees seem to be sucking the blood from the orc's neck!

Individual bees should make a morale check if attacked with a torch, regardless of whether the attack was successful. The bees have no treasure.

4 Giant Bees: AC 13, HD 1d4*, #At 1 Sting, Dam 1d4 + Poison, Mv 10' Fly 50', Sv F1, MI 9, XP 13 ea.

HP	1	<input type="checkbox"/>	1	<input type="checkbox"/>
	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

If the PCs inspect the dead orc they'll notice it was wearing a brownish tunic. PCs who pass a Wisdom or Intelligence check will realize this is a mature youth or young adult orc. Those familiar with orcs or with a natural 20 ability check will know this orc would be of very low social status in an orc society.

A pile of bones is found to the east. The puddle to the west is gooey, sticky, and putrid-smelling but otherwise harmless.

A treasure can be found beneath a pile of loose stones directly across from the southern entrance-way. The **Magic Net** looks like rope but feels like silk, and upon careful inspection has golden threads running through it. The net is thrown and treated like

a tossed missile. A direct hit will wrap the net around the target and prevent it from moving or attacking for 1d6 (minus target's Strength bonus) rounds (minimum 1), after which the target can break out; treat like a **web** or **entangle** spell. If the target breaks out the net is destroyed. If let out the net may be used again. Attacks against subjects caught in the net invoke a save vs. Death Ray (as a Fighter 1) for the net, which if failed destroys the net. The net can be removed from bodies but only with effort and time (1d4 rounds).

2. SOUTHWEST:

There are no particular dangers in this room unless the giant bees from room 1 were drawn in here, though the slide-and-ladder contraption can cause danger to any players standing on the tracks as soon as the switch is activated.

You walk into a fairly sizable room about fifty feet to each side, and with groupings of pillars to the northwest, southwest, and southeast. A puddle reflects the light making its way through the ceiling in the middle of the room. It doesn't look deep but you can't tell from the entrance-way. Some fashion of tapestry or rug hangs on the south end of the west wall. Circular grooves in the floor and ceiling are well-worn and it appears something travels along them frequently, though you can't see what. You notice a large switch on the western wall.

An empty giant bee hive is under construction in the upper northwest corner of the room. The tapestries on the southwest wall are covered in a greenish mold. It's harmless but has taken over large parts of the hanging tapestry so that little of the actual tapestry can be seen.

This room contains no monsters or treasure but contains a simple puzzle: a switch which activates the slide-and-ladder contraption. Pushing the switch rotates the chute/ladder contraption by 90 degrees counterclockwise (viewed from the top) for each push. The ladder starts in room 5, the chute in room 6. As the ladder/chute moves around, specifically-shaped holes in the side of the walls allow passage.

Blades and spikes around the hole in the wall cause damage to anybody touching them while the contraption is in motion: 1d6 points of damage (plus fall damage) for being pushed off of them while

climbing, and 6d6 points of damage for being trapped between ladder/chute and wall. It is coated with a slick covering that cannot be removed. The sides are sharp and cannot be grasped without incurring damage.

Even the strongest and most dexterous PCs are unable to go up the slide. An appropriate check should be made for each 10' climbed. Characters losing their footing will slide down and take 1d6 points of fall damage unless an appropriate check is passed, though characters should be allowed to intentionally slide down without any risk.

When/if a PC pushes the switch, read the following:

As soon as you give the switch a solid push mechanical noises are heard all around. A scraping sound is heard, and after a moment a flat slide comes out of a hole in the northern wall, moving fairly quickly, and comes to a stop in the middle of the room. This slide reaches up to a hole in the ceiling at a very steep angle. You can see that a good portion of the ceiling in the northeast corner of the room can rotate. The slide itself is about five feet wide, very flat, and has an oily sheen.

When a PC hits pushes the switch a second time, read the following:

You again hear a mechanical sound and the slide starts moving almost immediately. It rides the circular track around the room and vanishes into a hole just big enough for it in the eastern wall. At the same time, a ladder comes out of the hole in the north wall. It is about five feet wide, like the slide, and appears sturdy enough to carry even small giants. At the top of the ladder is a hole into another area.

3. CENTRAL ROOM:

Only a single trap makes this room a danger. Before reading the following, it is recommended that there are only as many potions as there are characters in the party (up to four).

As you climb up into this room you see it is circular. Across and to your right you see an opening to the slide. Two more openings in the floor are to the northeast and northwest, but are blocked by a stone sub-floor. The walls curve up and form a

dome fifty feet high at the center. The ceiling is intact and numerous torches affixed to the ceiling light the room.

In the center of a room is a three-foot tall statue on a pedestal. It is a four-headed beast: the body of a spider, but with legs of snakes, and on the end of four legs are the head of a dog, a crow, a dwarf, and a horse. In each agape mouth of the statue is a potion of red carbonated liquid. From the neck of each head hangs a sign, reading either "north," "east," "south," or "west" respectively.

The floor of the room is solid and does not move. The moving ladder and slide move beneath the floor. The openings for the ladder/slide are closed when the ladder/slide is not present below them. If the PCs successfully search the pedestal, they will see a faint inscription chiseled around the base:

"Take only from where the mouth is open."

A needle trap activates if a potion is taken from a pedestal when the base is not turned in the direction from which the potion is taken (e.g. if the slide and chute are pointing NW and SW it is safe to take the westerly potion from the pedestal). The needles shoot down from the top, hitting anybody within 10' of the pedestal. The trap will activate any time an "incorrect" potion is taken. Any PC hit must save vs. Death Ray to take half damage, otherwise he or she takes 1d6 points of damage.

If the GM sees fit, these potions can have the effect of the "vial of antidote" as described above, in addition to a regular **Potion of Healing**.

4. SOUTHEAST:

Orcs present in this room will not be surprised if they heard the PCs' fight with the giant bees or if anybody tried to forcefully open the large door. The door to this room from room 1 is barred from this side. The orcs are not automatically hostile.

This room appears to be very similar to the lower room with the bee hive. You see an additional source of light, though. A fire burns in a crude camp toward the center of the room, surrounded by a group of orcs standing and looking at you!

The door to room 1 can be unbarred and opened for good. The orcs have nothing of value in their camp, only what treasure they carry. This room is

mostly identical to room 2. The switch in this room is broken and does nothing.

The orcs here will be ready for the party if any attempt to open the door from the other side was made. They are here as a scouting party for their tribe and are looking to use the decaying temple as a lair. They are aware of some greater evil deeper in the temple but don't know what it is, how it got there, or what it wants. They won't know anything about the guild leader. The orcs may even let the PCs through if properly motivated and if reaction checks go well. A promise to defeat the evil or a bribe of gold (suggested: 2 gp per orc from each PC) may persuade the orcs to allow the PCs passage so long as they don't bring trouble back to their camp.

Of course this may be hard to convey without anybody familiar with the orcish tongue, but the glimmer of gold tends to be a universally-understood language. If meetings with these orcs go well, the GM may consider allowing a future "random" patrol of orcs containing a leader who speaks Common, as an option for negotiations.

3 Orcs: AC 14, HD 1, #At 1, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 7 □□□□□ □□ 5 □□□□□
3 □□□

Treasure: 2 gp, 4 sp each.



5. NORTHEAST:

This room contains only one trap, which is activated after a section of flooring has been depressed.

As you enter this room a faint smell of decay is noticeable but not overwhelming. Rubble from the ceiling has collected to the northeast. Another switch is visible, this time on the east wall, and identical in appearance to the one in the previous room. What catches your eye quickly is the large cage in the middle of the room! Inside is your guild leader; he is unconscious and clearly injured, but seemingly alive!

The guild leader (known to the party simply as "leader") is laying beaten and unconscious in the 7-foot cubed cell. Normal methods of waking him will fail. However, any healing magic or potions applied, or any similarly suitable magic, will wake him into a confused daze. The cage is locked and the key lies with the dungeon boss. A spell or skill that opens the cage should be treated as with any standard lock. The leader is unable to fight but will accompany the PCs wherever they go. If asked, he will mention something about the prayer being more important than fighting monsters.

The smell in the room is from the corpse of a rotting goblin body in the vicinity of the northwestern corner close to the rubble. PCs passing an appropriate Intelligence or Wisdom check will be able to tell the goblin died from a fall. An appropriately high roll or second check (or generous GM) will reveal that the goblin survived the fall and managed to move a small ways before expiring. Searching the rubble will reveal a crude and broken knotted rope-ladder. The rubble nearby is much more recently-collapsed than the rubble elsewhere in the temple.

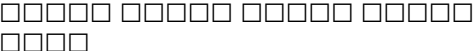
A functioning switch here works the same as the switch in room 2. A 10-foot' square in front of the switch will depress slightly and audibly once a PC any heavier than a Halfling steps on it.

As you step forward you hear a faint but audible "click" from the floor below you, and you feel it move down ever so slightly. Nothing apparently happens...

Nothing happens if the switch is pushed before the weight is removed. If the weight is removed before the switch is pulled, poisonous gas fills the room. All PCs and NPCs must save vs. Poison or take 1d6 points of damage. Rubble from the other part of the room

can be carried by any two or more PCs with a combined Strength greater than 19.

Guild Leader, Human Cleric 6: AC 11, #At 0, Dam n/a, Mv 15', MI 12, XP nil [HP 2, max 24]

HP 24 

6. NORTHWEST:

This is the "boss" room. The pillars around the statue have about 3 feet of clearance between them. The GM should use discretion in determining if this provides a challenge to passage for PCs or monsters, and how much cover it may provide given the angle of a ranged attack, if applicable.

As you enter the room you notice something different. The ceiling is whole, but the room is moderately well-lit from within by a crystal statue. It sits to the northeast, surrounded by columns and raised a few steps above the surrounding floor. Between you and the crystal statue sits two creatures, each with two pairs of eyes and arms!

The frogmen are aware of the importance of the statue, and will attempt to prevent PCs from approaching it. The frogmen tactics will reflect this

by waiting close to the statue and delaying action until the PCs approach. The frogmen can handle two two-handed spears at once, allowing them two attacks per round. The GM may arm the frogmen with alternate weapons to increase or decrease their deadliness. With four PCs the two frogmen should be maximally armed; with fewer PCs reduce the number of attacks appropriately.

Once the monsters are defeated, the PCs can read the prayer in front of the statue. They must be within the boundary of the pillars for this to work. Defeating the boss(es) is not necessary; so long as the prayer is read in full (with no interruptions), the quest is fulfilled. The frogmen will disintegrate immediately upon the completion of the prayer, even if still alive. Searching any of the frogmen will reveal the key to the cage in room 5 (it won't disintegrate with them). The PCs should retrieve the NPC leader (if alive) and exit the temple to end the adventure. The switch in this room functions identically to all others.

2 Nazgorian Frogmen: AC 13, HD 3, #At 2 weapon, Dam 1d8+1/1d8+1, Mv 40', Sv F3, MI 10', XP 145 ea.

HP 23 

 9 

Treasure: key to cage

Supplemental Information

Finishing the Adventure

Once the PCs have completed their quest and optionally saved their NPC leader, they can set off on their way back to town. The party may encounter goblins, orcs, or other monsters on their way out, possibly drawn by the commotion. Such an optional final encounter may be useful to fill in some extra time in a session. If this adventure is run as a one-shot there's little need to explain much after the party leaves the temple. If the players lead their characters back to town they should be met by an official or other similar NPC who will be aware they've completed (or failed to complete) the quest, and will react appropriately.

This introductory adventure is meant to allow new players or players with 1st-level characters to get a taste of adventure. The included pre-generated characters are created following the **Basic Fantasy RPG Core Rules**, while exercising the option to give characters maximum starting HP, plus their Constitution bonus. These PCs have been given some standardized equipment in addition to their regular money at creation time. This adventure may simply be the introduction to a larger campaign. Perhaps there's more to explore deeper inside the temple or there are other places to explore in the area, or perhaps the PCs decide to leave their hometown and venture out on their own.

Pregenerated Characters

The name and sex of the characters have been omitted intentionally, as these are for the players to decide. A few characters have levels above 1. These are also characters with overall lower stats than their level-1 counterparts. Players wishing to continue on the adventure will be better-suited choosing one of the level-1 characters, or their own, rather than a higher-level character with reduced ability scores.

Fighters

PC One: Dwarf Fighter 1, AC 17, #At 1 great axe, Dam 1d10, Mv 30'

HP 10

STR 16 (+2) DEX 11 (0) CON 16 (+2)

INT 11 (0) WIS 11 (0) CHA 11 (0)

Equipment: great axe (1d10), dagger (1d4), plate mail (AC 17), large sack, small sack, vial of antidote, 13 gp

PC Two: Human Fighter 2, AC 15 (16 w/ shield), #At 1 long sword, Dam 1d8, Mv 30'

HP 13

STR 13 (+1) DEX 13 (+1) CON 12 (0)

INT 7 (-1) WIS 12 (0) CHA 9 (0)

Equipment: long sword (1d8), dagger (1d4), chain mail (AC 15), shield, large sack, 13 gp

PC Three: Elf Fighter 1, AC 15 (16 w/ shield), #At 1 spear, Dam 1d6 or 1d8 if used two-handed, Mv 30'

HP 8

STR 15 (+1) DEX 15 (+1) CON 17 (+2)

INT 13 (+1) WIS 11 (0) CHA 11 (0)

Equipment: spear (1d6, if two-handed 1d8) x 3, dagger (1d4), chain mail (AC 15), shield, large sack, 53 gp

Clerics

PC Four: Elf Cleric 2, AC 17 (18 w/ shield), #At 1 mace, Dam 1d8, Mv 30'

HP 12

STR 14 (+1) DEX 6 (-1) CON 13 (+1)

INT 13 (+1) WIS 15 (+1) CHA 9 (0)

Equipment: mace (1d8), plate mail (AC 17), shield, large sack, holy symbol, 83 gp

Spell: **cure light wounds**

PC Five: Halfling Cleric 1, AC 15 (16 w/ shield),
#At 1 mace, Dam 1d8, Mv 30'

HP 7

STR 9 (0) DEX 7 (-1) CON 13 (+1)

INT 9 (0) WIS 18 (+3) CHA 9 (+1)

Equipment: mace (1d8), chain mail (AC 15), shield (AC+1), small sack, cloak, holy symbol, vial of antidote, 53 gp

PC Six: Human Cleric 2, AC 15 (16 w/ shield),
#At 1 maul, Dam 1d10, Mv 30'

HP 10

STR 11 (0) DEX 13 (+1) CON 12 (0)

INT 13 (0) WIS 15 (+1) CHA 13 (+1)

Equipment: maul (1d10), chain mail (AC 15), shield, large sack, holy symbol, 43 gp

Magic-Users

PC Seven: Human Magic-User 3, AC 11,
#At 1 dagger, Dam 1d4, Mv 30'

HP 10

STR 10 (0) DEX 12 (0) CON 12 (0)

INT 12 (0) WIS 7 (-1) CHA 11 (0)

Equipment: spellbook, dagger (1d4) x 3, mirror, ink, quill, 103 gp

Spells: **read magic, magic missile, sleep, invisibility**

PC Eight: Elf Magic-User 1, AC 11,
#At 1 quarterstaff, Dam 1d6, Mv 30'

HP 5

STR 16 (+2) DEX 12 (0) CON 13 (+1)

INT 17 (+2) WIS 11 (0) CHA 10 (0)

Equipment: spellbook, quarterstaff (1d6), dagger (1d4), mirror, ink, quill, vial of antidote, 13 gp

Spells: **read magic, magic missile**

Thieves

PC Nine: Halfling Thief 1, AC 13, #At 1 shortbow,
Dam 1d6, Mv 30'

HP 5

STR 14 (+1) DEX 15 (+1) CON 14 (+1)

INT 14 (+1) WIS 10 (0) CHA 13 (+1)

Equipment: shortbow (1d6), arrows x 20, dagger (1d4), leather armor (AC 13), thieves' picks and tools, padlock, vial of antidote, 93 gp

PC Ten: Human Thief 2, AC 13, #At 1 long sword,
Dam 1d8, Mv 30'

HP 9

STR 11 (-1) DEX 16 (+2) CON 13 (0)

INT 7 (-1) WIS 14 (+1) CHA 10 (0)

Equipment: long sword (1d8), dagger (1d4), leather armor (AC 13), thieves' picks and tools, 73 gp

Additional Items

In addition to the items listed in their descriptions, all characters have the following, for which payment was taken from their rolled starting money:

- backpack
- belt pouch
- cloak
- clothing
- iron spikes
- oil x3
- rations (1 wk)
- rope, hemp (50')
- tent (small)
- tinderbox (w/ flint and steel)
- torches (x6)
- wine-/waterskin

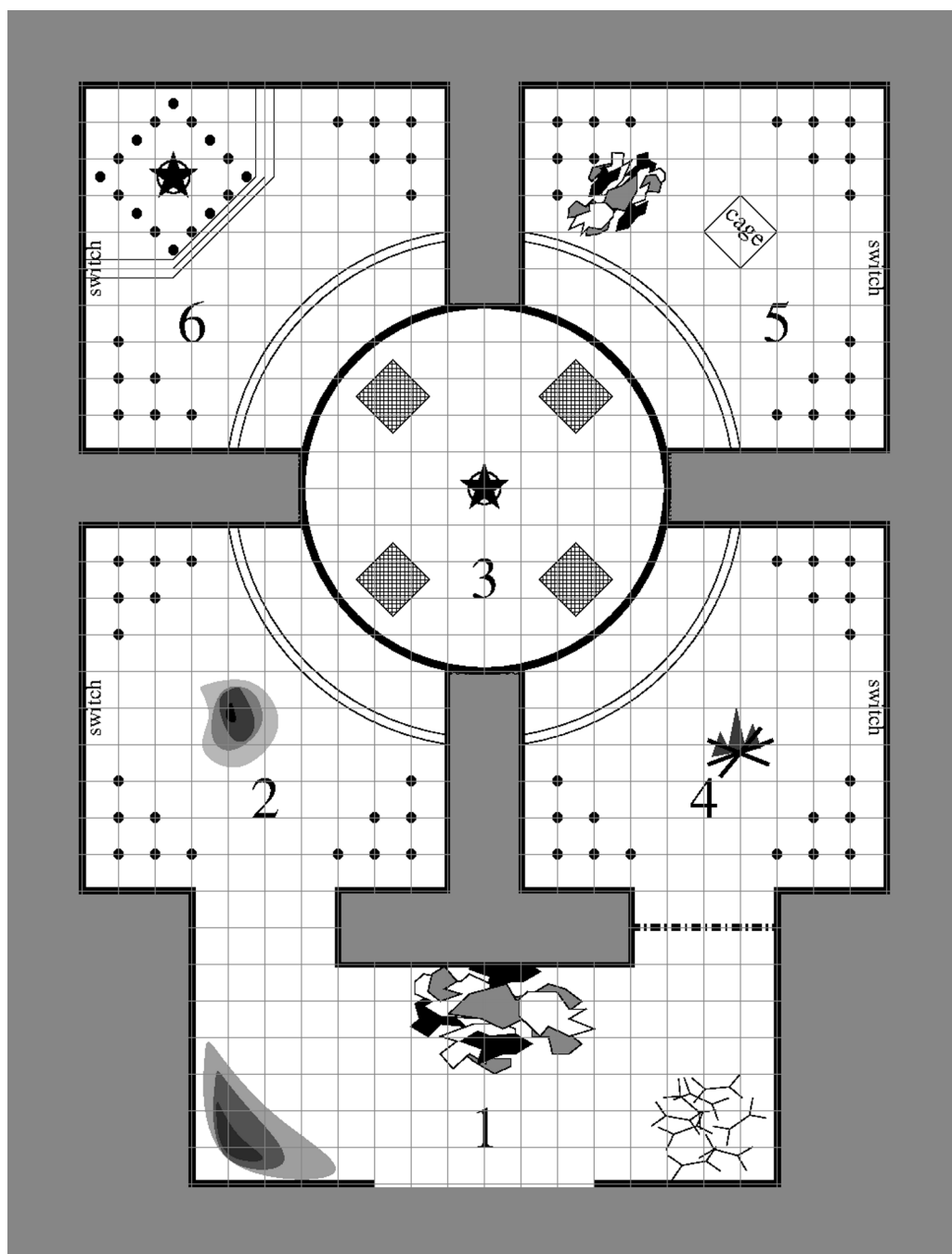


Illustration 1 – Game Master's map. Both both floors shown with 5' grid.

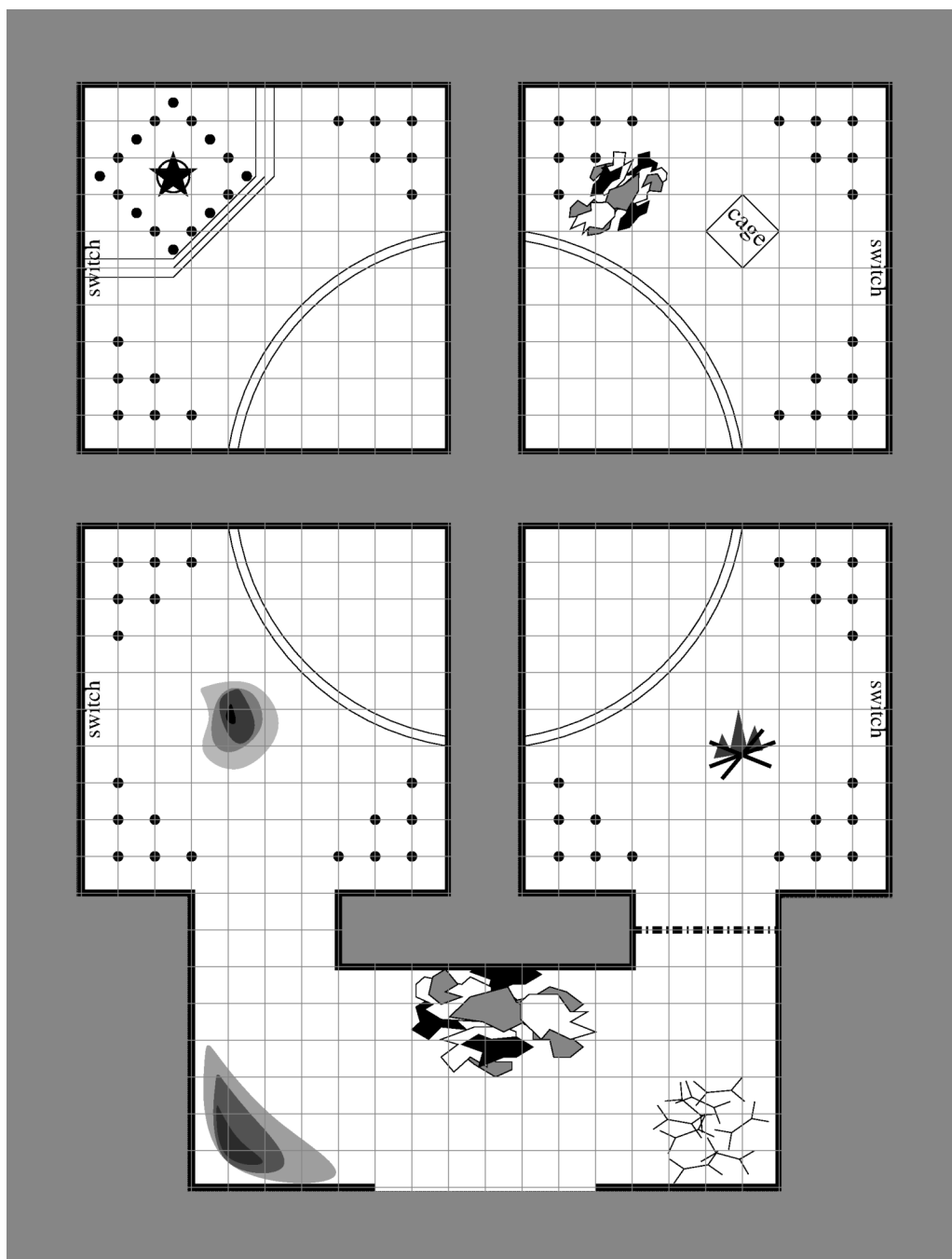


Illustration 2 – Bottom floor map for players. 5' grid.

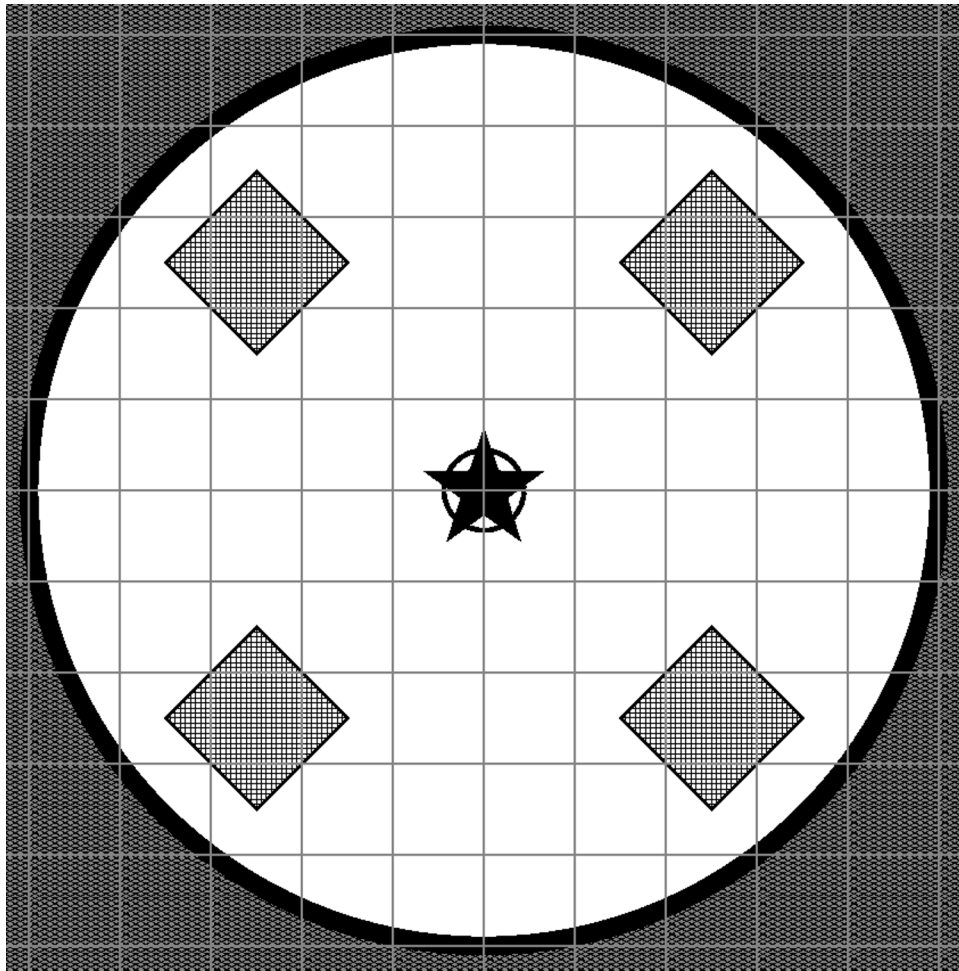


Illustration 3 – Top floor map for players. 5' grid.

The Search of Grimfall

by Alan Vetter

An adventure for 4 to 8 characters of levels 1 to 2.

Introduction

Protect the priest and the sister of the temple as they search the town. But, what are they looking for?

Summary

This is a beginning adventure for new players; it gives them a taste of combat but also forces them to think about other means of settling a confrontational meeting, such as negotiation or subdual. By asking the characters to not wear weapons they will have to think of alternatives when put into a combat situation.

In helping the local priest the party will gain a patron that can provide healing or leads for further adventures.

This can also help new GMs by having him or her give the NPCs different voices or ideas for how to play them.

GM Notes

Some notes on pronunciation:

- Fader is fa'-der
- Vineknock is vine'-nock
- Crimpas is crim-pass'
- Gremilkin is grem-el'-kin; the first part sounds like gremlin. If the party thinks it is a type of gremlin, don't dissuade them from that thought.

Background

Grimfall is a very small town on the road between the PC's hometown and the capital. It is placed in a northern climate that has plenty of snow during the winter season. If you already have such a town on your world map you can have this adventure happen there.

There is a Temple of Light in this town, along with a small hostel and a new tavern. The town is made up of farmers, lumberjacks, and ranch hands as the surrounding agricultural pursuit merits. Being that it is

a very small town, some of the local youth are bored and in need of money to either leave town or buy something illegal. They believe the local priest is rich, since the temple is a large building and he wears some rich-looking vestments (which are really paid for by the local temple hierarchy).

Grimfall

The PCs each have their own reason for coming; there is no need to share that story for now. The town has only twelve blocks of houses and buildings. One of the blocks is dominated by a large temple to the God of Lights. The adventurers have arrived during the winter; the streets have a couple inches of snow that has been trampled during the day, so that no discernible tracks could be found.

The adventurers have happened to meet in The Pillow Head Inn, a hostel that doesn't serve food or drink. The proprietor, Gustav Nestman, will warn the party that weapons are frowned upon in town and that it would be a good idea to not wear them in public. He also tells them that a new tavern has opened a few blocks away; he hasn't had a chance to eat there, but has heard the food is good.

Gustav's voice is very nasally and he is a very fussy person, making sure that guests are always greeted warmly and directed to the eating establishment that has recently paid him for advertising.

"Hello my friends! Welcome to The Pillow Head Inn, a great place to get a rest. I must warn you that wearing weapons in town is not a good idea; the local laws say that your weapons should be stored unless you are on your way out of town. I do have a locked safe room where you can put them away while you are in town."

"If you are hungry may I recommend the Fist-n-Face Tavern? It just opened this week. The previous tavern burned to the ground a few months ago. I haven't had a chance to eat there, yet, but I hear the orc brains on toast is to die for!"

While walking the few blocks to the new tavern, the PCs hear what sounds like a fight in an alleyway. As they go down the alley they hear a young man with

a raspy voice yelling at an overweight older man he is kicking on the ground:

"Fader Vineknock, give us your money! We don't have time for your silly toys!" He is also yelling other things that would make a pirate blush. Surrounding the man on the ground are several other miscreants.

GM Note: If the party doesn't know about the subduing and weaponless fighting styles, show the players the rules concerning Subduing Damage, Brawling, and Wrestling sections of the **Basic Fantasy RPG Core Rules** on pages 48 and 49 (r107). The party may need to use these rules during this combat.

Jimmy Rotten: AC 13, HD 2, #At 1 dagger, Dam 1d4, Mv 30', MI 5, Sv F2, MI 9, XP 75

Equipment: Dagger (hidden sheath at back)

HP 12 □□□□□ □□□□□ □□

3 Human Fighters: AC 16, HD 1, #At 1 dagger, Dam 1d4, Mv 30', MI 5, Sv F1, MI 7, XP 25

HP 4 □□□□ 5 □□□□□
7 □□□□□ □□

Once the group is restrained or knocked out, a woman wearing a heavy veil brings the night watch into the alley. The night watch will interrogate the PCs about what happened. They should all be good as long as their stories match. As the night watch starts to arrest the miscreants, there is a groan from the man that was beaten; he rouses enough to see what is going on and says in a deep resonant voice:

"Don't arrest them, they are still Children of Light and must be shown compassion. Let them go to find their Light. Don't fret Sister Steve, I know you would like to see them punished, but we must show our forgiveness of these misdirected youth. Go home children, and think about what you tried to do tonight."

The night watch look to each other and shrug, releasing the youth and moving away. The Fader watches as the youth hang their heads and start to walk off. They seem much subdued compared to when you first saw them, almost as if they are under a spell. Seeing the party clearly for the first time, he addresses them with a strengthening voice:

"Thank you friends, I appreciate that you didn't take the Light from those misdirected youth. My name is Fader Vineknock, this young lady is Sister

Stephen Crimpas. She is afraid to show her face in public and will not remove her veil. We were out to find the Temple's gremilkin; she has developed a habit of running off lately."

One of the night watch chides the Fader about putting a leash on the gremilkin. Fader Vineknock replies:

"Have you tried to put a leash on a gremilkin?"

This gets a laugh from all the night watch and a muffled snicker from behind the veil of Sister Crimpas. Fader Vineknock then asks the night watch if his new friends could get a writ for the night to allow them to carry at least the daggers that were confiscated from his attackers. The party could then act as his personal guard while looking for the gremilkin. The night watch agree and the lead watchman writes out a paper stating that the party is allowed to carry nothing larger than a dagger while in the employ of the Fader.

Fader Vineknock and Sister Stephen will heal any of the party that are injured. They will then go back into the temple rectory and after about 5 minutes come back out. Fader has changed his clothes and cleaned up from the confrontation. He is now dressed in a long red robe with white ermine trim. They gather the party and lead them down the street to another alleyway:

"These are my presentation vestments; the youth got my everyday clothes dirty and torn. I'll fix them tomorrow."

"The Sister and I will catch the gremilkin; you are just to protect us from being attacked by any other miscreants. Please don't kill them. It isn't good to take the life of another being of Light."

"The gremilkin is about mid-thigh tall and it walks on four feet. Its eyes are yellowish green and its fur is very white, one of the reasons this gremilkin was selected for the temple. Once we capture it, I will take you all out for a meal at the new tavern, the Fist-n-Face, although I don't personally like the name. I've heard the shanked bean soup is fantastic. I can also give you each a **Potion of Healing**."

The party follow the pair through two other alleyways. In each alley the Fader will pull a gold bowl out of a pocket inside his robe and then produce a small bottle with a white liquid. He will

call for the gremilkin, but nothing happens. After about 15 minutes he will pour the white liquid back into the bottle and continue to the next alleyway.

If asked about the encounter earlier, the Fader will explain that he makes toys for any child in town that is younger than 5 years old. The bullies that attacked him thought he purchased the toys instead of making them and wanted his money. In fact the Fader will only carry enough money to pay for a couple of meals; the rest of what he earns is put back into the Temple. In the second alley the Fader and Sister will be approached by two bullies; roll on the reaction table on page 43 of the **Basic Fantasy RPG Core Rules**.

2 Human Fighters: AC 16, HD 1, #At 1 dagger, Dam 1d4, Mv 30', MI 5, Sv F1, MI 5, XP 25 ea.

HP 5 □□□□□
4 □□□□

The party is encouraged again to not kill the offenders, and to try and negotiate an end to any conflict or subdue the punks without actually killing them.

After that encounter the third alleyway is actually behind the Fist-n-Face. The smell of food is enticing. Fader again pulls out the gold bowl and pours the white liquid into it. He calls for the gremilkin again; this time three cats come to the bowl, followed by a loud sound that seems like a very deep meow. Turning the PCs see the largest cat anyone has ever seen. It is three feet tall at the shoulder and looks like it would weigh about 45 lb (22Kg). It walks up to the Sister and slowly rubs up against her. She coos to the beast and bends over to pick it up. The beast snuggles up to her and starts to purr loud enough to be heard several feet away. The Fader comes up and scolds the creature that looks like it has lost weight. The creature just ignores his scolding and continues to snuggle with the Sister. She asks it where it had been and it jumps out of her arms and walks over to a broken crate with what seems like a haughty stride. Inside the crate is some straw and five smaller versions of the large cat-like beast. Each of the young are the size of a full-grown cat already. The gremilkin jumps into the middle of the pile of animals and the young start to nurse. Fader walks up to the PCs beaming; he looks at the largest member of the party and shyly asks if the character could pick up and carry the crate back to the temple.

When the character picks up the crate, the gremilkin thinks its young are in danger and attacks to save its young.

Gremlikin: AC 12, HD 2, #At 1 bite and 2 claws, Dam 1d4/1d4/1d4, Mv 40', MI 7, Sv F2, XP 45
HP 15 □□□□□ □□□□□ □□□□□

The Sister will be able to help calm the creature and pull it from the character. The Fader will be able to heal any cuts and bites quickly. The Sister will then introduce the character to the gremlikin; it will then allow the character to carry the crate back to the Temple. The Sister will stay with the gremlikin to make sure it stays and is given food and milk to bring its strength back up, and afterwards settled with her brood. The Fader will take the PCs to the Fist-n-Face to have a late supper; the orc brains on toast is really sausage gravy on biscuits, and the shanked bean soup is ham (shank) and bean soup. The GM is encouraged to come up with other menu items that could have double meanings.

Conclusion

After the meal the Fader will collect the daggers that the night watch had given the PCs; he will turn them back over to the night watch. He wishes the party well and gives each member the promised **Potion of Healing**. When the PCs get back to the The Pillow Head Inn and tell Gustav the story of what happened with the Fader, he will seem impressed and thankful that the Fader was saved from being further hurt and the gremilkin was found. He will give the party half their money back and ask that they stay again when in town.

After the Session

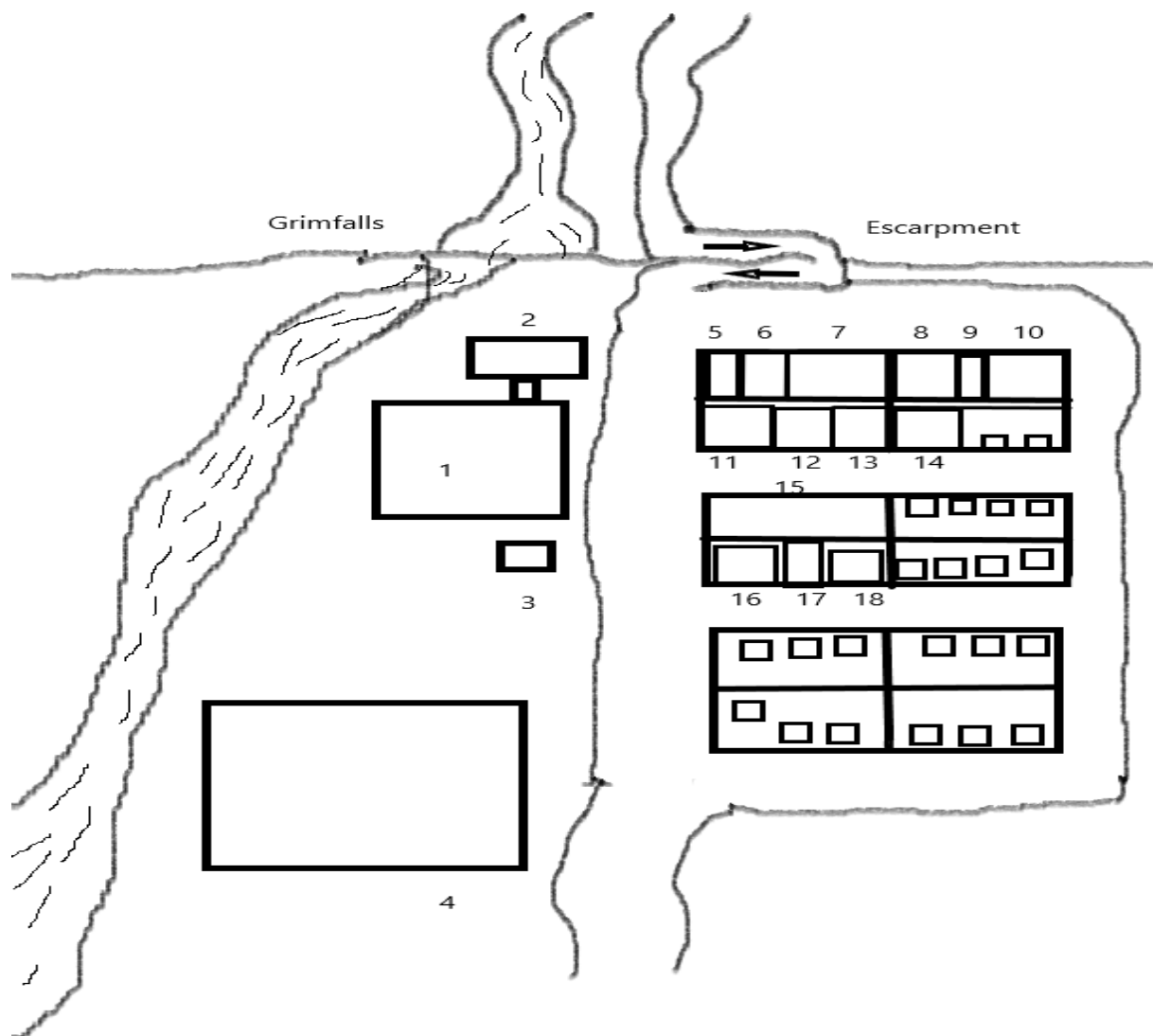
After all is said and done, the PCs will have the gratitude of both Fader Vineknock and Sister Stephen Crimpas. They will be willing to help the party in the future with healing and potions; both are known by the night watch as busy bodies who like to look for crimes where none are believed to exist. They may try to talk the party into helping them investigate one of these "crimes" as a future adventure. Gustav will make sure the party has comfortable accommodations if they stay again at the Pillow Head Inn.

New Monster**Temple Cat (Gremilkin)**

Armor Class:	7
Hit Dice:	2
No. of Attacks:	1 bite + 2 scratches
Damage:	1d4/1d4/1d4
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	45

A **temple cat** is an extra-large cat found in and around temples and churches, kept mostly to hunt mice and other vermin. Many times the priests, sisters, or Clerics will give the cat an extra treat so it tends to be fatter than other cats and not as eager to hunt rodents.

A temple cat can leap straight up about 6 feet to be able to get to a higher point, where it can watch the area and then pounce on its prey (or leap on unsuspecting temple attendants). A temple cat will not willingly enter combat with anything larger than a rabbit unless its young are threatened. If attacked, a temple cat will try to scratch or claw the attacker's legs, bite, and then run away.



1 Temple
 2 Parsonage
 3 Nun's Cottage
 4 Warehouse (Grain, Lumber or
 other materials produced locally)
 5 Bakery
 6 Butcher

7 Burned out lot
 8 Fist-n-Face #42
 9 Barber/Doctor
 10 City Hall, Community Room
 11 Blacksmith
 12 Wagon-wright
 13 Burnt down building

14 Mayor's Manor
 15 Corral for Livery
 16 Mercantile
 17 Livery
 18 Pillow Head Inn
 Rest of town is single family homes



Grimfall viewed from the North

The Halls of Finley Manor

by James Lemon

An adventure for 3 to 5 characters of levels 7 to 9.

Background

In the northern part of the town of **Pilirani** sits a very large manor, commonly referred to as **Finley Manor**, in reference to the family that had built and once occupied it. Since the family's sudden disappearance three years ago no-one else has lived there. The town government has assumed ownership but is in no hurry to do anything with it.

While the family disappeared just a few years ago, it's been a very long time since anyone has seen any of the Finley family, and no-one can really remember any of their names nor what they looked like. Most will assume they're all dead at this point.

There are a few townfolk milling about and if asked about the manor and family they won't say much, trying to steer the conversation to encourage the party to visit their tavern, church, or inn. If the party insists, they will wave their hands in the northern direction and move along, mumbling about something.

Directions to the Manor

As mentioned Finley Manor is in the northern part of Pilirani, though set off from the town proper by a bit of a walk. After passing through the main square the party can stay on the central path as it winds its way past the church, blacksmith, and then the **Celino** family farm.

Unless it's very late at night, the party will meet the head of the farm, **Bryan**. Upon hearing the party's intentions he will shake his head and advise extreme caution, giving numerous examples of noises, broken farm equipment, slaughtered animals, etc. He is certain the manor is the root cause of it all.

Approaching the Manor

As you move down the road towards the manor, you hear sounds of howling, possibly coyotes or werewolves. Closer to the mansion more and more vegetation and weeds bunch up against the road.

This includes some not-so-friendly bushes.

4 Guard Ferns: AC 14, HD 6*, #At 3 thorn, acid, leaves, Dam 1d4/1d4/1d4 or 3d8 or 1d8, Mv 0' (immobile), Sv F6, MI 12, XP 555 ea.

HP 27 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐
 26 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐
 26 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐
 35 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐☐☐

The manor is made of large grey bricks, weathered and darkened through decades of wear and mold. The windows are mostly intact but dirt and other grime won't reveal much within. The roof is cedar shingles and except for a few missing shingles it's in surprisingly good shape.

The dirtied windows means there won't be much light coming into the rooms. The roof, having stayed in such good condition, has helped keep the manor insulated and dry after all this time.

Key to the Manor – Ground Floor

1. Entrance:

Coming up the cobblestone pathway to the manor, five skeletal statues stand in a semi-circle in front of the paved entryway.

Two very large stone lions sit perched on either side of the tall oak doors. The doors have several large scratches and gouges.

The statues are actually bone horrors. They will not move nor attack until someone is within five feet of them.

5 Bone Horrors: AC 14 $\frac{1}{2}$, HD 4*, #At 2 claws or 1 sting, Dam 1d6+3/ 1d6+3 or 1d4+poison, Mv 20' Fly 30', Sv C4, MI 12, XP 280 ea.

HP 26 □□□□ □□□□ □□□□ □□□□
 □□□□ □
 13 □□□□ □□□□ □□□
 18 □□□□ □□□□ □□□□ □□□
 22 □□□□ □□□□ □□□□ □□□□
 □□
 22 □□□□ □□□□ □□□□ □□□□
 □□

2. Receiving Hall:

The door's right pull ring is still secured and the door opens with less effort than expected. Opening the large door floods the hall with light and wind from outside. The floor is a dark stone tile that extends throughout the first floor.

Moving forward and then right you see a short narrow hall. On the right side is a narrow stairway leading upstairs.

Next to this stairway is a secret panel, with only a minute indentation on the sides giving it away. Even with a bright torch someone wouldn't notice it; he or she would have to rely on feel alone. Activating this panel will open into a narrow stairway going down to the manor's basement. The air is musty and the walls are covered in dust and cobwebs.

3. Reading Nook:

Three large lounge chairs occupy the majority of the space in this room. There are two small round tables between the chairs. In the smaller rectangular partition to the northeast are two large bookshelves.

Most of the books concern history, philosophy, geography, etc. of the surrounding lands of Pilirani. If someone continues to look he or she will find one volume different from the others, titled *Creatures of the Night*. Inside are dozens of pages filled with notes, interviews, drawings, and more of a supposed type of creature with a vague human appearance, save for pale skin and two large fangs. Other rumors include immortality and shape-shifting abilities, but the author of the book denies even these harder-to-believe stories.

4. Library:

As you enter the room you notice several black beetles scurrying across the large ornate rug. There is a large chair facing the southeast window, and there are several more black beetles in its area.

If the party approaches the chair they will see a beautiful woman whose face is highlighted in the faint moonlight. Looking closer she will turn to face them, give a large smile, and a large black beetle will fall out of her mouth.

Vermin Queen: AC 13, HD 6**, #At 2 claws or weapon, Dam 1d6/1d6 or by weapon, Mv 40' Fly 20', Sv MU6, MI 9, XP 610

HP 30 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□

On one of the shelves is an ornate wooden box containing 1 **Potion of ESP**, 1 **Potion of Heroism**, and 1 **Potion of Plant Control**. Next to the box on the shelf are several rolled papers, among them a **Scroll of Protection from Magic** and a **Scroll of Three Magic-User Spells: Floating Disc, Light, Magic Missile**. If the party takes the time to move all the beetle carcasses away from the northeast corner of the room they'll discover 1,500 sp, 1,300 ep, 2,700 gp, and 1,100 pp.

5. Hidey Hole:

Upon opening the panel, a gust of stale air rushes past you. There are four shelves on the north wall, covered in dusty books and odd little trinkets, mostly toys. A small table in the east corner has a small oil lamp and sheets of papers on it.

Ferdi, the teenage son of Branislav, was very resourceful but horrendously shy. He discovered this wall was hollow, and so working when alone in the manor he constructed a secret door to his own space. He managed to salvage the existing wall materials, so it is very difficult to tell this isn't an

ordinary wall. The party will need to take several turns to explicitly search for it.

Many of these papers have crude drawings of animals and a young woman made with rough sticks of charcoal. Draped over the chair in front of the table is an **Elven Cloak**.

6. Lavatory:

The piping in here burst long ago, seeping water into every stone and ceramic crevice. Blots of multicolored molds and mildews cover every surface. The wood bucket is filled with rancid opaque water.

If a party member is brave enough to put a hand in, he or she will find a **Crystal Ball** wrapped in a sogged canvas bag. Holding it up to light, it won't reveal anything, for now... (see area 31).

7. Coat Closet:

Two large wooden poles run perpendicular to the doorway on each side, about six feet off the ground. Each has a multitude of fine robes, coats, and a suit of leather armor, all made of various materials and colors.

If the PCs inspect the clothing they will stir a cloud of dust, as these items have been hanging for a long time. A few metallic "tings" will be heard as a few items fall onto the floor, including a handful of gold coins and a couple of brooches and pins. These are made of a variety of metals and stones; the actual materials and their values are left up to the GM.

8. Grand Lounge and Game Room:




In the eastern half of the room a large and ornate billiards table sits on a very soft and supple fur rug. The eastern wall has a wooden cue rack with five cues in it. One of the cues is different from the rest, made of a dark cherry wood and the larger end carved with very fine details.

In the western half of the room two very large lounge chairs face each other, separated by a table with chess pieces on them. The board is carved directly into the table, the light and dark squares made of maple and rosewood respectively. The surface and the pieces (made of cherry) have been buffed to a shine with beeswax, and even now have a great shine and very little

dust or grime on them. Set into the western wall is a fireplace with blue flames flickering.

Underneath the table two iron snappers lay entangled and sleeping thanks to the warmth radiating from the nearby fireplace. Anyone coming within three feet of the table will wake them.

2 Iron Snappers: AC 17, HD 6*, #At 1 bite, Dam 2d8, Mv 40', Sv F6, MI 9, XP 555 ea.

HP 21  28 


9. Small Reading Nook:

Against the windows is a shallow, curved, and padded bench. Curtains cover all three windows. A small semi-spherical globe in the ceiling pulses with yellow light.

There is nothing of note here.

10. Kitchen:

For a large manor it's a surprisingly small kitchen. There is a cooking pit on the western wall, with a small black kettle still hanging on a rod over the ashes. A large rectangular table on the eastern wall has stacks of plates, cups, and silverware, along with a ceramic teapot and three large handle-less cups. They are painted with fine blue markings, resembling feathers or blue mist. A small cabinet above the table has more cups and cylindrical metal containers filled with various flavors of tea leaves.

There is nothing of note here.

11. Patio:

Various ceramic pots of all sizes, filled with only dirt, surround the edge of the patio. There are a few small sculptures of animals with features weathered beyond recognition. Two large circular tables and four chairs around each still take up the middle of the patio, while a single lounge chair and small table is tucked into the southeast corner.

Accessible from both the lounge/game room and dining room, this area was once filled with various plants and wooden sculptures. All the plants have died long ago. These were favorites of **Gwenllian Branislav** and she liked to spend much of her time here reading and sipping tea.

12. Dining Room:

Set in the northern wall are three large windows that give way to the view of the once-vibrant orchard behind the mansion. The middle window is open, letting in a gentle breeze that sways both the curtains and the green flames gently flickering in the fireplace. Above the fireplace hangs a large painting, a man sitting in an ornate chair and dressed in fine clothes. He has very pale skin and dark hair with no hint of a smile or any happiness in his eyes.

Set into the western wall are two sets of windowed doors leading onto the patio, offering a once-gorgeous view for diners and guests of the manor.

There is a large rectangular dining table in the middle of the room. Sitting in the chair on the west side is a corpse that is badly desiccated. It's leaning forward, its head on the table and hands grasped around a large sword with the tip dug into the floor. While the fireplace casts a soft green light into the room, the blade of the sword shimmers a faint purple glow.

If anyone moves within 5 feet of the corpse it will jerk its head up and attack.

Blade Spirit*: AC 17 $\frac{1}{2}$, HD 9 (AB +8), #At 3/2 (see Field Guide 1), Dam by weapon +4, Mv 30', Sv F9, MI 9, XP 1,075

HP 44 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□ □□□□
 □□□□

13. Pantry:

The door is locked, and any non-Thief party members won't be able to pick the lock nor break down the door. If the party has no Thief, they will have to use the other stairs and either find the key in area 23 and/or use the secret door in area 24 to access areas 26, 27, and 28.

Upon opening the door you smell the thick yet sweet air. An ornate oil lamp hangs from the middle of the ceiling. Shelves line the east and west walls, filled with bags of beans, lentils, rice, and other dry foods. All bags have been bitten and/or ripped, foods spilled and mixed on the floor with small footprints in various spots. A small stand against the northern wall holds bottles of wine and a cask of ale sits on top.

Around the corner to the east is a narrow set of wooden stairs leading up to the second floor. Unlit oil lamps hang on the east and north walls of the staircase.

There is nothing of note here.

Key to the Manor – Upper Floor**14. Landing:**

In contrast to the first floor, the second has dark oak hardwood flooring. In the middle of the landing is a small round table topped with an off-white linen cloth. There is a much lighter and dust-free circular area in the middle left by an unknown and now-missing object.

There is nothing of note here.

15. Bathing Chamber:

A large white ceramic tub sits on the south side of the room, and opposite on the north side is a black marble sink. A tall mirror framed in a dark brown wood hangs on the west wall, inset so that the mirror is flush with the walls on either side.

The plumbing still works in here, so any PCs wanting to wash up and/or refill their skins with potable water may do so. Otherwise there is nothing of note here.

16. Lavatory:

This very small room is surprisingly clean compared to the lavatory downstairs. The wooden bucket is dry and clean, and the sink is empty.

The plumbing still works in here, so any PCs wanting to wash up and/or refill their skins with potable water may do so. Otherwise there is nothing of note here.

17. Rhea's Room:

The room is lavishly decorated in lavender. The color is still prominent despite the thick dust. Lavender curtains hang on the sides of each window, which you notice are quite a bit larger than most of the others in the manor.

In the northwest portion of the room a large bed takes up most of the space, with a shelf above it filled with dolls and children's books. Laying on top of the lavender bedding is a beautiful young woman dressed in a dark red dress.



Lavender was **Rhea's** favorite color. The daughter of Branislav and Gwenllian, Rhea lived for dance and ballet.

Infernal, Succubus*: AC 20‡, HD 7**, #At 2 claws + special or by weapon, Dam 1d4/1d4 or by weapon, Mv 30' Fly 50', Sv C6, MI 7, XP 800

HP 33 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□

The succubus is wearing several valuable items, including two gold anklets (worth 300 gp and 400 gp respectively), a fine elvish silken belt (worth 1,200 gp), a platinum bracelet (worth 1,100 gp), an onyx earring in her right ear (worth 800 gp), and a gold and brass pin on her jacket (worth 1,200 gp). On the bedstand is a gold and ruby tiara once belonging to Gwenllian (worth 700 gp). Tucked inside the bedstand is a large bag containing 2,500 pp, 1 bloodstone (worth 37 gp), 1 jade (worth 100 gp), 1 jasper (worth 50 gp), and 1 jet (worth 50 gp).

18. Storage Closet:

Wooden crates and cotton sacks are stacked floor-to-ceiling, filled with towels, bedding, clothing, and other items.

There is nothing of note here.

19. Servants' Quarters:

The north and west walls have bunk beds against them. A small lounge chair and table take up the east side of the room.

This room served as the sleeping quarters for the housekeeper, chef, and any other servants once employed by the Finleys. There is nothing of note here.

20. Ferdi's Room:

You immediately notice there aren't any windows in this room. A very large bookcase takes up the southeast corner, completely filled with books of all sizes. A small desk in the southwest portion of the room is covered in drawings, pencils, and pens. Next to the fireplace is a small lounge chair. A small bed is against the northeast corner, with more drawings stuck on the walls above the bed with some unknown substance.

The drawings can be removed without damaging them, but the sticky substance, if directly touched, will remain on the affected hands for 24 hours before coming off.

21. Lounge:

This large open area is sparsely-furnished compared to the rest of the manor. A single lounge chair is near the three small windows on the east wall, while a small rectangular light on the ceiling casts a very soft yellow-orange light. There is a large and ornate circular rug in the middle of the room, its materials a mixture of purple and dark green.

Anyone standing still on the rug for more than a round will feel like they're slowly sinking; without a pull from another party member he or she will completely sink in three turns, and will end up in area 9 below, unharmed but startled.

22. Dressing Room:

In the middle of the room is a padded bench. On the east wall a large mirror hangs, its frame an intricately-carved wooden design. Against the west wall is a wide armoire, full of dresses and jackets. A large marble globe sits on a wooden stand in the southwest corner, pulsing a strong light-blue light.

There is nothing of note here.

23. Master Suite:

Four tall windows provide an overlook onto both the patio and the orchard. A large bed is against the north wall, while a short dresser is against the west wall, with a small mirror on top of it.

Standing against the east wall are two very tall and thin creatures resembling men save for their pointed ears and grotesque teeth. They immediately move towards you.

2 Barghests: AC 16, HD 6+3*, #At 2 claws (humanoid) or 1 bite (dog), Dam 1d6/1d6 or 2d4, Mv 40' (humanoid) or 60' (dog), Sv F6, MI 10, XP 555 ea.

HP 34 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□
 29 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□

In the top drawer of the bedside stand is a large silver key with an emerald embedded in its head; this key opens the pantry door (area 13) and allows access to the northeast stairway.

On the southern wall is a secret panel which opens into Ferdi's room. Like downstairs, Ferdi constructed this secret door when he was alone. This was made so that he could on rare occasions leave his dark abode and enjoy the views of the estate while still left in solitude from the others.

Underneath the bed are two large canvas sacks, filled with 1,900 sp and 2,600 gp respectively.

24. Branislav's Private Room:

Opening the door from the dressing room takes substantial effort, the hinges grinding rust and dirt. The air is extremely stale and humid. A large bookshelf on the west wall is stuffed with books, folios, and loose-leaf paper of all sizes. A desk sits against the north wall. A large ornate brass candlestick sits next to a stack of open books. The language is indecipherable, but the drawings are of a dark and grotesque nature. A painting of a beautiful Elven woman hangs on the east wall.

The secret panel in the east wall was known only to Branislav and Gwenllian. It isn't as difficult to spot as the others in the manor, but it still must be explicitly searched for and will still take two or three turns.

25. Master Suite Lavatory:

The door is secured by boards and spikes.

The door to this room is very heavy and has three different locks on the inside. While the locks have been left unlocked since the family's disappearance, it's been boarded and spiked on the outside recently. Removing the boards and spikes will make enough noise to garner the attention of the vampire spawns in areas 27 and 28.

When the mansion was constructed Gwenllian wanted a truly private lavatory, hence there's no direct way to it from the master suite.

A large black marble tub takes up all the space in the western half of the room, and there is no sink nor mirror. A large green marble globe sits on a low stone stand in the southeast corner.

The marble globe is dark and opaque, but if touched it will cast a strong green light; touching it again will cease the illumination. The plumbing for the tub does not work.

26. Secret Stairs Landing:

The air is extremely stagnant and musty. There is an unlit lamp on the west wall and a long narrow rug made of white fur covers nearly the entire floor.

There is nothing of note here.

27. Closet:

A large wooden casket with beautiful carvings sits on the floor with dirt and leaves piled around it. On a small stand against the east wall is a ceramic vase.

Vampire Spawn: AC 15 \pm , HD 4*, #A \pm 1 punch or 1 bite, Dam 1d6+3 or 1d3 + special, Mv 30', Sv F4, MI 9, XP 280

HP 22 □□□□□ □□□□□ □□□□□ □□□□□ □□

Within the vase is 700 ep, 1 citrine (worth 37 gp), and 1 smoky quartz (worth 50 gp).

28. Closet:

A large wooden casket with beautiful carvings sits on the floor with dirt and leaves piled around it. On a stand against the east wall is a large ceramic vase.

Vampire Spawn: AC 15 \pm , HD 4*, #A \pm 1 punch or 1 bite, Dam 1d6+3 or 1d3 + special, Mv 30', Sv F4, MI 9, XP 280

HP 24 □□□□ □□□□ □□□□ □□□□
□□□

Within the vase is 3,000 cp, 800 sp, and 800 ep.

Key to the Manor – Basement Level

29. Guard Quarters:

Coming down the stairs behind the secret panel from the first floor, the air is much more humid and has a slight sweet scent. Against the stairs is a large storage rack filled with bottles of wine, mead, port, and cider. A wooden barrel next to it against the north wall is filled with wooden staves and large torches. There are two small beds, one against the west wall and the other against the south wall near the southeast corner.

Sitting at a large square table in the northwest corner are four creatures with white skin, pointed ears, and very sharp grotesque teeth.

4 Cadavers: AC 17, HD 6**, #At 1 punch or spell, Dam 1d6, Mv 40', Sv F6, MI 8, XP 610 ea.

HP 20 □□□□□ □□□□□ □□□□□ □□□□□

17 □□□□□ □□□□□ □□□□□ □□

27 □□□□□ □□□□□ □□□□□ □□□□□

□ □ □ □ □ □ □

28 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

□ □ □ □ □ □ □ □

30. Supply Storage:

Opening the door you see rotten and broken racks along each wall. Boxes, towels, and large glass jars sit on the racks; many of the jars are cracked or broken, emitting a sharp chemical smell.

Any PCs remaining in this area or near the open door in area 29 for more than one turn will have a penalty to see, attack, etc. as their eyes begin to tear and burn. The exact effects are left up to the GM.

31. Storage Room:

Opening the heavy door takes some effort, with a very loud shrill scraping singing your praises. As this reverberates throughout the dark unlit room and dies down, you hear something else. The language isn't recognizable and very rapid, and it's quite random in word length, pitch, and volume.

Gibbering Moulder: AC 19, HD 9** (AB +8), #At 6
bites + special, Dam 1d6/1d6/1d6/1d6/1d6/1d6 +
special, Mv 10' Swim 20', Sv F9, MI 12, XP 1,225

HP 37 □□□□□ □□□□□ □□□□□ □□□□□

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □



The door to area 32 is impossible to find, even with magic or the vision of a demi-human. The only thing that will provide a clue is the **Crystal Ball** from area 6. If a PC has obtained it and it is out in the open, someone will notice it has begun to glow a soft green. It will only do so in this area. As the globe is moved closer to the northeast corner it will become brighter, until right near the wall it will begin to pulsate. Touching the globe against the wall while it pulsates will activate a series of clicks, and the panel will open outward.

32. Ritual Component Storage:

Two small bookshelves are against the west and east walls. There are dozens of vials, flasks, and small containers filled with unknown liquids, powders, and other materials. Against the north wall is a stand with a circular indentation.

Placing the **Crystal Ball** into this indentation will cause it to slowly stop pulsating, resuming its bright green glow. A soft high-pitched whisper will begin to sound, growing louder until it is nearly ear-splitting before suddenly stopping. A bright green oval glow will appear on the floor, swirling and pulsating for several seconds until it dissolves, leaving a **Wand of Fireballs**. The **Crystal Ball**'s light also dissipates.

33. Chapel:

Coming down the short flight of stairs into this hexagonal room, you see a small shrine about two-thirds of the way back. There is a single stone bench in front of it, and two tall brass candlesticks are on either side of the shrine, casting a soft yellow light. Behind the shrine in the west wall is a small wooden door.

Against the south wall, near the ceiling, several large webbed eggs sit suspended in webbing.

3 Araneas: AC 13, HD 4**, #At spider form: 1 bite or web or spells (see **Basic Fantasy Field Guide Volume 1** for other forms), Dam 1d6 + poison or by weapon, Mv 50' Climb 30', Sv MU4, MI 7, XP 320 eq.

HP 18 ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐
 26 ☐☐☐☐☐ ☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐
☐☐☐☐☐ ☐
 19 ☐☐☐☐☐ ☐☐☐☐☐☐☐☐ ☐☐☐☐☐

Slashing the eggs will cause the following to spill out: 2,000 sp, 2,700 gp, 1 amethyst (worth 100 gp), 1 jasper (worth 25 gp), and 2 pearls (worth 500 gp each).

34. Crypt:

You come down the deep and wide steps made of packed earth. There is a single torch on each side, flicking and spitting white-blue light. Turning right you see a dark tunnel with spaces dug out for six caskets, two on the left and four on the right. Four of the casket lids have already been removed and sitting on their sides next to the caskets. Those caskets are filled with nothing but dirt and dead bugs. A single torch on the end provides the same white-blue light.

One of the open caskets has a plain two-handed sword with scabbard. The two remaining caskets have their lids secured; attempting to move either one will cause the allips to stir from their undead slumber, taking one turn to break through the lids and rise.

2 Allips: AC 15, HD 6**, #At 1 touch + special, Dam energy drain (1 level), Mv Fly 30', Sv F6, MI 12, XP 610 eq.

HP 31 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □
 25 □□□□ □□□□ □□□□ □□□□
 □□□□

35. Branislav's "Final" Resting Place:

Walking through the short tunnel to the southwest you see red light ahead of you. As you enter the room you immediately notice the large casket in the middle of the room on a raised platform. There are torches mounted on the walls every four or five feet, each with flickering dark red flames.

If the party disturbs the casket in any way, or make any noise above a loud whisper, Branislav will awaken and attack. Observant players will recognize the creature as the same man in the painting from the dining room, appearing exactly the same.

Branislav Finley (Vampire): AC 19 $\frac{1}{2}$, HD 8**+8, #At 1 weapon or special, Dam 1d8 or by weapon or special, Mv 40' Fly 60', Sv F8, MI 11, XP 1,015

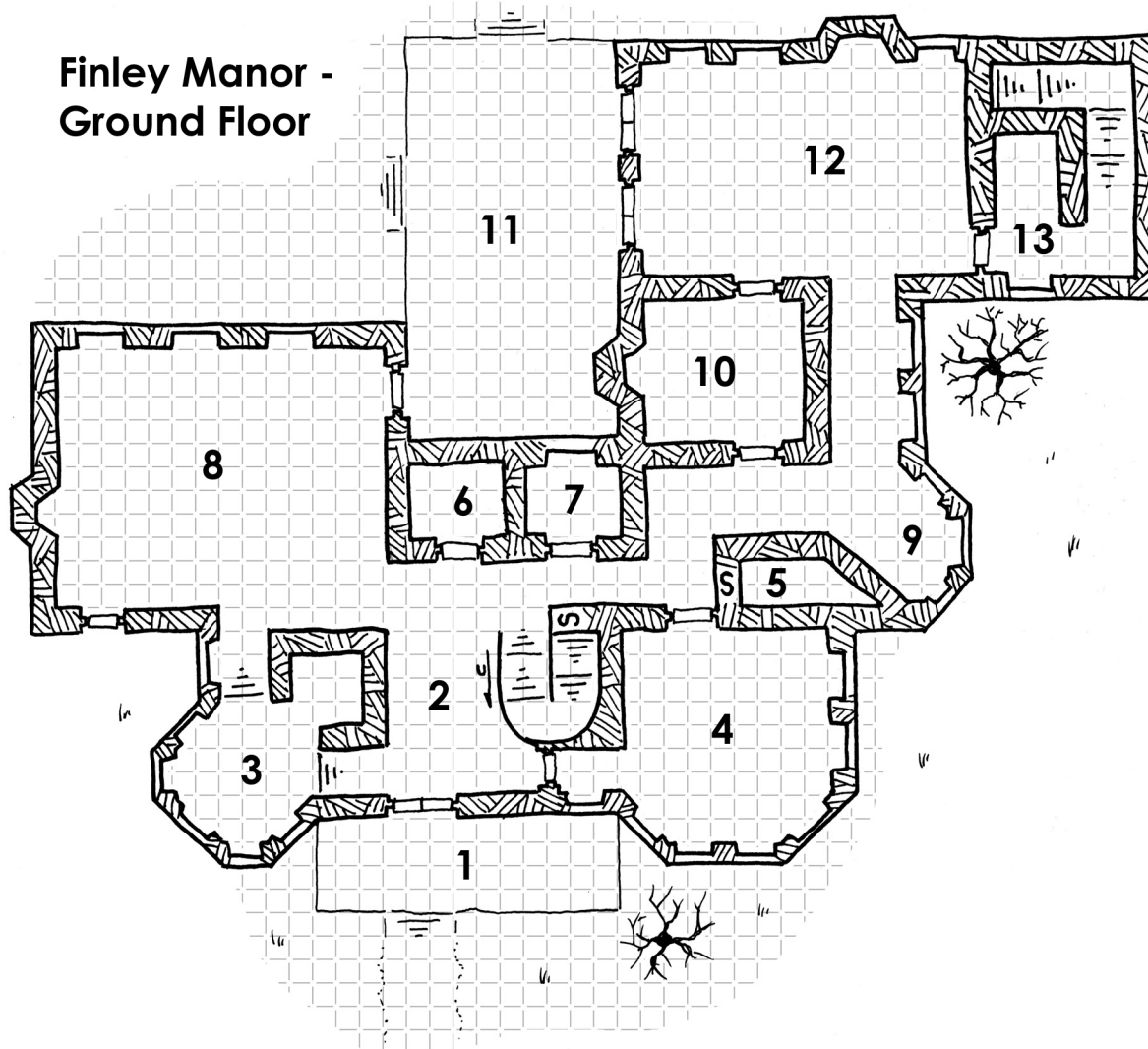
HP 49 $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$
 $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$
 $\square\square\square\square$ $\square\square\square\square$

Hidden underneath the false bottom of the casket are 4,400 gp, 700 pp, 1,800 ep, 1 **Chain Mail + 2**, 1 **Map to Type E treasure**, 1 **Potion of Clairvoyance**, 1 **Potion of Delusion**, and 1 **Potion of Speed**.

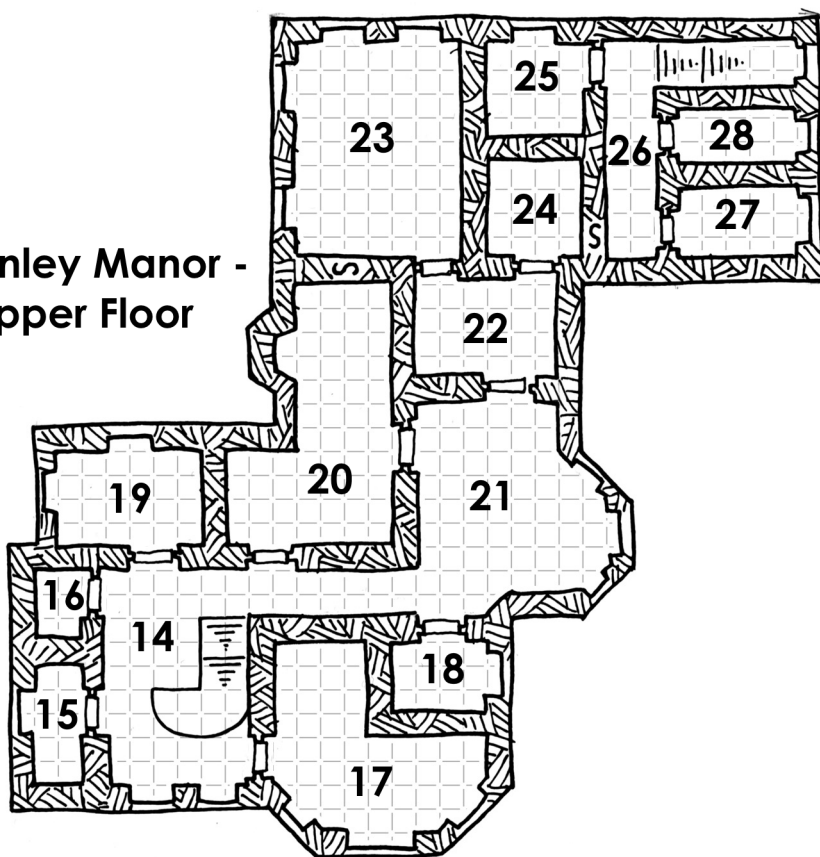
Outcome

As the party leaves the mansion, one member will start to randomly see flickering shadows in the corners of his or her eyes. If the party discusses what happened with any ordinary citizen of Pilirani, they will wave their hand and dismiss it as merely a tall tale. It would only be when discussing the events with the local Cleric, **Cephas Willems**, that the party's recants will be taken seriously.

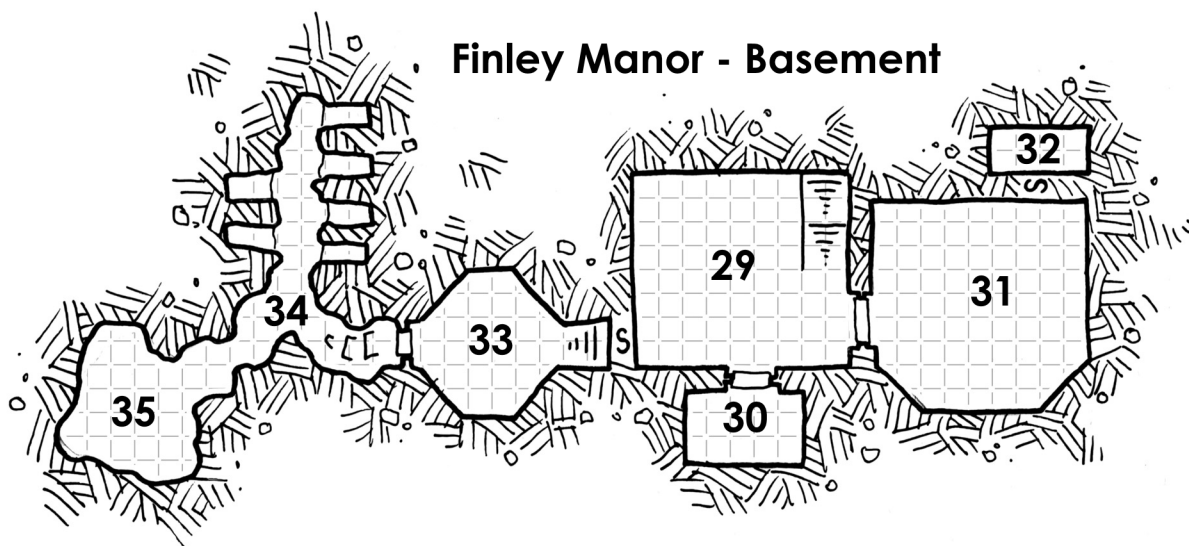
Finley Manor - Ground Floor



**Finley Manor -
Upper Floor**



Finley Manor - Basement



Cult of the Green Skull

by Seth "Parseth" Parsons

An adventure for 4 to 6 characters of levels 1 to 2.

Introduction

Rumors of a cult in the region have been around for a number of years, but few took the rumors seriously. However, with two children recently having gone missing and a strange unholy symbol bearing the image of a green skull appearing all over the village, the locals no longer believe the cult to be a mere rumor.

Calling on the PCs (method determined by GM), the mayor of the local village hires the party to seek out and destroy the cult, offering the party a payment of 100 gp/party member for the safe return of the children (or their remains), as well as another 400 gp for proof of the cult's demise. The mayor, however, stresses that the return of the children should be the party's first and absolute priority.

Details

The cult worships a lesser demon of undeath and is headed by a Human Cleric and Elf Fighter/Magic-User. They have ensorcelled a local tribe of goblins and found an ally in a local hunter-turned-werewolf. The reasons behind the alliance is left to the GM to decide.

After several hours searching, the party will locate the entrance to the cult's hideout. It isn't difficult to find due to the goblins not being too smart and having lit a campfire just outside it with slightly dampened wood, which causes a wispy pillar of smoke to rise to the clouds. Located several miles to the north of the village, the hideout is a former bandit warren carved into a hill and surrounded by copses of trees that provide adequate cover from all but the most prying of eyes.



Dungeon Level 1

ENTRANCE:

Outside the hideout proper, five goblins sit around a smoky fire. These goblins are engrossed with watching a small bird they are cooking.

If the party wishes to, an ambush on the goblins would be easy, as the goblins are unaware of all but the loudest noises at the moment. Each goblin is equipped with a dagger, wears poorly-made leather armor, and carries 1d6 sp in a small leather pouch.

5 Goblins: AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7, XP 10 ea.

HP	3	□□□	2	□□
	3	□□□	4	□□□□
	4	□□□□		

1. COVERED ENTRY:

This area is roofed in branches and grasses. During daytime hours, one goblin can be located here on lookout. After dark two goblins stand watch. In any circumstance the goblin(s) in question fights with a spear and wears leathers. Each goblin carries 1d6 sp in a small leather pouch.

2 Goblins: AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7, XP 10 ea.

HP	3	□□□
	2	□□

2. SKULL HALL:

This hall has carvings of skulls and bones in the wall.

Close examination reveals that the skulls are poorly-made and are in fact a recent addition, having only been made in recent weeks by bored goblins.

3. WEREWOLF HALL:

This area is patrolled by a young man who has recently been transformed into a werewolf. If encountered during daylight hours, he will attempt to convince the party that he is a captive who just escaped from a room down the hall and offers them a few gems he has back at his home for his safe return (a lie as he has no such gems). If encountered at night, he is transformed into his beastly form and attacks on sight. The werewolf carries no weapons or wears any armor but does carry 3d6 gp on his person.

Werewolf: AC 15, HD 4, #At 1 bite, Dam 2d4, Mv 60' Human Form 40', Sv F4, MI 8, XP 280

HP 14 □□□□□ □□□□□ □□□□□

4. BARRACKS ROOM:

This room reeks of filth and has stains on the walls and floor. A number of bunks can be found along the northern, western, and southern walls as well as a table in the middle of the room.

This room houses the majority of the goblins. At any given time there are ten goblins and a bugbear present being loud and rowdy. Each goblin fights with a dagger and wears poorly-made leather armor. The bugbear fights with a scimitar and wears leather armor and uses a shield. All of the occupants carry 1d6 sp.

10 Goblins: AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 4	□□□□	3	□□□
5	□□□□□	6	□□□□□ □
7	□□□□□ □□	1	□
3	□□□	1	□
5	□□□□□	2	□□

Bugbear: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1 or by weapon, Mv 30', Sv F2, MI 9, XP 145

HP 12 □□□□□ □□□□□ □□

5. UNHOLY OOZE:

This room is a ghastly sight of bones, decaying flesh, and more.

Within is a necrotic ooze, a failed experiment by the Magic-User, as well as the Magic-User's three former apprentices (now made into skeletons). This is a more complete lab than the one found in the leader's room and has a large amount of equipment. If successfully removed and a buyer can be procured, the lab in total can sell for 1,000 gp. If sold piecemeal it sells for a total of 600 gp.

Necrotic Ooze: AC 12, HD 3*, #At 1 pseudopod, Dam 2d8, Mv 1', Sv F3, MI 12, XP 175

HP 10 □□□□□ □□□□□

3 Skeletons: AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 4	□□□□	7	□□□□□ □□
5	□□□□□		

6. STOREROOM:

Filled with a number of barrels and crates, this room stores dried meats and vegetables for the goblins.

The crates along the south wall also help hide a hidden door to the leader's room.

7. LEADER'S ROOM:

This room contains two cots and a small lab along the eastern wall.

Two small chests can be found under the beds. One chest contains a **Potion of Healing**, the other a **Dagger +1**. Each chest also contains 10 pp and 75 gp. Both are trapped with poison darts (save vs. Poison or die). Kyros can be found here at almost all hours of the day.

Kyros, Elf Magic-User 3: AC 11, #At 1 or spell, Dam 1d4, Mv 40', Sv M3, MI 9, XP 145

Spells: **detect magic, magic missile, levitate**

HP 10 □□□□□ □□□□□



8. SECRET TREASURY:

None but Jevrem and Kyros are allowed in here. Having secretly been raiding the nearby roads for several months now, the cult has increased the wealth that was already present from the bandits that once lived here. There are four locked chests here. The first chest (poison dart trap; save vs. Poison or die) contains a **Chainmail +1**, 250 gp, 110 ep, 375 sp, and 125 cp. The second chest contains 200 sp and two small gems worth 30 gp each. The third chest (poison dart trap; save vs. Poison or die) appears empty but has a false bottom to reveal two **Potions of Healing**, one **Potion of ESP**, and 20 ep. The fourth chest contains 800 cp.

9. ROOM OF CHAINS:

Chained up in the southeastern corner are the children. They are bruised, and several have gashes on their arms and legs, but are still quite alive.

However, the room is currently occupied by a hobgoblin and eight goblins. Each goblin fights with dagger, wears poorly-made leather armor, and holds 1d6 sp. The hobgoblin fights with a **Great Axe**

+1 and wears a simple coronet of silver with a large ruby in its center, worth a total of 200 gp.

Hobgoblin: AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8, XP 25

HP 7 □□□□□ □

8 Goblins: AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 6 □□□□□ □

5 □□□□□

5 □□□□□

2 □□

5 □□□□□

7 □□□□□ □□

4 □□□□

6 □□□□□ □



10. REFUSE HALL:

This is where the goblins and others have been dumping their refuse.

The Cleric and Magic-User permit it since it keeps most people away from the hidden door in the south that leads to the secret treasury. The door along the eastern wall is trapped (portcullis; save vs. Death Ray, 3d6 damage).

11. ACOLYTE ROOM:

This room has a number of bunks along the western wall and has a number of acolytes who have been drawn into the cult.

These acolytes are fairly weak-willed however, and may well flee rather than fight. Each acolyte has a dagger and wears no armor. There is a false stone

that hides a hidden niche beneath one of the bunks. It holds a pouch containing a small diamond worth 300 gp, a **Ring of Protection +1**, and 35 gp.

3 Acolytes, Human Magic-User 1: AC 12, #At 1, Dam 1d4, Mv 40', Sv M1, MI 9, XP 25 ea.
INT 15 (+1), CHA 5 (-2)

Spells: **read magic**, **magic missile**

HP 4 □□□□ 4 □□□□
2 □□

12. PILLAR HALL:

A large central pillar dominates this area and has vile and wicked poetry carved into it on all four sides.

The eastern door is trapped (arrow trap; +1 attack, 1d6+1 damage). The western door is also trapped (portcullis; save vs. Death Ray, 3d6 damage).

13. TRAP ROOM:

This room is empty. Anyone who steps into it triggers a pit trap (save vs. Death Ray or fall 30 feet, 3d6 damage).

14. SANCTUM OF EVIL:

You immediately notice this room is filled with incense smoke and decorated with banners and unholy symbols.

This is where the Cleric leader of the cult, Jevrem, resides. He is always accompanied by a zombie and two skeletons. He wears a golden unholy symbol (worth 100 gp to a goodly-aligned church for disposal), has two **Potions of Healing** on his person, and fights with a **Mace +1** while wearing chainmail. He also has a coin purse containing 4d6 gp. If all of the incense is gathered from the room it will sell for 50 gp.

Jevrem, Human Cleric 4: AC 15, #At 1 or spell, Dam 1d8+1, Mv 40', Sv C4, MI 9, XP 280
WIS 15 (+1)

Spells: **hold person**, **detect good**, **darkness**

HP 20 □□□□□ □□□□□ □□□□□ □□□□□

2 Skeletons: AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

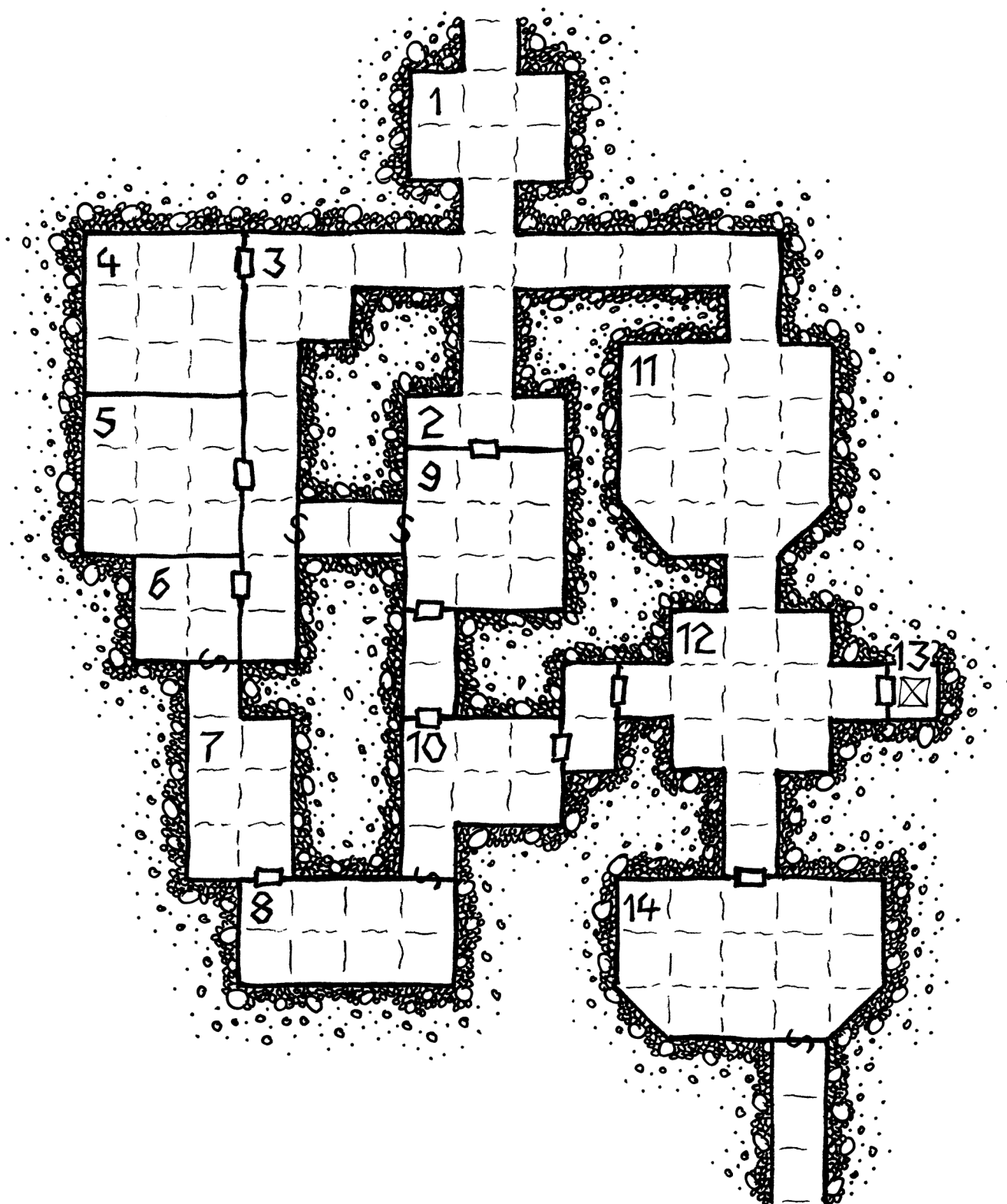
HP 4 □□□□
6 □□□□□ □

Zombie: AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75

HP 10 □□□□□ □□□□□

If Jevrim attempts to escape (he never surrenders), he runs through one of the banners to reveal a hidden escape route. The route is filled with cobwebs and dust but holds no dangers or treasure.





The Crypt of the Forgotten Lord

by Ian Kinkley

An adventure for 3 to 6 characters of levels 1 to 2.

Introduction

The original adventure was part of a larger campaign set in an underground world, and was an early opportunity for new players to become acclimated with the lethality and style of “old-school” dungeons. In that world criminals, dissidents, and unmentionables were banished to a vast underground world. Yet somehow over the centuries, they thrived. They explored and expanded, and eventually discovered that they were not alone. The empire that banished them took a keen interest and set its sights on colonization and conquest. It is at this point the PCs are introduced: as adventurers seduced from the above-ground world to journey into the unknown. For whose glory ... well, that's their story to tell.

Of course, this adventure can be run in any setting with the right hooks. The original adventure was by happenstance, thus the “forgotten” part of the title. Only after exploring the tomb does the story unfold to the player characters. It also comes to represent the simple motto of classic fantasy role-playing: Why? Because adventure is out there! There is no real MacGuffin as written, but can easily be added by a creative Game Master.

Adventure Background

The original adventure begins by chance: the PCs come across the entrance as a part of their exploration of the subterranean world. It is one of many ruins, tombs, and places that have been erected and then forgotten over the centuries.

The Forgotten Lord: In this case, the “forgotten lord” is named **Yllsdrid** and was one of fame many centuries ago. As the PCs will discover in the crypt complex, and as they later learn in the larger campaign, he is depicted as a warrior and scholar. He plays a minimal role in the overarching story, but adds flavor and reason behind the actions of the NPCs in that story.

He is a part of **The Forsaken**, a branch of the **Human** race that ventured into the underground many millennia before the **Empire** used it as a colony for banished souls. They are quite similar to humans except for the presence of two additional arms, no

doubt a residual of humanity's continued tinkering with magic. In this adventure, the Forsaken are dead or undead. While this is not the case in the larger campaign, which is also why they are noted as “undead” in the adventure, they can be treated as a long-extinguished race if the GM so chooses.

Technology and Magic: Notably, Yllsdrid is associated with what we know as electricity, but what would have still appeared as magic to those who lived in his time, and to the PCs in their present time. As GM, it is suggested that this is alluded to, but should not be treated any different than magic – they are essentially one and the same. The exception would be for an incredibly mechanically-adept PC; however, this is not likely the intended level or style of play.

Plot Hooks

Most of the traditional, if clichéd, hooks can work for this adventure:

- A lost gem, relic, or otherwise valuable item is rumored to exist inside the crypt. This can easily be modified to add the relevant item to the final encounter room.
- A mysterious droning is heard around a hilltop, scaring the poor farmers and their livestock. This also alludes to the technology-as-magic trope.
- An ancient map is found by a poor farmer's nephew, or in a tome, or another happenstance event that leads the PCs to the entrance to the crypt.
- A more daring GM might be able to work in a kidnapping and rescue. A gang of bandits could use the complex as a hideout. The rescue occurs, and the PCs are left to explore the complex after they have completed the task.

Traps

The majority of the traps in this adventure involve electricity. If a PC comes into direct contact with a trap, he or she will suffer **shock damage**. The same is true if the PC has indirect contact through a metal or

similarly-conductive material. Any event or encounter in this adventure that potentially results in the PC suffering shock damage is considered one of these traps. On close inspection, a wise and perceptive PC will hear a faint humming or buzzing sound coming from the trapped device or implement.

Crypts

The crypts in this adventure are numerous and a part of the overall complex. This may get somewhat confusing, but every effort has been made to distinguish between the two.

Crypt Features: Unless otherwise noted, crypts in this adventure are small. The dimensions should be roughly 7 feet long, 3 feet high, and 3 feet wide, or enough to fit a large body with some movement. Metal hatches enclose the open end to the crypt and are slightly larger than the opening (about 3 ½ feet by 3 ½ feet).

Ability and Skill Check Difficulties

At points in this adventure a PC may be expected to perform some sort of task or ability that requires a check. These are described as moderate, high, and very high difficulty. These are left intentionally vague to allow the Game Master the ability to adjust the check based on the experience level of the PCs. A general rule of thumb is: a moderate check is successful at 50% with d% or a 10 on a d20; a high difficulty check is successful at 75% with d% or a 15 on a d20; and a very high difficulty check is successful at 90% with d% or 18 on a d20.

Modifying the difficulty of a check can also be done using the descriptions in the adventure key. For example: a “highly dexterous PC” could reduce or eliminate the need for a check at the discretion of the GM.

Map Notation

The map key is standard with two exceptions:

- 1) What is traditionally viewed as false doors are in fact hatches to the individual crypts. These are noted on the map to aid the GM in orientation, since the directional location of each crypt is important.
- 2) The recessed floor/pedestal in the first corridor uses a well notation on the map.

Creature Information

The adventure contains the relevant stats for each creature encountered. A more comprehensive guide to these creatures is included at the end of the adventure for reference.

Adventure Key

The Crypt Complex

1. ENTRANCE AND MAIN CORRIDOR:

The PCs enter the crypt complex through an entrance archway located at the southern end of the corridor. The corridor connects to both the east and west branches of the crypt. At the north end of the corridor is a small recess and is described in 1a.

There is no natural light source in this room or any room in the crypt complex. While the rest of the cavern is rough, the crypt itself is constructed from smoothly-cut stone. An observant PC will note that the seams between stones is almost non-existent, almost certainly the work of master craftsmen or the presence of magic. When the PCs first step into the crypt, read the following:

Darkness envelops the corridor as you descend the stairs beyond. You struggle to see much other than what looks to be another corridor leading east.

If the PCs use a light source, read the following:

With the light, you see the corridor continues onward before branching to the west. At its end you see the floor drop. Could this be a failing trap?

1a. The Curious “Key”:

Three metal levers are set in the wall at the end of the corridor. Examining the levers reveals painted stones set in the wall above and below the levers in the following array:

Lever Stone Array		
	Above	Below
Left	Red	Purple
Center	Nothing	Nothing
Right	Green	Blue

Levers can be toggled up or down but only one lever can be moved from its middle position at any

given time, otherwise the acting PC is shocked for 1d4 points of damage. The stones can easily be pried from their recesses in the wall. Once the altar in Room 2a has been deactivated, toggling the levers allows the PCs to open the crypt doors in the corresponding rooms:

Lever Activation Array		
	Above	Below
Left	Room 7	Room 8
Center	Room 3	Room 4
Right	Room 5	Room 6

If the altar in Room 2a has not been deactivated yet, the PCs will also notice a recessed floor.

If the altar in Room 2a has been deactivated, the PCs will also see a stone pedestal with a deep, half-sphere basin. The sides of the pedestal are filigreed with an inset of gold. A high Dexterity check allows a careful PC to pry the gold from the stone, but it takes 2 hours; it is worth 5 gp per side. Otherwise, the pedestal and basin are fixed and cannot be moved. If the PCs place the sphere from Room 12 into the basin, go to **Concluding the Adventure**.

2. EAST BRANCH CORRIDOR:

This corridor connects to all of the eastern branches of the crypt complex. There are no places for torches, and the stone is constructed similarly to the entrance corridor. At the east-most end, there is an altar set against the wall. This is described in Room 2a.

If the PCs can see, read the following:

Staring down the corridor, you see paths that lead north and south. At its end, you see sparkles coming from a stone block set against the wall.

2a. DEVOTIONAL ALTAR:

A small stone altar block sits at the end of the corridor. Four narrow gold bands wrap around the block and run parallel to each other. Two recesses are located on top of the block for each band and contain the following:

Altar Array		
	Closest to PC	Furthest to PC
Left (North)	Empty	Empty
Center-Left	Red Stone	Candle
Center-Right	Green Stone	Candle
Right (South)	Blue Stone	Candle

A scale sits on the block in front of the recesses and between the two central-most bands. When inspected, an inscription is found along the beam of the scale that reads:

Lord Yllsdrid welcomes you, and hopes a modest token of your appreciation is in order.

Any gold placed on the scale will balance it; the gold will then disappear, and the scale resets. The scale does nothing of importance. It cannot be removed. Any gold placed on the scale is lost.

If a PC contacts the gold bands or the stones directly, he or she immediately suffers 1d4 points of shock damage. A very high Dexterity check in combination with a non-metallic implement allows a skillful PC to remove a stone without suffering damage. The stones can also be removed with ease once the corresponding candle has been allowed to burn out; the golden band will no longer be activated. The gold bands can then be removed from the stone, and are worth 10 gp per band.

The candles can be lit but are fixed into place; the wax cannot be melted or reduced by any means other than lighting the wick. When lit, the candle burns rapidly; it should take less than 1 minute for the candle to extinguish. Each candle also corresponds to a marked crypt. When each candle is lit, read the following:

You hear a loud clang, as if a large metal bolt has been thrown aside.

The crypts will open, releasing the Forsaken; they will set upon the PCs on sight.

3 Forsaken, Undead: AC 15, HD 2, #At 2 daggers, Dam 1d4/1d4, Mv 40', Sv F1, MI 12, XP 75 ea.

HP 8 ☐☐☐☐☐☐☐☐ 6 ☐☐☐☐☐
9 ☐☐☐☐☐☐☐☐

Unlocked Crypts

Stone Color with Candle	Room
Missing	Nothing
Red	7
Green	5
Blue	6

Once all of the candles have been burned and extinguished, read the following:

You hear a low rumbling noise reverberate through the corridors, a brief rush of air, and then nothing but silence.

As soon as the altar has been deactivated, the archway entrance to the crypt complex lowers and seals the PCs in. This seal is solid stone and cannot be opened or tunneled through. The recess in the floor in Room 1a rises to reveal a pedestal with a deep, half-sphere basin. There is enough air in the complex for the PCs to survive for approximately 2 days.

3. CORRIDOR OF THE SPHERE:

The corridor contains 4 crypt hatches, which are closed, and the northern wall is painted. The painted mural conceals a secret door leading to Room 13.

Down this corridor you see four metal hatches, two on each side. At the end of the corridor is what appears to be a painted mural of a four-armed man holding a golden sphere. He is grinning while he hoists the sphere with all four arms, the radiance of the sphere glowing over his flowing crimson robes.

On close inspection, a PC will notice the sphere is not flush with the wall and can be pressed. If the altar in Room 2a has been deactivated and the lever in 1a is active, pressing the sphere will cause the wall to open down the middle, revealing Room 13.

Above each crypt is a small, clear crystal disk worth 2 sp. If a PC attempts to remove a disk, he or she suffers 1d6 points of shock damage. Only a successful high Dexterity check can the disk can be removed.

The northeast crypt is empty except for the lever in the back. When pulled, the PC is instantly teleported to the southeast crypt in Room 4.

The northwest, southeast, and southwest crypts are empty except for a lever on the back wall of each crypt. When pulled, the clear disk above the hatch will glow.

4. CORRIDOR OF THE FORGOTTEN:

The corridor contains four closed hatches to crypts.

This corridor contains four metal hatches, two on each side. No painting adorns this corridor.

Above each crypt is a small, clear crystal disk worth 2 sp. If a PC attempts to remove a disk, he or she suffers 1d6 points of shock damage. Only with a successful high Dexterity check can the disk can be removed.

The northeast crypt contains a Forsaken that will immediately attack the PCs when the hatch is opened. The crypt contains a lever on the back wall of the crypt. When pulled, the clear disk above the hatch will glow.

Forsaken, Undead: AC 15, HD 2, #At 2 daggers, Dam 1d4/1d4, Mv 40', Sv F1, MI 12, XP 75
HP 9 □□□□□ □□□□

The southeast crypt is sealed shut. A modest Wisdom check will reveal a very soft humming noise. The combination of a very high Strength check and a prying implement will dislodge the hatch; normal Thief skills will not work. Opening the hatch in this manner will shock the PC for 1d6 points of damage. A PC can be teleported inside of the crypt from Room 3. Inside the crypt are 2 sacks: one contains 147 gp, 323 sp, and 239 cp; the other sack contains 2 small diamonds worth 50 gp each. On the back wall of the crypt is a lever that, when pulled, will light the clear disk above the hatch. The inside of the hatch has two round metal plates. When pressed or contacted separately, the PC suffers 1d4 points of shock damage. When pressed simultaneously, the hatch opens. When sealed, there is enough air for a PC to survive for 30 minutes.

The southwest and northeast crypts are empty except for a lever on the back wall of each crypt. When pulled, the clear disk above the hatch will glow.

5. THE EMERALD CORRIDOR:

The corridor contains four hatches to crypts. If the altar at 2a has been deactivated, then the northeast hatch will be open and empty. All other hatches are closed. The southeast crypt is trapped.

Along the walls of this corridor you see four metal hatches, two on each side. At the end of the corridor is a painted mural of a grinning four-armed man. He wears plate armor over chain mail, and stands over a field of devastation and ruin. His center-right arm is clutching a green gem, which radiates green light. Each of his other arms grasps a sword, which reflect the light of the gem.

Above the northeast crypt is painted a green circle. If this hatch is closed, it cannot be opened physically or by magic.

Above each of the other crypts is a small, clear crystal disk worth 2 sp. If a PC attempts to remove a disk, he or she suffers 1d6 points of shock damage. Only on a successful high Dexterity check can the disk can be removed.

When each of the other crypts is opened, the PCs are attacked by a Forsaken. Otherwise, the crypts are empty other than a lever at the back of the crypt. When the lever is toggled, the disk above the hatch glows.

3 Forsaken, Undead: AC 15, HD 2, #At 2 dagger, Dam 1d4/1d4, Mv 40', Sv F1, MI 12, XP 75 ea.

HP 11 □□□□ □□□□ □
 10 □□□□ □□□□
 7 □□□□ □□

6. THE SAPPHIRE CORRIDOR:

The corridor contains four hatches to crypts. If the altar at 2a has been deactivated, then the southeast hatch will be open and empty. All other hatches are open.

Along the walls of this corridor you see four metal hatches, two on each side. At the end of the corridor is a painted mural of a grinning four-armed man. He stands atop a parapet in pitch-black robes. His right-most arm holds a blue gem to his eye as he gazes at the star-filled night.

Above the southeast crypt is a painted blue circle. If this hatch is closed, it cannot be opened physically or by magic.

Above each of the other crypts is a small, clear crystal disk worth 2 sp. If a PC attempts to remove a disk, he or she suffers 1d6 points of shock damage. Only on a high Dexterity check can the disk can be removed.

When opened, the northeast and northwest hatches reveal empty crypts except for a lever at the back of the crypt. When the lever is toggled, the disk above the hatch glows. When both are toggled, the hatch to the southwest crypt is opened.

The southwest hatch cannot be opened physically or by magic. When the levers in the northeast and northwest crypts are toggled, the hatch to this crypt opens. Inside is a four-armed skeleton. If searched, the skeleton is found to possess a **Ring of Protection +1**; however, moving the skeleton triggers a pressure trap that closes the hatch. This deals 1d6 points of bludgeoning damage to any PCs in or in front of the crypt and hatch, otherwise they are sealed in the crypt until the levers are toggled again. There is enough air in the crypt for a PC to survive for 30 minutes.

7. THE RUBY CORRIDOR:

The corridor contains four hatches to crypts. If the altar at 2a has been deactivated, then the northwest hatch will be open and empty. All other hatches are closed.

Along the walls of this corridor you see four metal hatches, two on each side. At the end of the corridor is a painted mural of a grinning four-armed man. He is dressed in thick leather garments. His center-left arm holds a red gem while his other, gloved hands hold golden rods from which showers of sparks are shooting.

Above the northwest crypt is painted a red circle. If this hatch is closed, it cannot be opened physically or by magic.

Above each of the other crypts is a small, clear crystal disk worth 2 sp. If a PC attempts to remove a disk, he or she suffers 1d6 points of shock damage. Only on a successful high Dexterity check can the disk can be removed.

All of the crypts are empty. Each of the crypts with crystal disks has a metal lever at the back of the crypt. When the lever is toggled, the disk above the hatch glows, and any PC is shocked for 1d4 points of damage.

8. THE AMETHYST CORRIDOR:

The corridor contains a hatch on the eastern wall that cannot be opened physically or by magic. There are no markings or disks above the hatch. The corridor also contains a secret door to Room 9.

This corridor contains a single hatch along the eastern wall and what looks to be a series of small indentations on the western wall. At the end of the corridor is a painted mural of a grinning four-armed man. He is sitting with his left-most hand reaching out, holding a purple gem, as if to present it to the viewer. His other three arms are folded at rest in his lap.

Set in the southern-most part of the western wall is a small purple-painted stone. To the right of the gem are three small round recesses, which are just large enough to fit the stones from Rooms 1a and 2a, or the gems from Room 13. The purple stone can be removed from its recess. If the stones/gems are placed in the order of purple/amethyst, red/ruby, green/emerald, blue/sapphire from left to right, the entire section of wall lowers to reveal Room 9. These stones/gems are now lost.

If the stones/gems are placed in any other order, the PC to place the last stone/gem is shocked for 1d4 points of damage and nothing else happens. The stones can then be removed and placed again.

9. THE DESCENT:

This corridor contains a stairway that descends into the Room 10 crypt.

The stairs descend for 10 feet; at the bottom is a 10 foot hall that turns to the right and goes for another 10 feet. You feel a slight chill and the twinge of magic in the air.

In fact, the twinge of magic is electricity, but this may not be known to the PCs except for the most mechanically-inclined.

10. THE MEMORIAL OF YLLSDRID, THE FORSAKEN LORD:

The room contains a statue of Yllsdrid and four wooden pillars. Otherwise, the room is empty. Behind the statue is a secret door that is opened once the encounter has ended. When the PCs enter the room, read:

As you turn the corner, you see him: the four-armed man. Or at least a statue of him. He is standing and grinning, his four arms extended. At the base of the statue is inscribed *Yllsdrid*. On either side, four wooden pillars serve to ensure his memorial remains intact through the ages.

On close inspection of the pillars, a PC may notice cracks in the wood. An even more adept inspection reveals small threadlike sinews connecting the cracked pieces in an almost grotesque human-like form.

On close inspection of the statue, an inquisitive PC will discover that the hands are curved in such a way that only a small stone or gem will fit into them. To activate the statue, the PCs must place the stones/gems in the following order from left to right: purple/amethyst, red/ruby, green/emerald, blue/sapphire. Once the correct color is placed into the correct hand, the hand will close over the gem. The gem cannot be retrieved or pried out physically or by magic.

Once all of the hands are closed, the statue comes to life. Each gem in its hand turns into a dagger, and each stone into a sword (this changes the damage dealt to 1d6 for each stone used).


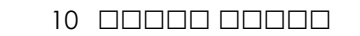
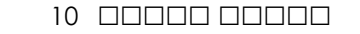
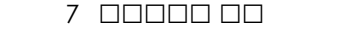
As the last hand closes, the statue blinks. Its arms raise and in each hand, the gem/stone turns into a dagger/sword. With a crackle and tremble of falling stone, it breaks free from the base and steps down to the floor. A low, guttural sound emanates from its mouth. In an instant the pillars release themselves from their ancient duties and take on grotesque, human-like forms.

Yllsdrid and the shambling keepers then immediately attack the PCs. The former pillars carry no weapons, but still attack in complete disregard.

Yllsdrid, The Forsaken Lord: AC 15, HD 3, #At 4 dagger, Dam 1d4/1d4/1d4/1d4, Mv 15', Sv F2, MI 12, XP 145

HP 18 

4 Shambling Keepers: AC 12, HD 2, #At 1 wooden blunt, Dam 1d6, Mv 20', Sv F1, MI 12, XP 75 ea.

HP 11 
 10 
 10 
 7 

After Yllsdrid is defeated:

The statue crumbles to the ground. The magic that had imbued it and its keepers has died. Behind where it stood a stone slab slides down, revealing an entrance.

11. THE ROOM OF PORTALS:

The room is bare except for the portals on the west, north, and east walls.

Three archways stand before you. Three items adorn the keystone above each: on the left/west, a golden sphere; in the center/north, a polished amethyst; on the right/east, a chunk of onyx. A mist fills each archway preventing you from seeing beyond. Where they lead, you cannot tell.

The other side of each archway is obscured by a mist that cannot be cleared or penetrated physically or by magic. Examination of the archways reveals that the sphere above the west archway is gold, the inset stone above the north archway is amethyst, and the stone above the east archway is onyx. These are worth 20 gp, 25 gp, and 25 gp respectively. A successful high Dexterity check allows a skillful PC to pry each of the jewels out.

11a: Any PC that enters this portal is teleported to Room 12.

11b: Any PC that enters this portal is instantly entombed in stone for all eternity.

11c: If at least one of the PCs enters this portal, they are all teleported back to Room 10. The room will reset to how it was when the PCs first entered the room, including the secret door being sealed, but the PCs will now appear as the shambling keepers that guard the room. They will not be able to move or act until their past iterations trigger the encounter.

You stand frozen, facing the stairs that lead into the room containing Yllsdrid's statue. The statue is whole and back on the pedestal. You then see a group of people enter from the stairs, and they look familiar. You are seeing yourselves moving cautiously towards the statue. Suddenly you cannot see the adventurers anymore, but you know what must be happening. That sound, that rumble. You are free, but what has happened? Your limbs are ... wood?

The PCs will be set upon by their former selves. To break the enchantment, the PC shambling keepers must defeat their adventurer counterparts.

Otherwise, if the Yllsdrid statue falls, the encounter will reset yet again. When the enchantment breaks, the PCs return to their normal selves. Provide the PC shambling keepers with the following stats:

Shambling Keeper, Imbued: AC 12, HD 3, #At 1, Dam 1d6, Mv 20', Sv F1, MI 12, XP 145
HP 15 □□□□□ □□□□□ □□□□□

Once the battle has ended, read the following:

Your fallen selves disappear. The statue returns to its base, mending the breaks to become whole again. The door to the room of portals opens again. More importantly, you notice that you, too, have returned to normal.

12. CLOSE QUARTERS:

The room is small and can only be accessed by Room 11. In the center of the room is Lord Yllsdrid in his final resting state. Any PC that is teleported to the room should appear directly in front of him.

A lacquered man sits in the center of the room and looks in death as he did in life. He is dressed in brown clothes and is neither arrayed with implements of war nor resplendent jewels. His four arms are holding a golden sphere and his grin is both inviting and challenging.

The sphere can be easily removed from the dead lord's hands. This sphere is solid gold and contains ornamental and filigreed patterns. Because of its intricacy and craftsmanship, it is worth 10,000 gp to a knowledgeable buyer or 2,000 gp by weight.

The inside of the hatch has two round metal plates. When pressed or contacted separately, the PC suffers 1d6 points of shock damage. When pressed simultaneously, the hatch opens. When sealed, there is enough air for a PC to survive for 2 hours.

13. FALSE TOMB OF THE SPHERE:

Unlike the rest of the complex, this room is roughly hewn into rock. Sitting on the floor is a chest that is gold-plated and emblazoned with an enameled sphere across the top. The chest cannot be moved; however, PCs can remove the plating in about 1 hour, and is worth 25 gp.

A golden chest sits before you. Enameled over the lid is a brilliant sphere, which radiates across not only the top but the sides. A small lock keeps its secret safe.

The chest is locked but can be opened easily by a Thief or using strength. The chest is trapped, which cannot be detected. It contains a slithering terror held magically in stasis. Beneath the terror are four small stones: amethyst, ruby, emerald, and sapphire. Each gem is worth 10 gp. Once the chest is opened, the terror springs to life and attacks.

Slithering Terror: AC 12, HD 2, #At 2 bite, Dam 1d6/1d6 + poison, Mv 40', Sv F1, MI 6, XP 75
HP 12 □□□□□ □□□□□ □□

CONCLUDING THE ADVENTURE:

The sphere from Room 12 fits perfectly into the basin in Room 1a. Once the sphere has been placed into the basin, read the following:

A low rumble emanates from the pedestal in front of you as it, with the sphere, begins to lower into the floor. Behind you, you hear the rumble of stone as the archway begins to rise from the floor. A rush of air greets you. You are free.

The pedestal sinks beneath the floor, causing the sphere to be lost forever; the sphere cannot be removed at that point. If a PC attempts to grab the sphere while the pedestal is lowering, he or she is shocked for points of 1d6 damage. At the same time, the entrance archway rises. This allows the PCs the ability to exit the crypt complex.

New Creatures

Shambling Keeper

Armor Class:	12
Hit Dice:	3
No. of Attacks:	1 wooden blunt
Damage:	1d6
Movement:	20'
No. Appearing:	4
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	145

Upon initial appearance, **Shambling Keepers** are wooden supports in Yllsdrid's memorial chamber. In stasis, they stand 10' in height. Animated, they unfold to about 6' in height, with long appendages. They were once human, or at least human-like as members of the Forsaken race. Through magic, they have been transformed and are bound to Yllsdrid. The keepers serve to protect Yellsdrid's memorial and, thus, his true resting place. They are recklessly aggressive in nature.

Because of the enchantment, keepers are highly susceptible to fire. A successful hit with a flame implement or fire magic deals 50% more damage. Similarly, a highly dexterous attack may sever a sinew connecting its wooden limbs, which will reduce their attack by 50%. They are unknown to those outside of the crypt save for those who have extensive knowledge of Forsaken lore.

Slithering Terror

Armor Class:	12
Hit Dice:	2
No. of Attacks:	2 bites
Damage:	1d6/1d6 (all + poison)
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 1
Morale:	6; 12 when cornered
Treasure Type:	None
XP:	75

The **Slithering Terror** are reptilian in behavior and appearance. They differ from their above-world relatives in that they possess two heads. They range from 4' to 10' in length. Usually reclusive, these creatures will avoid confrontation unless provoked or willed to do so. Slithering terrors are swift and can overcome a slow human with ease. While rare, slithering terrors have been known to devour humans whole. Slithering terrors are known widely throughout the subterranean world.

The Forsaken, Undead

Armor Class:	15
Hit Dice:	2
No. of Attacks:	4 punches or weapons
Damage:	1d4/1d4/1d4/1d4 or by weapon
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	75

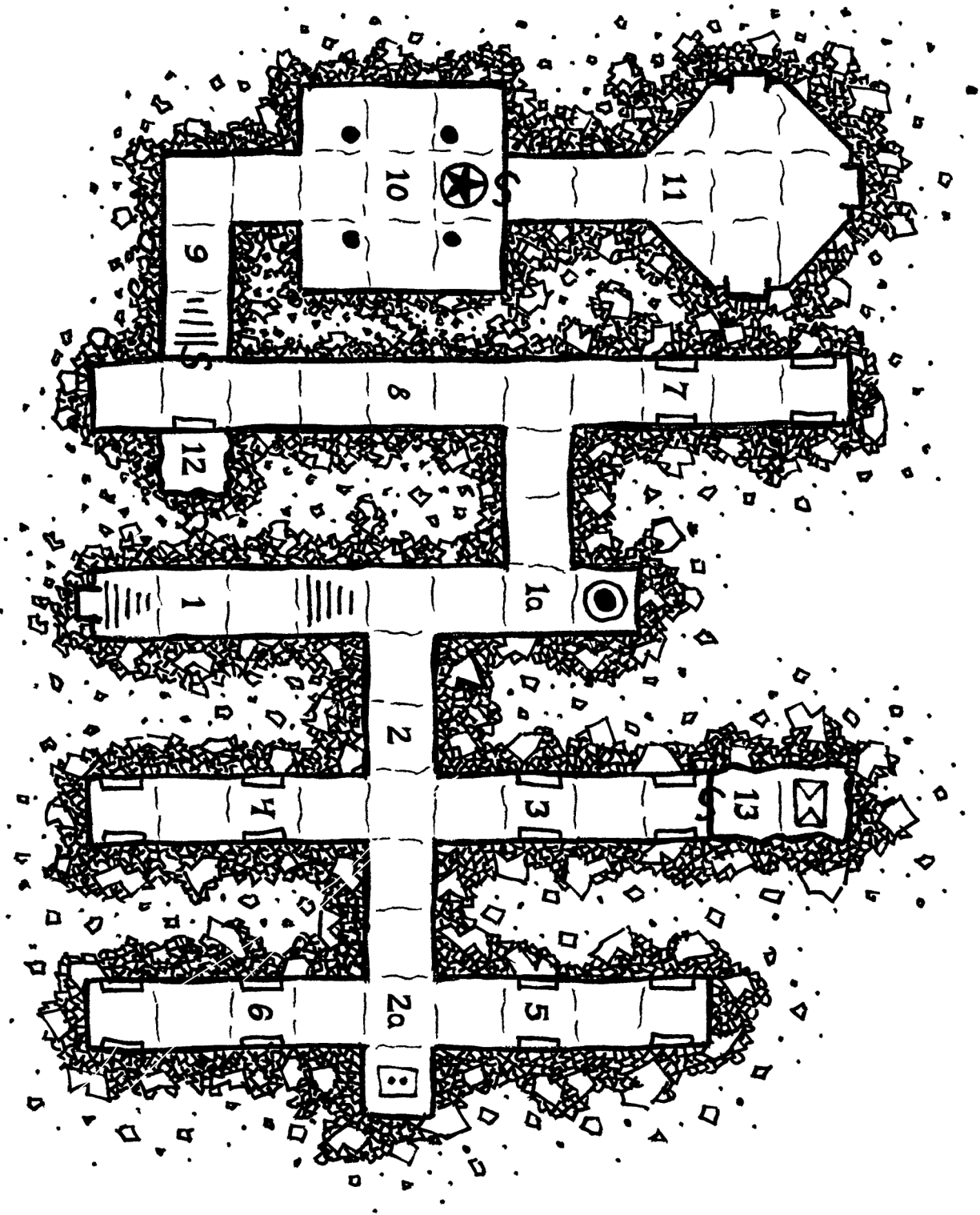
The Forsaken share a common ancestry with the human race. Many millennia ago, their ancestors wandered into the subterranean world and never returned. Marked differences include two additional arms and an inherent proclivity towards magic and lore. These undead creatures share all the same common strengths and weaknesses of human undead – most commonly skeletons. They can be **Turned** and are immune to **charm**, **sleep**, or **hold** magic. Even in death, they possess some spirit and are not entirely mindless like their skeleton counterparts.

Yllsdrid, The Forsaken Lord (Statue)

Armor Class:	15
Hit Dice:	3
No. of Attacks:	4 punches or weapons
Damage:	1d4/1d4/1d4/1d4 or by weapon
Movement:	15'
No. Appearing:	1
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	145

Yllsdrid is a member of the Forsaken race and an especially adept wizard and tinkerer. In a larger campaign setting, he could be assigned a level and magic abilities as a part of a continuing encounter or engagement. For this adventure, he simply appears as an imbued statue of himself. As such, he is similar to any other statue or Golem, stone creature – just without the magic element. Like others of his race, he has four arms which increases his attacks to 4. As an imbued statue, he is aggressively defensive. The statue serves to protect Yllsdrid's burial chamber and prized treasure.

The Crypt Complex of Yllsdrid, the Forgotten Lord



The Ruined Sawmill

by Sean Wellington

An adventure for 3 to 7 characters of levels 3 to 5.

Introduction

A destroyed lumber camp lies in a remote woods at least three days' journey from the city of Knobstone.

The sawmill and surrounding structures were heavily damaged in a fire started during the camp's final hours. Investigators found the camp in ruins, a hastily-dug graveyard containing the bodies of some of the workers and their families, and the charred remains of the remaining inhabitants inside the burned buildings.

The site was quickly sealed off and timber operations in the area were suspended. Stories of savage monsters dwelling in the deep woods have long been traded amongst the locals, and blame for the camp's destruction was quickly assigned to these malevolent creatures. Over a year later, it remains unoccupied, despite the rich potential of the surrounding area. The forest has begun to reclaim the camp, and today the site is derelict and generally overgrown.

The party may have been hired to investigate the site by a relative seeking an explanation for the death of a loved one, scouting the mill site on behalf of a potential investor, or simply motivated by the prospect of loot and adventure.

GM Background

Timber harvesters felled an oak sacred to a spirit of the forest who, in revenge, bestowed a curse that drove them to insanity and murder. While the official report tells of a savage monster that preyed on the lumber camp, it was in fact the workers themselves who killed each other off in the days following the transgression, driven to madness by the spirit's malediction.

Only one worker (Barney, a cook who left in the early days of the madness before it reached its final frenzied pitch) is known to have escaped the camp prior to its destruction. He is now a degenerate drunk and can be found frequenting the bars and gutters of Knobstone. If encountered, he will reiterate the "savage beast" tale (rumors #19 and #20), having repressed his own memories of the events in favor of the popular explanation, but will

not be able to provide much useful information about the sawmill's destruction.

Unknown to everyone else, a child also escaped the final massacre and conflagration. This girl, named Maydl and now age 7, has somehow managed to survive alone in the wilderness around the camp. She is still affected by the curse and if encountered will present herself as lost and helpless, but will attempt to murder the party at the first opportunity. The curse causes paranoid delusions and violent outbursts in those afflicted, directed at anyone who happen to be nearby. The mechanism of the curse is such that anyone who kills or participates in the killing of a cursed person becomes afflicted with the curse themselves. A cursed person who dies will become a ghoul two sunsets after their death and maraud the area near his or her grave. Killing such a ghoul will not transfer the curse, however killing Maydl will! Slain ghouls will revive two sunsets after being killed, unless their bodies have been completely obliterated (e.g. burned, destroyed by a Cleric, etc.). The curse can be lifted only with the destruction of Maydl's shrine in area 6.

A band of gnolls has recently come to the site, attracted to the lingering evil of the place. They have no connection to either the curse or the camp's destruction, but have skirmished with the ghouls and avoid the southern parts of the camp. They are unaware of Maydl, but sense the energies emanating from her hut and shun it as well. The gnoll band has managed to accumulate a decent hoard from its rampages, including some curious objects that should hook into the party's next adventure.

The mood of this adventure should be creepy and uncanny, with the forest becoming closer and more forbidding as the party approaches the camp. Maydl in particular should be presented as detached, confused and helpless – until she suddenly isn't! The various weird objects and events in the encounter tables should be used to heighten the feeling of unease as the party ventures deeper into the forest.

Places of Interest

The GM should feel free to substitute these for appropriate locations in his or her own setting as desired. The general concept is that there is a major city (Knobstone) with a well-traveled road (Western Trail) leading to an outlying settlement (Confluence) in the boondocks. The lumber camp lies in the wilderness to the north of this settlement.

1. **Knobstone:** This is the major city of the region, looking over Cow Bay and supporting the settled regions surrounding it. Home to about 6,000 souls, it is the center of commerce and human civilization in the region. The PCs should begin the adventure here, learning rumors and supplying for their expedition to the camp. Hirelings, weaponry, adventuring equipment, and other supplies are readily available here.
2. **Fort Tringle:** This garrison is 20 miles west of Knobstone and protects the Western Trail and frontier. There is no access to or support for non-military personnel in the fort. Travel between Knobstone and Confluence along the trail is generally uneventful. The guard will charge a toll of 10 gp/person from travelers heading into Knobstone, but not for those leaving.
3. **Confluence:** More a trading post than a village, this collection of humble buildings near Wolf Falls where the Swift and Southern Rivers meet marks the end of the Western Trail out of Knobstone. Beyond this settlement only uncharted wilderness exists. Paths used by trappers, prospectors and the occasional Dwarven merchant party may be found, and one such trail will lead to the logging camp. Confluence is approximately 50 miles from Knobstone. There is a single provisioner selling utilitarian equipment (dry goods, food, tools) and a crude smithy capable of performing minor repairs. Buyers of furs and other resources harvested from the forest do come here from time to time to ply their trade. Additional rumors may be learned here if the GM so desires.
4. **Forest/Camp:** There is a disused trail leading from Confluence to the camp, which lies in the deep forest about 20 miles north of the settlement. The path is overgrown, and will be difficult to follow without a guide or experienced tracker. Movement rates will

be slowed to 2/3 normal, due to the difficulty of the terrain. Roll for encounters every hour to keep things interesting.

Note that none of the areas except for the camp are mapped. Travel through the forest is essentially a straight-shot along the path, punctuated by such random encounters that might occur. Given the distance of the camp from Confluence, the party may have to overnight in the forest. Additionally, if the party does not have the services of a guide, the GM should make periodic checks for becoming lost at his or her discretion.

Rumors

The GM may roll or assign these rumors to party members as desired. Each PC should learn at least one unique rumor before setting out from Knobstone.

1. There is a savage beast in the deep woods that preys on creatures foolish enough to enter its domain. **True**, but it had nothing to do with the destruction of the camp. See "Erychthus" below.
2. The story of the beast is a cover-up. The camp was destroyed by its owners after workers went on strike for better pay and working conditions to teach them a lesson. **False.**
3. The story of the beast is a cover-up. The camp was destroyed by its owners for the insurance money. **False**, although they did profit from it.
4. The story of the beast is a cover-up. The camp was destroyed by the police after the workers refused to pay protection money. **False**, although the authorities did extort protection from the camp supervisor, who in turn extracted it from the workers.
5. The lumber operations ceased to be profitable after the building boom in the region collapsed. **True.**
6. The owners of the forest tract are a noble family that lives in Knobstone. **True.**
7. The lumber operation was a front for illegal activities (GM's choice: drugs, prostitution, slavery, smuggling, etc.). **Partially True:** the camp attracted its share of petty crime, but the main violation of the law was over-harvesting timber beyond the amount permitted by the lease.

8. The lumber operation was a front for cult activity. **False.**
9. The camp sits at the intersection of two ley lines and was destroyed by Druids who are sworn to protect the area from outsiders. **Partially True:** a secretive coven of Druids operates in the forests and guards sites of interest to their organization, but there are none near the camp, nor were they involved in its demise.
10. The deep woods are known to be the domain of fey beings and a seam between our dimension and theirs can be found near the camp. **True,** see rumor 18 and area 25 below.
11. There are valuable mushrooms that grow only in the deep woods and the time is near for harvesting them. **True.**
12. The workers discovered a valuable artifact and were killed to prevent knowledge of its existence from spreading. The artifact is still at the site. **False.**
13. There is gold in the stream that powers the sawmill. **False.**
14. I saw the site. There were 18 graves, one for every member of the camp. **Partially True:** there were in fact 21 inhabitants of the camp (including the workers' children and wives, of whom no official record exists).
15. I saw the site. There were two bodies in the saw mill, hacked to pieces. We buried them in the graveyard with the others. **True.**
16. I saw the site. The buildings had been sacked and looted by the time we arrived, and nothing of value was left. **False:** members of the search party helped themselves to such money and valuables as they could find in the workers' houses.
17. I saw the site. The mill works are damaged but could be restored if attended to soon. Another season without repair and it will be a total loss. **True.**
18. There is a deep pool upstream of the camp that is inhabited by fairies. Avoid it, as those who go in don't come out. **Partially True:** the spirits of the pool will try to seduce and enslave men, but are not interested in women and will allow them to enter and exit freely.
19. I was the camp cook. The Beast came by

night to take us away, one by one, starting with the children and leaving their bodies in the camp center for all to see. I left to get help after Miller and Smith were killed.

Partially True: the Cook left for help as he describes, but the killings were committed by the other workers.

20. I was the camp cook. The Beast haunts my dreams and thoughts with fantasies of slaughter and killing. I have to drink myself to sleep every night to keep from acting on them. **Partially True:** it is of course the spirit's curse which is afflicting him. Its affect is somewhat attenuated due to his distance from the site, which allows the cook to self-medicate and control his murderous desires.

Creatures/NPCs of Interest

Knobstone

Barney, Human Cook: AC 11, HD 1, #At 2 fist, Dam 1d4-1, Mv 60', Sv NM, MI 4, XP nil

Barney is a shattered human being and is extremely reluctant to discuss the events of the Camp. He will divulge rumors 19 and 20 if plied with drink. Barney will not accompany the party out of Knobstone.

Confluence

Peter Belsen, Human Fighter 3, Innkeeper: AC 11, HD 3+1, #At dagger or short sword, Dam 1d4 or 1d6+1, Mv' 30, Sv F3, MI 10, XP nil

Belsen is the owner of Confluence's premier (and only) establishment, "Road's End", a combination inn/trading post/repair shop. He has various mundane goods for sale at a 10% markup over the standard prices, but no weapons or armor. His smithy can perform minor repairs, but doesn't have the facilities to create weapons or armor. Lodgings are simple, and room and board can be had for 5 cp/night.

Ralphie Miller, Human Child, age 10: AC 11, HD 1, #At 2 fists or bite, Dam 1d4-1/1d4-1 or 1d4-1, MV 60', Sv NM, MI 6, XP nil


Dorcas Miller, Human: AC 11, HD 1, #At 2 fists or club, Dam 1d4/1d4 or 1d6, Mv 60', Sv NM, MI 6, XP nil

Dorcas is a widow who lives in a squalid shack on the outskirts of the village. She is very protective of her son Ralphie and hostile to strangers. Dorcas will abuse and attempt to drive away anyone who comes to her house.

Ralphie is mischievous and constantly seeking to escape his mother's control. He has an insatiable appetite for tobacco and knows the location of the camp (his father was a worker there). He will make himself known to the party once they arrive in Confluence, and will lead them to the camp for the right consideration, perhaps something nice for his mother, and/or cigarettes. Ralphie doesn't know any details about the camp's destruction, as Dorcas has kept the truth from him, only telling him that his "father went away and isn't coming back."

Forest

Erychthus a.k.a. "The Beast", Manticore: AC 18, HD 6+1*, #At 2 claws/1 bite or 1d6 spikes (180' range), Dam 1d4/1d4/2d4 or 1d6/spike, MV 40' Fly 60' (10'), Sv F6, MI 9, XP 555

HP 26 

Erychthus is always hostile and will attack with its spikes from afar before engaging in melee. It will attempt to seize and drag party members back to its lair, one by one, where it will devour them, targeting whichever PC it perceives to be the weakest first. Do not roll for random encounters once Erychthus has been met. It will continue to harass the party until they or it is killed.

Should Erychthus fail a morale check, it will flee to its lair, but return in one hour to continue the fight. Erychthus' lair is a fetid burrow somewhere nearby littered with bones and other residue from its victims. 1,500 sp, 2,300 gp, 1 **Potion of Undead Control**, a **Long Bow +1**, and a **Ring of Invisibility** are strewn about amongst the carrion. If the PCs inspect Erychthus' body they will see that it is rather crudely stitched together from the parts of multiple creatures. A plate attached to its underbelly reads "Property of Devaney & Co – Prototype – Not for Resale – Reward for Return"

Epiphallus, Satyr: AC 15, HD 5*, #At 1 head butt/dagger or shortbow, Dam 1d6/1d4 or 1d6, Mv 40', Sv F5, MI 10, XP 405

HP 29 

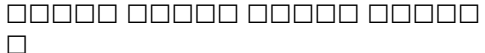
If an encounter with Epiphallus is indicated, he will attempt to observe the party in secret for 1d8+1 turns, with a 90% chance of remaining undetected (roll every turn, 91-100 on d100 indicates detection).

Depending on the party's behavior, he will use his pan pipes to: a) **cause fear** and attempt to drive







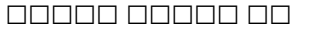
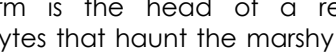

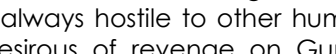
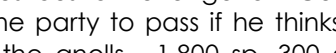
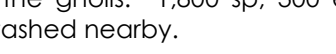
them away from the forest, if the party appears hostile or destructive; b) **charm** any female members of the party and lure them off into the woods; c) put the party to **sleep** and steal any valuables they might have. If the party becomes aware of Epiphallus, he may engage them in conversation and reveal details about the camp if their reaction roll is favorable, or he may play his pipes as described above.

In any case, Epiphallus prefers mischief to fighting and will avoid open combat if an encounter becomes hostile. Epiphallus is aware of the fairy pool (area 25) and greatly desirous of entry, but his efforts have been thwarted by its fey owners who are well aware of his lecherous nature and eager to torment him, but nevertheless have his greater interests at heart.

Fernorm, Troglodyte Warrior: AC 15, HD 4, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, Mv 40', Sv F4, MI 9, XP 240

HP 21 

12 Troglodytes: AC 15, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, Mv 40', Sv F2, MI 9, XP 75 ea. 8 cp ea.

HP 13 
 14 
 4 
 9 
 8 
 4 
 9 
 9 
 11 
 11 
 8 
 12 

Fernorm is the head of a repulsive band of troglodytes that haunt the marshy areas around the river. They have been driven from the lumber camp by Gunch and his band of gnolls. Although they are almost always hostile to other humanoids, Fernorm is so desirous of revenge on Gunch that he may allow the party to pass if he thinks they are likely to attack the gnolls. 1,800 sp, 300 ep, 400 gp are in sacks stashed nearby.

Melliconia, Dryad: AC 15, HD 2*, #At 1, Dam 1d4, Mv 40' Sv MU4, MI 6, XP 100

HP 15 

Melliconia is a guardian of the forest. While not intrinsically hostile to outsiders, she is glad that the sawmill is not working, and will seek to discourage anyone from seeking the site, in fear that logging operations will resume. Melliconia is a hopeless romantic with a soft spot for Halflings, and will attempt to **charm** any such character she encounters, with the goal of luring them away from the party to live with her in the woods. Any creature who succumbs to her charms and subsequently escapes will incur her enmity forever. Her tree is approximately 250 feet from the spot she is encountered.

Melliconia wears an elegant necklace and bracelets that appear to be of polished pearls, but on closer inspection can be seen to be teeth from different humanoid species. 800 cp, 2,100 gp, a **Short Sword +1**, and **1 Potion of Cold Resistance** are hidden in a trunk near her tree.



Weird Event/Object

These are one-time occurrences or discoveries that occur in the forest and camp. In addition to occurring per the wandering monster checks, the GM should feel free to insert these every hour or two to enhance the eerie atmosphere of the forest. Once a weird event or object has manifested, any subsequent roll for it should be disregarded and treated as no encounter.

1. A child's toy, scuffed but in otherwise good condition. It belonged to Maydl and she will recognize it if it is presented to her.
2. One of the PCs trips over a tree root and falls, taking 1d4 points of damage (save vs. Death for half damage). While on the ground he or she notices a small burrow, with the severed head of a Halfling sitting just inside. The head's eyes are open and its face is twisted into horrifying expression of fear. A PC who treats the head humanely (burying it, performing last rites or even closing its eyes) will have a premonition of an upcoming battle in which he or she takes damage from an opponent. This knowledge will allow that PC to retroactively avoid a hit in a future combat encounter. This option must be invoked after the hit is determined, but before damage is rolled.
3. A scroll case containing ledgers and various business documents dated recently. A letter addressed to "M. Devaney from Halford" reports that the "enterprise is healthy but several unexpected situations have caused expenses to exceed our original estimates. The creature continues to grow and will emerge on schedule. Detailed reports enclosed." Moisture has ruined the ink on all of the other papers, but an address in Knobstone is still legible.
4. A flock of crows gathers in the trees above the party and begins scolding them. All PCs must save vs. Paralysis or recognize the crows as harbingers of death (crows being bearers of souls to the underworld in local lore) and become stricken with **fear** (per the spell) for 1d6 hours. Re-roll on the random encounter table to see if the noise attracts any attention (treat a second weird event/object as no encounter).

5. Off the path someone in the party sees clotheslines hanging between the trees with very fine, child-sized formal clothes. The clothing is freshly washed but bloodstained. No one is around.
6. A vulture lands in front of the party, holding a severed hand which it proceeds to eat. The vulture will defend its catch if disturbed, biting for 1d4 points of damage if approached before flying away. The hand is wearing a gold ring set with a large ruby, worth 500 gp. It is infected with **grave rot**, and whoever handles it must save vs. Poison or become sick for 1d4 + 2 days, dropping to 1 HP, and requiring constant bed rest; a successful save avoids infection. The infection sets in exactly 12 hours after the hand is touched.
7. The party's food and/or water supply spoils. They will have to forage for the duration of the adventure or return to town and resupply.
8. A freak storm suddenly arises. The party is forced to seek shelter off the path and becomes lost. Roll 1d3+1 to determine how many hours the party wanders before they realize they have lost their way. Use the standard mechanism for being "unlost" thereafter. On each turn that the party is lost, they have a 75% chance of wandering into the Fairy Pool (area 25).
9. The party encounters another group of adventurers in search of the lumber camp. The characters in this party should mirror the classes/levels of the PCs. Roll on the reaction table to determine their attitude towards the party and role-play the encounter.
10. A traveling peddler with a variety of mundane (non-weapon) objects. Anything the PCs purchase from the peddler appears to be of the highest quality and is offered at a good price (10% discount off standard list), but in actuality is junk and will fail when used in earnest. The peddler's wife is a fortune teller and will practice her craft on the PCs for a fee. Roll d%: 01-20 the fortune will be positive and affect the PC per the Cleric spell **bless** for 1d3 days; 21-70 the fortune is inconclusive but the fortune teller thinks an

additional reading (at a higher fee) could bring additional clarity; 71-100 the fortune is negative and affects the PC per the reversed-**bless** (**bane**) spell for 1d2 days.

11. The party happens upon a patch of exotic fungus. Roll 1d6 to determine how many types are found; for each type roll d6: 1-2 nutritious; 3-5 poisonous; 6 magical/psychedelic. These may be used or sold in Knobstone at premium prices. It is up to the GM to determine if the PCs are able to correctly identify the mushrooms.
12. The party suddenly finds itself in the exact same location 1d4+6 hours later and are aware of the time, but with no memory of what happened during the elapsed hours. Each PC must save vs. Spells or find that they have lost 1d4 teeth and taken 1d2 HP of damage.

Random Encounter Tables

Roll for random encounters every hour in the Forest, with 1 on a d6 indicating an encounter. On the Western Trail to Confluence, roll 2d6 once per night only, with a 2 indicating an encounter from the Forest/Night table. In the camp, roll every other turn with a 1-3 on a d6 indicating an encounter.



Forest (Day)

1. Epiphallus
2. Weird Event/Object
3. Weird Event/Object
4. Fergnorm et al.
5. **1d8 Blood Roses:** AC 13, HD 2*, #At 1-3 whips, Dam 1d6, Mv 1', Sv F2, MI 12, XP 100 ea.
 HP 9 □□□□□ □□□□
 11 □□□□□ □□□□□ □
 6 □□□□□ □
 9 □□□□□ □□□□
 6 □□□□□ □
 10 □□□□□ □□□□□
 7 □□□□□ □□
 8 □□□□□ □□□
6. Weird Event/Object
7. **1d6 Boars:** AC 13, HD 3, #At 1 tusk, Dam 2d4, Mv 50' (10'), Sv F3, MI 9, XP 145 ea.
 HP 13 □□□□□ □□□□□ □□□
 10 □□□□□ □□□□□
 14 □□□□□ □□□□□ □□□□
 15 □□□□□ □□□□□ □□□□□
 14 □□□□□ □□□□□ □□□□
 17 □□□□□ □□□□□ □□□□□ □□
8. Melliconia
9. **2d4 Dire Wolves:** AC 14, HD 4, #At 1 bite, Dam 2d4, Mv 50', Sv F4, MI 9, XP 240 ea.
 HP 14 □□□□□ □□□□□ □□□□
 18 □□□□□ □□□□□ □□□□□ □□□
 11 □□□□□ □□□□□ □
 21 □□□□□ □□□□□ □□□□□ □□□□□
 □
 14 □□□□□ □□□□□ □□□□
 17 □□□□□ □□□□□ □□□□□ □□
 17 □□□□□ □□□□□ □□□□□ □□
 22 □□□□□ □□□□□ □□□□□ □□□□□
 □□
10. **Hangman Tree:** AC 16, HD 5, #At 4 limbs, Dam 1d6 or strangle, Mv 0, Sv F4, MI 12, XP 360
 HP 27 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □□
11. Weird Event/Object
12. Erychthus

Forest (Night)

1. Gnoll Party #1 (from area 21)
2. **2d4 Dire Wolves:** AC 14, HD 4, #At 1 bite, Dam 2d4, Mv 50', Sv F4, MI 9, XP 240 ea.
 HP 18 □□□□□ □□□□□ □□□□□ □□□
 20 □□□□□ □□□□□ □□□□□ □□□□□
 11 □□□□□ □□□□□ □
 26 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □
 8 □□□□□ □□□
 11 □□□□□ □□□□□ □
 16 □□□□□ □□□□□ □□□□□ □
 18 □□□□□ □□□□□ □□□□□ □□□
3. **1d4+1 Assassin Vines:** AC 15, HD 6, #At 1 + special, Dam 1d8 + special, Mv 5', Sv F6, MI 12, XP 500 ea., surprises on 1-4 on a d6, successful hit entangles and causes 1d8 on each turn thereafter. 10 cp each.
 HP 23 □□□□□ □□□□□ □□□□□ □□□□□
 □□□
 23 □□□□□ □□□□□ □□□□□ □□□□□
 □□□
 19 □□□□□ □□□□□ □□□□□ □□□□
 26 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □
 32 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □□□□□ □□
4. **1d10 Giant Bats:** AC 14, HD 2, #At 1 bite, Dam 1d4, Mv 10' Fly 60' (10'), Sv F2, MI 8, XP 75 ea., darkvision, -2 on attacks via confusion if 10+ are present).
 HP 8 □□□□□ □□□
 6 □□□□□ □
 4 □□□□
 10 □□□□□ □□□□□
 10 □□□□□ □□□□□
 10 □□□□□ □□□□□
 14 □□□□□ □□□□□ □□□□
 6 □□□□□ □
 11 □□□□□ □□□□□ □
 8 □□□□□ □□□
5. **1d4 Black Bears:** AC 14, HD 4, #At 2 claws/1 bite + hug, Dam 1d4/1d4/1d6 + 2d6, Mv 40', Sv F4, ML 7, XP 240 ea.
 HP 15 □□□□□ □□□□□ □□□□□
 22 □□□□□ □□□□□ □□□□□ □□□□□
 □□
 16 □□□□□ □□□□□ □□□□□ □
 18 □□□□□ □□□□□ □□□□□ □□□

6. **1d8 Giant Shrews:** AC 16, HD 1*, #At 2 bites, Dam 1d6/1d6, Mv 60', Sv F2, MI 10, XP 37 ea.

HP	5	□□□□□	1	□
	3	□□□	2	□□
	1	□	5	□□□□□
	2	□□	4	□□□□

7. **10d4 Pixies:** AC 17, HD 1*, #At 1 dagger, Dam 1d4, Mv 30' Fly 60', Sv F1 (Elf), MI 7, XP 37 ea., can become invisible at will and attack while invisible, surprise 1-5 on d6 while invisible). Will try to disrupt the party with pranks and prevent rest/sleep, rather than openly attacking. 3 ep, 5 gp, 1 pp each. Killing them will draw the unfavorable attention of Epiphallus and absolutely enrage Melliconia.

HP	8	□□□□□ □□□	8	□□□□□ □□□
	3	□□□	6	□□□□□ □
	1	□	8	□□□□□ □□□
	4	□□□□	2	□□
	8	□□□□□ □□□	7	□□□□□ □□
	6	□□□□□ □	7	□□□□□ □□
	1	□	3	□□□
	1	□	3	□□□
	1	□	5	□□□□□
	3	□□□	4	□□□□
	1	□	1	□
	5	□□□□□	4	□□□□
	8	□□□□□ □□□	6	□□□□□ □
	7	□□□□□ □□	5	□□□□□
	8	□□□□□ □□□	1	□
	7	□□□□□ □□	2	□□
	4	□□□□	1	□
	5	□□□□□	5	□□□□□
	5	□□□□□	5	□□□□□
	7	□□□□□ □□	6	□□□□□ □

8. **2d6 Brush Horrors:** AC 13, HD 1d4 HP, #At 2 claws, Dam 1d4+1/1d4+1, Mv 20', Sv F1, MI 10, XP 25 ea., takes double damage from fire, blindsight 60' see "New Monsters" below)

HP	3	□□□	4	□□□□
	3	□□□	2	□□
	1	□	3	□□□
	1	□	1	□
	1	□	2	□□
	2	□□	1	□

9. Weird Event/Object
10. Gunch and Gnoll Party #2 (from area 21)
11. Weird Event/Object
12. Erychthus

In Camp

1. Maydl (from area 6)
2. Day: Maydl;
Night: Gnoll Party #2
3. Day: Fergnorm;

Night: **2d6 Brush Horrors:** AC 13, HD 1d4 HP, #At 2 claws, Dam 1d4+1/1d4+1, Mv 20', Sv F1, MI 10, XP 25 ea., takes double damage from fire, blindsight 60' see "New Monsters" below)

HP	4	□□□□	4	□□□□
	2	□□	3	□□□
	1	□	1	□
	3	□□□	4	□□□□
	4	□□□□	4	□□□□
	3	□□□	2	□□

4. **1d8 Giant Shrews:** AC 16, HD 1*, #At 2 bites, Dam 1d6/1d6, Mv 60', Sv F2, MI 10, XP 37 ea.

HP	7	□□□□□ □□	5	□□□□□
	4	□□□□	6	□□□□□ □
	7	□□□□□ □□	5	□□□□□
	1	□	6	□□□□□ □

5. Maydl
6. **1d4 Ghouls** (from area 11)
7. **1d4 Ghouls** (from area 11)
8. Day: Weird Event/Object;
Night: Gnoll Party #1
9. Maydl
10. Weird Event/Object
11. Maydl
12. 1d4 Ghouls (from area 11)

The Camp

The camp is in a state of total disrepair. The paths are visible but overgrown. A PC with the ability to search or find tracks will see that there has been a variety of animal and creature activity recently, and may notice the presence of the gnolls.

The living quarters (with the exception of area 6) are all burnt and in various stages of collapse. The buildings have been completely ransacked and nothing of value remains. Searches will reveal smashed furniture, broken plates/pots and other utensils. The site has been exposed to the elements

for over a year and any objects that survived the fire are completely ruined.

Main Camp

1. CAMP CENTER:

A well and small stone platform. The water in the well is drinkable, but the bucket has been lost.

2. DAM/WATER WHEEL:

A snake is in the pool under the dam. It will only attack if someone enters the water.

Giant Water Snake: AC 14, HD 3*, #At 1 bite, Dam 1d8 + poison, Mv 10' Swim 30', Sv F3, MI 7, XP 175

HP 13 □□□□□ □□□□□ □□□

3. MILL WORKS:

The mill is set into a hill that slopes down steeply towards the river. Two doors provide access to its lower level, and a set of stairs and ramp lead to its upper story. See sections "Upper Mill Works" and "Lower Mill Works" below for detailed descriptions of this building.

4. DRYING HOUSE:

This is an open-walled building where finished lumber was stacked to dry. No lumber remains, but 1d10 stirges haven taken up residence here. 2,600 gp, 4 diamonds worth 100 gp each, 1 **Potion of Diminution**, and 1 **Scroll containing Invisibility and Knock** are in a filthy nest in the rafters above.

10 Stirges: AC 13, HD 1*, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9, XP 37 ea.

HP 3	□□□	2	□□
4	□□□□	5	□□□□□
1	□	6	□□□□□ □
7	□□□□□ □□	4	□□□□
2	□□	7	□□□□□ □□

5. WORKERS' HUT #1:

Completely destroyed. 4 adults and 2 children lived here, based on the number of broken beds inside.

6. WORKERS' HUT #2:

Unburnt but dilapidated and overgrown with moss, weeds, and other vegetation. The growth is surprisingly verdant, and will be noticed by Elves and

Halflings immediately, and to anyone who examines it. Maydl lived here with her parents and adult brother. She has collected as many pieces of the sacred oak (branches, planks, boards) that she could find. From the pieces of the sacred oak Maydl constructed a ramshackle shrine to the spirit in the woods here, which is the locus of the magic associated with the curse. Its destruction will free the child (and Barney) from its effects. Conversely, casting **remove curse** on the child will destroy the shrine. The magic of the shrine protects the structure, and it has not suffered the same decay as the other buildings. The shrine should be described to the players as odd, if not disturbing, and it will reconfigure itself periodically when no one is looking.

Maydl, human child: AC 11, #At 2 claws/1 bite, Dam 1d4/1d4/1d6 + paralysis as per ghoul, Mv 60', Sv NM, MI 10, XP 100, resistant to sleep/charm/hold as per ghoul

HP 5 □□□□□

If encountered during the day, Maydl appears to be a normal child who is lost and disoriented. She will not recall how she got here or where the adults have gone. By night she is fully under the influence of the curse and will attempt to kill the party while they sleep.

7. WORKERS' HUT #3

Partially destroyed barracks; the ceiling has collapsed. There is nothing of value but rubble, remnants of an iron stove, and bunk beds.

8. WORKERS' HUT #4

Partially burnt. Appears safe to enter but is actually in very poor condition. The roof will collapse, causing 1d10 points of damage (save vs. Death for half) to anyone inside if the building is entered and anything is disturbed.

9. OFFICE/SUPERVISOR'S HOUSE:

The camp supervisor and his wife lived here. An office area contains a cabinet holding papers and files that are ruined and illegible. Otherwise, the building is filled with debris and the remains of common furnishings that would appear to have been slightly nicer than those in the other buildings.

10. COMMISSARY:

This building is divided into two rooms: an eating area with benches and tables, and a rear kitchen and pantry. The camp cook and his helper lived here. Animals have broken into whatever supplies were once stored here and ruined them.

2 Giant Black Widow Spiders: AC 14, HD 3*, #At 1 bite, Dam 2d6+poison, Mv 20' Web 40', Sv F3, MI 8, XP 175 ea.

HP 16 □□□□□ □□□□□ □□□□□ □
11 □□□□□ □□□□□ □

Periphery**11. GRAVEYARD:**

There are 20 graves here, 14 adult-size, 6 child-size, marked with stone piles but otherwise unlabeled. The graves are strangely bare; nothing has grown on top of the dirt. The corpses of the dead workers have become ghouls and lie dormant in the ground here. The arrival of the party at camp will begin to awaken some of them (for random encounters), and entering the graveyard will awaken the rest, who will emerge gradually over the course of two hours. There are 20 ghouls total in the camp. They will not attack Maydl, and will work with her to kill the party. If Maydl is not yet hostile towards the party, she will immediately become so when the ghouls appear.

20 Ghouls: AC 14, HD 2*, #At 2 claws + 1 bite, Dam 1d4/1d4/1d4 + paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

HP 10 □□□□□ □□□□□
9 □□□□□ □□□□
12 □□□□□ □□□□□ □□
3 □□□□□ □□□□□ □□□
9 □□□□□ □□□□□
7 □□□□□ □□
8 □□□□□ □□□
9 □□□□□ □□□□
8 □□□□□ □□□
12 □□□□□ □□□□□ □□
5 □□□□□
3 □□□
13 □□□□□ □□□□□ □□□
3 □□□
9 □□□□□ □□□□
10 □□□□□ □□□□□
8 □□□□□ □□□
7 □□□□□ □□
9 □□□□□ □□□□
9 □□□□□ □□□□

12. LATRINES:

If a PC comes into contact with a rot grub, it burrows into his or her flesh and will go unnoticed unless they succeed at a Wisdom check. The grub must be burned or cut out of the body, causing 2d6 points of damage, or it will burrow to the heart and kill the victim in 1d3 turns.

There is a sealed clay pot buried under dirt and filth; inside are 20 cp.

20 Rot Grubs: AC 10, HP 1, #At 1, Dam special, Mv 5', Sv F1, MI 12, XP 10 ea.

HP 20 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □□□□□ □□□□□ □□□□□

Upper Mill Works

The upper story of the mill houses the main saw apparatus and blades. Stairs along the western wall lead up from the outside, and two ramps provide ingress and egress for logs and lumber. The windows of the mill are smashed and debris is scattered everywhere, but the building seems to have avoided the fire that destroyed the rest of the buildings in the camp. A PC with a knowledge of engineering and/or mechanics may study the apparatus and realize that it is probably still functional and could be restored to full operation with moderate effort.

13. NORTH RAMP:

Logs were floated down the river to the dam and brought into the mill using this ramp. It is clogged with flotsam, rotten logs, and other debris that has floated down the river and accumulated at the dam.

14. SAW TABLES:

Logs were loaded onto these long tables and pulled through the saw machinery (areas 15, 16, 17) to be turned into planks. A large lever at the head of this table will engage the water wheel (area 20) and start the saw mill. It is left to the GM to decide whether or not this machinery is functional. Activating the mill will cause a fair amount of noise, attracting the attention of all of the denizens of the camp, and add a dimension of mayhem to combat in the mill.

15, 16, 17. SAW APPARATUS:

Blades are attached to overhead axles that are connected to the main water wheel by a system of

gears. The objects labeled (a) are blades that saw up and down perpendicular to the table surface, and those labeled (b) are large cogs that turn the axles and pass through openings in the floor. They are connected to the machinery in the lower level. If the mill is activated, any player who comes in contact with the gears must make a DEX save to avoid being entangled and taking 2d6 points of damage per round until the save is passed. Any player who comes in contact with the saw blades takes 1d6 points of damage.

18. SOUTH RAMP:

Finished boards would be taken out here and moved down to the Drying House (area 4) to cure.

19. STAIRS:

These stairs lead up from the path. The door handle has been smashed and will not close fully. It can be heard blowing back and forth and slamming in the wind.

Lower Mill Works

The lower story of this mill is in a similar state of disarray as the upper floor. Workbenches are overturned and tools lie scattered about along the western wall. The majority of the space here is devoted to large gears and machinery for driving the saw mechanism upstairs.

20. WATER WHEEL:

A large water wheel was turned by water flowing through the dam (area 2). Although the wheel still spins, it has been disengaged from the saw apparatus by the lever in area 14.

21. GNOLL BIVOUAC:

Gunch and his crew have recently established a base in the mill works, driving out Fergnorm and slaying many of his tribe in the process. They have only been in residence here for a few days, and are aware of the ghouls, but not Maydl, although they have seen her hut and avoid it.

By day, Gunch and gnoll party #2 (see above) will be sleeping here. At night, roll 1d4: 1: gnoll party #1 is here; 2: gnoll party #2 is here; 3-4: camp is empty (parties are out wandering).

Gunch, Gnoll Warrior: AC 15, HD 4, #AT 1 bite or long sword, Dam 2d4+2 or 1d8+2, Mv 30', Sv F4, MI 9, XP 240

HP 20 □□□□ □□□□ □□□□ □□□□

6 Gnolls (Gnoll Party #1): AC 15, HD 2, #At spear or short sword, Dam 2d4+1 or 1d6, Mv 30', Sv F2, MI 8 (If Gunch is present use 9), XP 75 ea., darkvision 30'. 13 sp, 7 gp each.

HP 8 □□□□ □□
 14 □□□□ □□□□ □□□□
 11 □□□□ □□□□ □
 12 □□□□ □□□□ □□
 12 □□□□ □□□□ □□
 6 □□□□ □

6 Gnolls (Gnoll Party #2): AC 15, HD 2, #At spear or short sword, Dam 2d4+1 or 1d6, Mv 30', Sv F2, MI 8 (If Gunch is present use 9), XP 75 ea., darkvision 30'. 13 sp, 7 gp each.

HP 10 □□□□ □□□□
 13 □□□□ □□□□ □□□□
 3 □□□
 4 □□□□
 10 □□□□ □□□□
 13 □□□□ □□□□ □□□□

1,900 cp, 1,400 ep, 700 pp, 12 jeweled goblets worth 120 gp each, 12 jeweled bowls worth 80 gp each, and 3 jeweled plates worth 60 gp each are in a locked chest. The bowls, goblets, and plates are engraved with the monogram of the Devaney's, a local noble family. Also a journal, presumably written by a teenager and describing her infatuation with the son of a rival family, is in the chest. The romance was forbidden by her parents and is the cause of great anguish and a potential elopement.

22. WEST DOOR:

This door has been barricaded by the gnolls and must be smashed open.

23. SOUTH DOOR:

This door is not locked but is directly observable by the gnolls in area 21.

24. POWER APPARATUS:

This is a system of gears and cogs that are driven by the main water wheel that powers the saw apparatus. The objects labeled (a) are wheels and gears that are parallel to the floor and those labeled (b) are large cogs that turn on axles and pass

through openings in the ceiling. These are the same cogs labeled 15-17 (b) in the upper mill works. If the mill is activated, any player who comes in contact with the gears must make a DEX save to avoid being entangled and taking 2d6 points of damage per round until the save is passed.

Fairy Pool

While not part of the camp proper, the fairy pool is in an indeterminate location nearby. This area may be reached only by becoming lost via Weird Event/Object #8.

25. FAIRY POOL:

A beautiful, crystal-clear pool deep in the woods, approximately 40' in diameter. Once discovered, the party will know its location and remember how to return, assuming they do not succumb to the fey magic therein. Finding the pool is an obsession of Epiphallus, who will do almost anything to learn of its location.

When discovered, the PCs will notice a fork in whatever path they were following; one branch leads directly back to the main trail (which will be about 30 yards away from their current location), the other an incongruous set of stone steps descending into a small glen. All male PCs will immediately feel an uncanny sense of both dread and attraction at the sight of the steps and the pool beyond.

The area around the pool is lit, day and night, with a soothing ambient yellow light. If the party chooses to approach the pool, all male characters will observe a dozen or so beautiful women laughing and frolicking in the water, who beckon them to join in their revels. The men must then save vs. Spells or be compelled to remove their weapons and armor and enter the water.

Female PCs, however, will observe nothing but rusted and discarded adventuring gear littering the area around the pool, and notice the lime-crusting skeletons of humanoid creatures within.

Once in the water a male PC will refuse to leave, and must be forcibly extracted if he is to survive. If the entire party enters the pool, they will eventually starve and die unless saved by some external force.

Outcomes

Should Ralphie choose to accompany the party to the camp, his disappearance will be noticed by his

mother immediately. If Ralphie fails to return by dinner time, or is injured, she will notify the authorities at Fort Tringle, who will actively seek out the PCs for an explanation.

The GM should award XP for discovering the true cause of the camp's demise, rescuing Maydl, and/or destroying her shrine.

How the gnolls came into possession of the fine goods and papers of the Devaney family is left to the PCs to pursue. They are far from the genteel neighborhoods of Knobstone and it is scandalous to consider such an ostensibly upright and well-pedigreed family would have any association with creatures such as gnolls.

The body of Erychthus (should it be encountered and killed) can be harvested for its organs and other material of value to wizards and alchemists, or the PCs can attempt to contact its creator(s).

New Monsters

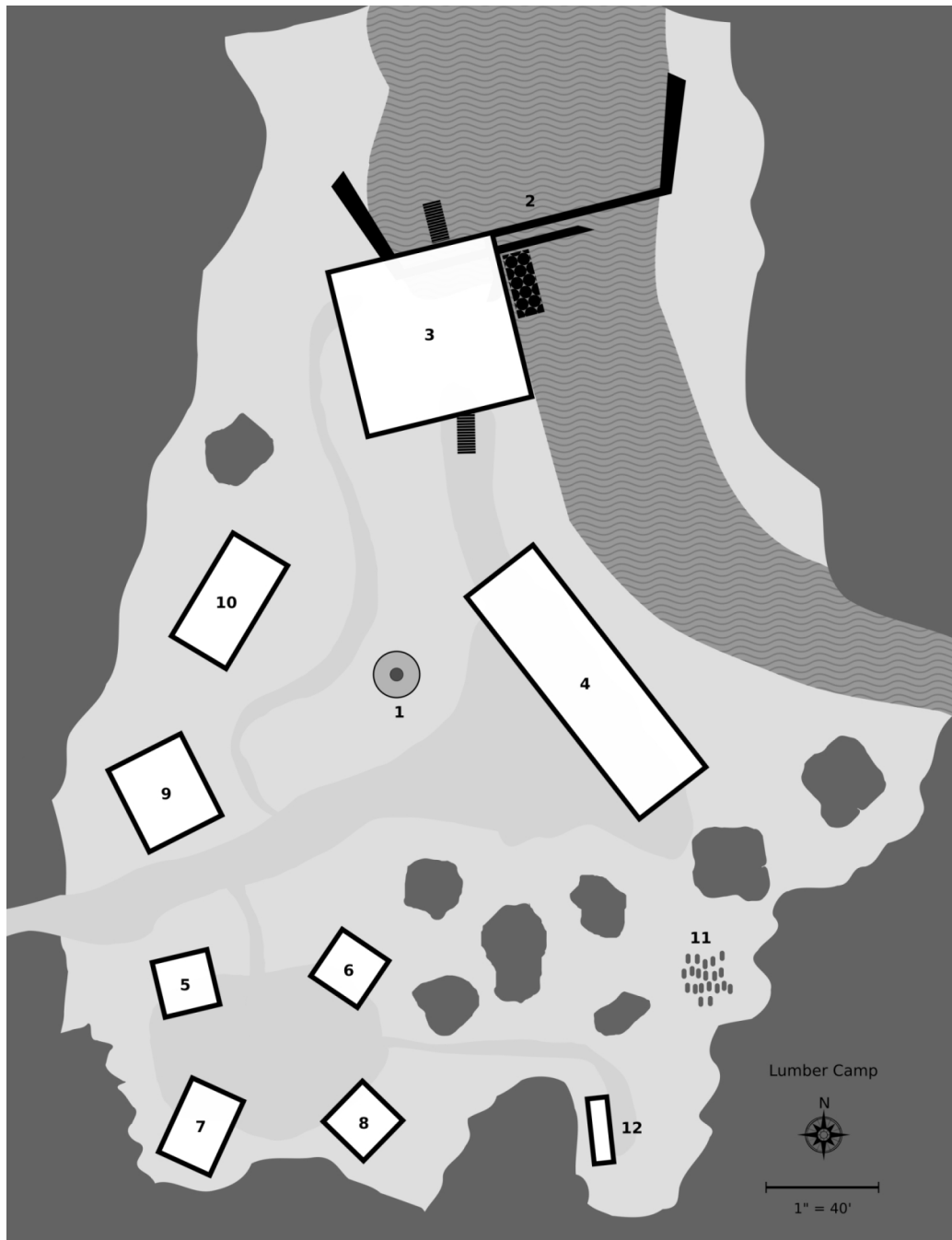
Brush Horror

Armor Class:	13
Hit Dice:	1
No. of Attacks:	2 claws
Damage:	1d4+1/1d4+1
Movement:	20'
No. Appearing:	2d6
Save As:	Fighter: 1
Morale:	10
Treasure Type:	None
XP:	25

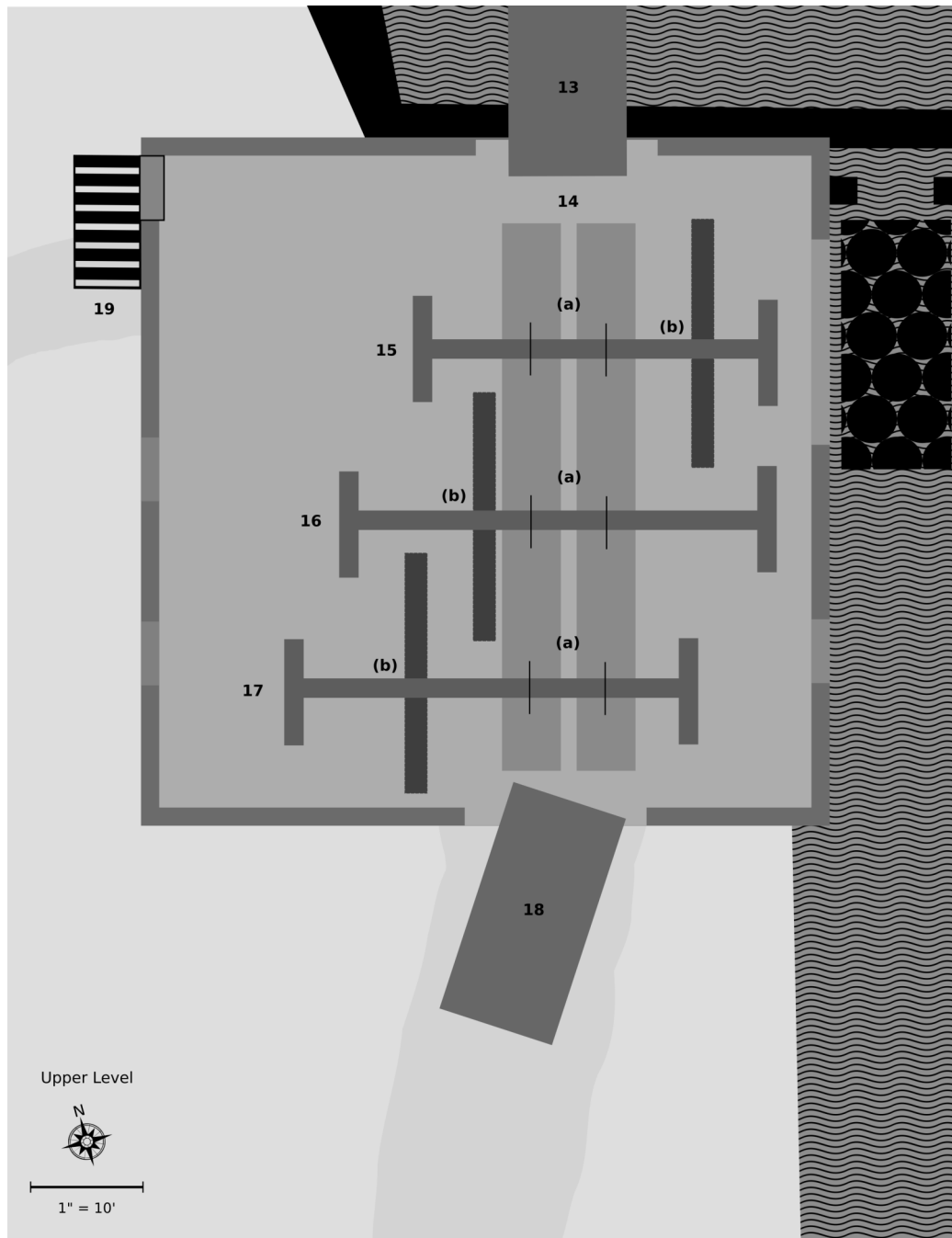
A **Brush Horror** is an evil, animated creature made of twigs, brambles and other dead plant matter. They have a humanoid form with two arms and two legs, and stand 5-7 feet in height. Their origins are obscure, but they are rumored to be found in secluded areas where murders have been committed.

Brush horrors operate in groups and are active at night, particularly near clearings where wayfarers would be likely to make camp. They have dark vision and strike while their victims are sleeping. During the day, they are dormant and generally indistinguishable from thick underbrush. Because they are composed of dead plant material, brush horrors are especially vulnerable to fire and suffer double damage from such attacks. Brush horrors are not intelligent and are always hostile.

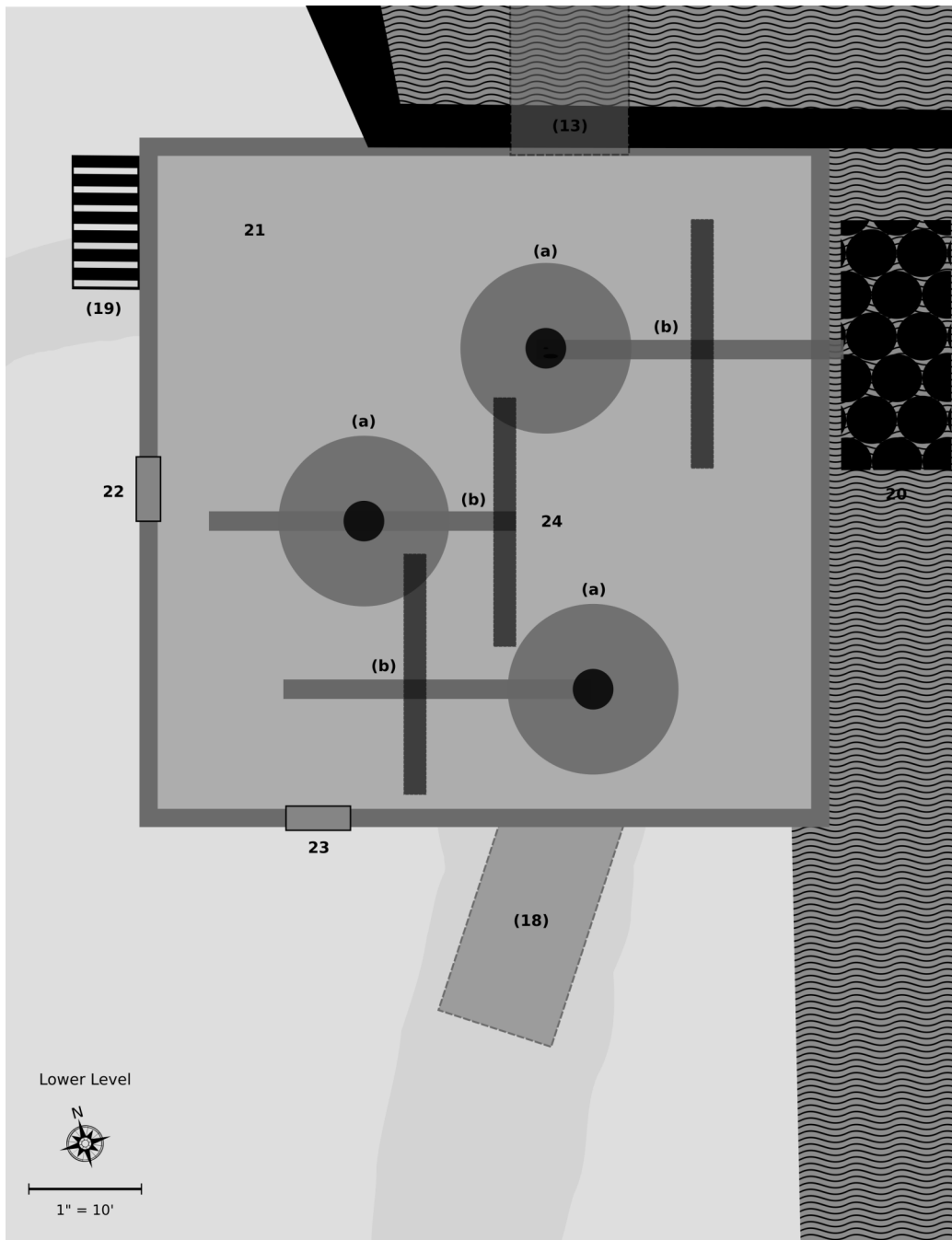
Map 1: The Camp



Map 2: Upper Mill Works



Map 3: Lower Mill Works



Reclamation of Castle Devyn

by James Lemon

An adventure for 3 to 5 characters of levels 4 to 6.

Notes

While this takes place on the same island as the adventure *The Temple at Hillman Point* (found in **Basic Fantasy RPG Adventure Anthology 1**) and is somewhat intended as a sequel, it's not required; you can play this on its own!

Background

The village of Locran and Castle Devyn are located on the small, misty, forested island of Gulshan, which is not far off the mainland.

GMs can place this island anywhere in their world, but the descriptions are for a cool-to-cold climate with plentiful fog and misty rain.

If the characters have played the first adventure in this series, *The Temple at Hillman Point*, then the description of Locran is redundant. Jump to **Stories of the Castle** below.

Locran

Locran is a small fishing community that is almost as tight-knit as the sweaters worn by its fishermen. They are not hostile to visitors, but there is a clear sense that visitors are welcome but not part of the village.

There isn't much in Locran and it is a typical fishing village, with the port and the inn being the focal points of the town. Of course there are the normal necessities of life – a butcher, a blacksmith and a meeting hall, but life here happens on the sea or in the pub.

The port consists of several tar-covered docks and a seemingly endless row of nets drying. Seagulls fill the air with their cries, and the pilings are covered with their droppings.

Alongside the docks is Locran's guard post. It appears to be staffed purely by volunteers, most of whom are leathery retired fisherman, armed with little more than old shortswords, gutting knives, and salt-stained leather armor.

There isn't much trade in Locran, but ships and smaller boats heading to or from other destinations

dock in the protected bay fairly often, weather permitting.

Eventually the party will need to find its way to the inn for the night.

The Torn Scroll Inn



The Torn Scroll Inn is a typical inn and public house. The building is two stories tall and covered with faded shingles. The windows are small, with oiled paper inserts and heavy shutters for the frequent gales that hit the island.

The pub takes up the first floor, and is a warm and inviting space where several generations of elbows have polished and worn the tables to a shiny black. On one side of the room is a large fireplace where the flames burn slightly green from the salt in the driftwood.

Behind the simple but solid bar, set with benches rather than stools, stands the innkeeper **Cyril Ketill**. Cyril's face is as weathered and polished as the tables, with deep smile lines around his eyes.

If the temple has not been explored, Cyril's face is friendly but troubled as he looks out to at the party, and says "No surprise that a group of you would show up, with all the unexplained troubles we've been having."

Odd things have been happening on the outskirts of town: animals have been killed and maimed. Plants have been torn from the ground, and carts have been destroyed. More troubling have been the most recent appearances of scratches and markings on people's doors.

Other locals in the pub will tell similar stories to the party, after being plied with one of the Pub's dark and smoky ales.

If the temple has already been explored (or you'd like to run this adventure with the assumption that the temple no longer presents a mystery or threat): his face is friendly but troubled as he looks at the party, and says "Are you prepared to explore further?" Cyril will tell the party that things are still not right around Locran, and even those traveling other parts of the island have reported increasing troubles. If running this adventure with the assumption that another group cleared the temple, Cyril will mention so.

Stories of the Castle

Whether or not the temple has been explored or is brought up, on hearing the stories of the troubles around the area a group of fishermen will join in the conversation.

The fishermen in the Inn are weather-beaten and look around 70 years old, though their age is probably closer to 40. Life is hard on the sea as the party knows, and it ages men fast. These fishermen look like they are normally unshakable by nature or other men. The leader of the group is **Ian**, and as soon as the conversation turns to the castle he calls for a bottle of whiskey. As the conversation continues, he begins pouring himself a shot about every 5 sentences. He is clearly upset about something.

Ian will tell the group the following:

"You know, Locran used to be a safe and quiet town. When I was growing up here, the Duke and his militia would have dealt with problems like this. We miss that old boy.

Things have gotten progressively worse since he left the island. That was back when I was a wee thing, and everyone was pretty chapped that his people knocked the bridge down during the night before they left.

That was the only way to get to that side of the island easily, and my father was mightily surprised when his team showed up one morning to harvest spruce for the shipyards, and found the bridge over the Nilletra had been shattered.

Losing the bridge made it bloody impossible get to that side of the island. There's no decent landings or inlets on that side of the island and the Nilletra is impassible by any boat big enough to matter. There was a good long dock a ways away from the castle, but they burnt it too.

My Pappy used to wonder what happened to drive the Duke away, as he made good money off the timber and the mines in the mountains. It was a good living here for him, and he didn't hardly have to burn many houses for back taxes.

He was a right monster sometimes, but he was our leader and we loved him."

As the party discusses the Duke with Ian, others will add commentary.

"I heard the Duke left in the middle of the night."

"I heard that he was so angry that they burnt the docks and the forest around the castle, so no one else could use it in his absence."

"Pshaw, I heard that he never left and that he is still up there, but he just sent some of his men away."

This will start an argument where some of the fishermen will argue that the Duke left in a single ship and burnt the rest, others will argue that he never left, and the rest will argue that he wasn't that great and all the stories about him are hokum. Consensus seems to be that the Duke was a decent protector, and that people don't really know what happened. After the conversation, Ian will mention the following:

"Well, I don't know what became of the Duke, but somebody is up there. The last time I was fishing off that side of the island, I saw smoke coming from its direction. You can't tell me it was an accident, as that castle is built out of stone with nary a piece of wood in its construction.

Don't take that bottle from me, I'm not drunk I tell you! I saw something over there, and it isn't right!"

The other fishermen interrupt Ian at this point and apologize for his imagination, while they take away his bottle and hustle him out of the Inn and off to his bed.

Directions to the Castle

Castle Devyn is located on the southwest coast of the island. The safest way there is to take the road north, and figure out a way to cross the Nilletra, the river-like estuary and swamp that bisects the island.

However, the bridge is down and the locals will suggest that the party could also go along the coast. Both ways will be described as equally difficult, with the road being easy until the party has to ford the estuary and the coast being rough going with no roads.

Along the coast is a more direct route; this will decrease the travel time, but will incur more encounters with the native creatures of the island. If the party chooses to follow the coast, skip to the **Along the Coast** section below. Either way the party will have to contend with crossing the Nilletra.

If the party decides to take the road north from Locran, use the following table for random encounters along the way. While this route will start out fairly comfortable, as the party travels further the likelihood of running into nefarious creatures increases. On a roll of 1-3 on 1d6, roll 1d6 to select an encounter from the list following:

- 1 **Treant:** AC 19, HD 8*, #At 2 fists, Dam 2d6/2d6, Mv 20', Sv F8, MI 9, XP 945
HP 38

□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□
- 2 **3 Ogres:** AC 15(12), HD 4+1, #At 1 weapon, Dam 2d6, Mv 30' (Unarmored 40'), Sv F4, MI 10, XP 240 ea.
HP 18

□□□□	□□□□	□□□□	□□
20	□□□□	□□□□	□□□□
20	□□□□	□□□□	□□□□

- 3 **2 Minotaurs:** AC 14(12), HD 6, #At 1 gore/1 bite or 1 weapon, Dam 1d6/1d6 or by weapon + 2, Mv 30' (Unarmored 40'), Sv F6, MI 11, XP 500 ea.
HP 23

□□□□	□□□□	□□□□	□□□□
□□			

25

□□□□	□□□□	□□□□	□□□□
□□□□			

- 4 **5 Blood Roses:** AC 13, HD 3*, #At 1d3 thorns + blood drain, Dam 1d6, Mv 1', Sv F2, MI 12, XP 175 ea.

HP 12

□□□□	□□□□	□□
14	□□□□	□□□□
19	□□□□	□□□□
21	□□□□	□□□□
□		
17	□□□□	□□□□

- 5 **2 Giant Weasels:** AC 17, HD 5, #At 1 bite + hold, Dam 2d4 + 2d4 per round, Mv 50', Sv F5, MI 8, XP 360 ea.

HP 20

□□□□	□□□□	□□□□	□□□□
18	□□□□	□□□□	□□

- 6 **Snake, Python:** AC 14, HD 5*, #At 1 bite/1 constrict, Dam 1d4/2d4, Mv 30', Sv F5, MI 9, XP 405

HP 21

□□□□	□□□□	□□□□	□□□□
□			

The Graveyard

Note: if you've already run *The Temple at Hillman Point*, the graveyard will be empty and this encounter can be skipped.

After the first major bend of the road, it passes through an abandoned graveyard.

Tombstones are toppled over, leaning, and worn smooth from the weather. Those few left standing with legible writing are covered with lichen, and dated 70 years in the past. Clearly this is not Locran's current graveyard as there has been no recent upkeep, and the tombstones are old-fashioned.

As the players make their way through the graveyard they will disturb the ghouls.

- 6 **Ghouls:** AC 14, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

HP 13

□□□□	□□□□	□□
3	□□	6
8	□□□□	7
10	□□□□	□□

The ghouls all wear tattered sweaters not unlike those worn by the fisherman in Locran, but now moldy and torn. The ghoul with the highest HP stands out, wearing ruined and stained white clothing with an embroidered black raven on the back of its vest.

Among the ghoul's possessions are 3,700 cp, 1,700 gp, an intricate leather belt, and a platinum-plated clasp (worth 1,100 gp). Upon searching the head ghoul, the party will discover a key with a raven engraved into the head of the key.

The Bridge

Continuing down the road it will come to a point where it turns west. At this turn the estuary comes into view and the party can see that a once-formidable arched stone bridge crossed over the estuary, but has been destroyed by unknown means sometime well in the past. Due to this the road ends at the bridge, and is no longer passable.

The PCs will begin to hear a distant thumping noise to the south as they approach the bridge. If they follow this noise they will meet Gallus; skip ahead to the **Gallus** section below.

Along the Coast

Heading west from Locran, the party will traverse through the grasslands and moors of southern Gulshan with a generous view of the coast. The way is rocky and windblown, with cliffs facing the ocean where the sea crashes on the rocks below. The moors are covered with short heathers and wildflowers, with scrub bushes and pines but no large forests like those in the north. Scattered oaks dot the small valleys, and surround the streams that trickle to where they cascade over the black rock cliffs. To the north lie thick dark forests of conifers and oaks. In the distance beyond the forest lie black stone mountains.

While this route will start out fairly comfortable, as the party gets further away from Locran the likelihood of running into nefarious creatures increases. On a roll of 1-3 on 1d6, roll 1d6 for an encounter from the list following:

- 1 **Sabre-tooth Cat:** AC 14, HD 8, #At 2 claws/1 bite, Dam 1d6/1d6/2d8, Mv 50', Sv F8, MI 10, XP 875
HP 37 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □□□□□ □□□□□ □□

- 2 **5 Wolves:** AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8, XP 75 ea.
HP 9 □□□□□ □□□□□
10 □□□□□ □□□□□
10 □□□□□ □□□□□
9 □□□□□ □□□□□
9 □□□□□ □□□□□
- 3 **Bear:** AC 14, HD 4, #At 2 claws/1 bite + hug, Dam 1d4/1d4/1d6 +2d6, Mv 40', Sv F4, MI 7, XP 240 ea.
HP 27 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □□
- 4 **Boar:** AC 13, HD 3, #At 1 tusk, Dam 2d4, Mv 50', Sv F3, MI 9, XP 145
HP 20 □□□□□ □□□□□ □□□□□ □□□□□
- 5 **2 Cougars:** AC 14, HD 3+2, #At 2 claws/1 bite, Dam 1d4/1d4/1d6, Mv 50', Sv F3, MI 9, XP 145 ea.
HP 12 □□□□□ □□□□□ □□
18 □□□□□ □□□□□ □□□□□ □□□
- 6 **Random Chest:** Half-buried in the ground, the party literally stumbles over a chest made of cypress wood with metal and oiled leather joints. The wood is completely rot-resistant and the water from the moors doesn't appear to have penetrated the part that is visible.

The party will have to dig to unearth this chest.

It contains 500 gp, two rusty shortswords, a **greatsword +1**, and a set of bagpipes worth 100 gp. Also contains a kilt and two sweaters that are in surprisingly good condition. The sweaters are not magical, just warm.

The kilt is actually a **kilt of protection +1**, and can be used with other armor, but leaves the legs bare other than any greaves the player might wear.

The Nilletra

Eventually the party will come to the Nilletra, the estuary that divides the island. Near the coast the estuary is a kilometer wide, but as the party follows it north along its bank, it begins to visibly narrow until it is only a few hundred meters wide, deep saltmarsh filled with reeds and grasses. The Nilletra is too marshy to cross without a boat or a bridge. The Nilletra smells of the ocean, with a mix of clean salt spray and the rich stink of decaying plant matter. It is filled with fish and birds, and animal tracks line the

edge of the marsh. After the river has narrowed, and as the party proceeds north, they begin to hear a deep booming sound.

If the party pauses for the night along the Nilletra, roll for an encounter using the table from the **Along the Coast** section above.

Gallus

There is a deep booming thud that begins to increase as the party travels further. Eventually they will come into view of a man in black robes with his left hand out-stretched; his appearance seems to flicker and shift constantly, as he is wearing a **Cloak of Displacement**. A giant shield guardian is hoisting boulders and throwing them into the river at a narrow point. There are already several boulders in the water, making a crude bridge.

The PCs can make themselves known and approach the man. He will greet them, giving his name as **Gallus Themistocles**. He will gladly carry a short conversation about himself and what he knows of the island. He came to the island to discover what lies in the mountains to the northwest. He will caution the PCs on the dangers he has heard of near the castle; if the PCs ask about the mountains he will state the PCs are not yet ready to face those dangers, and not many other details.

If the party indicates their intentions to travel to the castle, Gallus will point the way as well as offer the use of his make-shift bridge to cross the Nilletra, only asking the PCs to wait for his shield guardian to finish its rudimentary construction.

If the PCs foolishly try to attack Gallus and his shield guardian they will likely find themselves on the ground near-death; Gallus is not inherently evil but will utilize his abilities as a 10th-level Magic-User and the shield guardian to defend himself.

Gallus Themistocles, Human Magic-User 10: AC 11, #At 1, Dam 1d6, Mv 30', MI 9

INT 15 (+1), WIS 13 (+1), STR 8 (-1)

Spells: **charm person**, **magic missile**, **shield**, **sleep**, **hold person**, **silence 15' radius**, **speak with animals**, **continual light**, **remove curse**, **speak with dead**, **cure serious wounds**, **dispel magic**, **raise dead**, **wall of fire**

Equipment: **Cloak of Displacement**, **Ring of Control Human**, a **Ring of Djini Summoning**, a **Staff of Power**, **Boots of Speed**, and silver dagger

HP 27

Shield Guardian: AC 20 $\frac{1}{2}$, HD 15+20** (+5), #At 1 fist, Dam 1d6, Mv 30', Sv F9, MI 12, XP 3,100

HP 89

Castle Devyn

As you continue on the road it will turn south. In the distance the castle appears, its tall angled right side the first thing to break the horizon. As you move closer you see both the front right corner and the back half is taller. The front two towers are round, while the rear corner towers are square.

As Ian had said, the castle is indeed completely constructed from stone with metal accents on the opening and large front gate. As the castle is near the coast, the air is thick and humid. Plants, vines, and trees are abundant in the area, with many taking root in the castle's walls. The stone of the castle itself has held up fairly well to time and the weather, but there is still some weathering and layers of mold covering the water-facing walls.

Key to the Castle – Ground Level

1. ENTRANCE:

As you approach the gates you note an abundance of vegetation has grown near the gate.

Among this vegetation are 2 guard ferns.

2 Guard Ferns: AC 14, HD 6*, #At 3 thorn/1 acid/1 leaves, Dam 11d4/1d4/1d4/3d8/1d8, Mv 0', Sv F6, MI 12, XP 555 ea.

HP 32

28

2. & 3. FRONT TOWERS:

Each tower has a small but steep set of spiral stairs. There is no roof left on either. At the top of the southwest tower is a stack of broken crossbows, axes, and a view-scope with a badly-scratched but usable lens.

4. CASTLE COURTYARD:

There are small patches of grass and weeds, but it's mostly dirt, made muddy by the damp climate and recent rains. There is a well in the southeast corner.

As the party moves forward they will feel the ground begin to vibrate, and 2 ankhegs burst from the mud.

2 Ankhegs: AC 18, HD 5*, #At 1 bite + special, Dam 2d6, Mv 30' Burrow 20', Sv F5, MI 7, XP 405 ea.

HP 26 □□□□ □□□□ □□□□ □□□□
 □□□□ □
 24 □□□□ □□□□ □□□□ □□□□
 □□□□

5. VAULTED ALLEY:

Under the stone floor of the upper level are four pillars, each pair connected by an arch. There are doors on either side, and each side of these doors have unlit torches mounted on the wall.

6. LONG HALLWAY:

The passage goes nearly to the back of the castle. It ends at a solid wood door with iron bracing. On both walls are unlit torches.

If the players don't make much noise or have too many flames burning, they will neither disturb nor see the large colony of bats on the ceiling, otherwise they will drop and flutter in a flurry, eager to escape from under the arches. They will not attack the PCs, but will certainly rattle their calm. Disturbing them will also alert anything in room 13.

7. STABLES:

At the southwest corner of the courtyard are the stables. They are framed in large wooden beams and have a thatch roof. Large squares of hay are piled against the wall, with more spread out over the area. There are also broken weapons, helmets, and shields strewn about.

If the party gets too close to the stacked hay, they will disturb the iron snappers nesting there.

2 Iron Snappers: AC 17, HD 6, #At 1 bite, Dam 2d8, Mv 40', Sv F6, MI 9, XP 555 ea.

HP 16 □□□□ □□□□ □□□□ □
 27 □□□□ □□□□ □□□□ □□□□
 □□□□ □□

8. FOUNDRY:

Dirt covers the floor of this room. The walls and ceiling are black from smoke and ash. In one corner is a large forge pit. On one wall is a large rack holding various swords, axes, and maces. Near the other corner is a wooden mannequin with half of a suit of plate armor attached.

9. BARRACKS:

It still reeks of stale beer and body odor. Bunk beds line two of the walls, while the far west wall has a bench and a rack of hooks on the wall. Against the eastern side is a large square table and six chairs.

10. OFFICER QUARTERS:

A much nicer single bed is at the northwest corner. There is a large dresser and a reading chair next to a small square table.

11. GREAT HALL:

By far the largest room in the castle, there are four pillars with torches mounted all around. There are long tables running parallel to the large double doors, each long enough to reach the pillars on either side. Benches are on one side of each table.

At the north wall is a large statue of a crowned man, wearing a large cape over his plate armor and holding a large two-handed sword, the tip of the blade on the ground. In the northwest corner is a very thick metal door.

12. STAIRS TO SECOND LEVEL:









The steps are covered with rich and thick carpeting. There are torches mounted on each side of the wall at every third step, and hanging from the sloped ceiling are two chandeliers, each with six candles.

13. KITCHEN:

A stove and fire-pit take up one wall, while the other side has a large sink and wooden counter. In the middle is a rectangular butcher block. There are plates, utensils, knives, and rotting food strewn about.

Digging around in one corner of scraps is a gump.

Gump: AC 14, HD 4*, #At 2 fists or 1 weapon, Dam 1d8+3 or by weapon + 3, Mv 30', Sv F4, MI 10, XP 280

HP 23    
   

If the PCs dig into the scrap pile they'll find a large, worn leather sack with 2,300 cp, 1,800 sp, and 500 ep. Also laying in the scrap pile is a **Pike +1** and a **Scroll of Protection from Lycanthropes**.

14. STAIRS TO STORAGE ROOMS:

It is very damp here. There are two torches mounted on one side of the wall.

Both torches can be lit, but will take extra time to light, as they are covered with moss and mold.

15. & 16. CORNER TOWERS:

On one side are a set of steep half-spiral stairs. There are four arrow slits on the other wall, with a wooden chair near each one.

Key to the Castle – Upper Level

17. & 18. CORNER TOWERS:

Coming up the stairs, there are four arrow slits and look-out points on either side of the rear of the castle. More chairs are placed near each arrow slit.

19. THRONE ROOM:









As you enter you immediately notice how dark it is in here. The curtains are drawn over the windows and the wall-mounted torches unlit. The only light is coming from the open doors behind the throne.

You can barely make out a figure sitting on the throne, hunched forward and leaning on a large battle axe.

It is **Duke Gundahar**, the former leader of Locran and surrounding lands. He looks almost the same as the sculpture in the great hall, but far more aged and haggard. If the party ventures closer they will see large slashes running diagonal across the Duke's face and body; despite these horrendous wounds there is no sign of bleeding; this is because the Duke

passed long ago. If the party makes too much noise, the Duke will awaken and attack.

Duke Gundahar (Spectre)*: AC 17, HD 6**, #At 1 touch, Dam energy drain 2 lvs/touch, Mv Fly 100', Sv F6, MI 11, XP 610

HP 35    
   

Behind where the Duke was sitting is a pile of treasure including 1,400 cp, 2,700 sp, a suit of **Leather Armor +1**, a suit of **Plate Mail +1**, and a **Scroll of Protection from Undead**.

20. CHAPEL:

Unlike the Throne Room, there's quite a bit of sunlight coming into the chapel. The curtains and rod have fallen down, allowing light to stream in and highlight all the accumulated dust.

There is a small altar in here, raised about a foot and a half off the floor on a dais. It holds two large candlesticks, and a large book sitting between it. The book is closed, with a wide ribbon bookmark sticking out about a third of the way into it.

If the book is opened to this page, the players will hear mystical chanting all around them; a **cure light wounds** spell will be cast, healing anyone within the room.

21. ROYAL CHAMBER:

A large curtain splits the room in two, with the bed past it. On the south wall is a large fireplace; there is a fire roaring, but no ash is visible. It throws light into this area as well as the throne room through the open doors. There are two lounge chairs near the opposite wall, facing the fireplace at a slight angle.

Parting the curtains, this area is shallower but longer. A large bed occupies most of the space to the north. There are no windows in this room, and besides the two un-lit torches on the west wall the only light comes from the fireplace past the curtain. The south wall has a very tall armoire, filled with fine cotton and linen clothing.

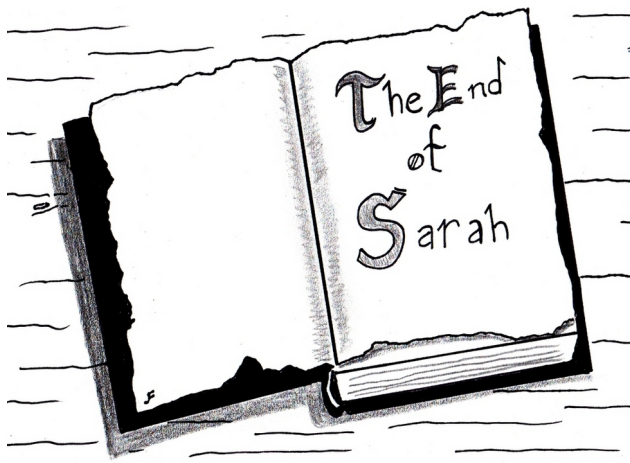
22. VISITORS CHAMBER:

This room is lavishly-decorated and was intended for visitors of high importance and place in society. Two small beds jut out from the west wall, and there is a square table against the south wall, with two candlesticks and various books on it.

23. LIBRARY:

There are two parts to the library. The front part contains a small desk and chair. The back part is lined with shelves for all of the books and papers, and there is a small stool in the middle.

If the players search the shelves thoroughly, they will find a volume titled *The End of Sarah*. Whomever begins reading will be overcome with grief, sobbing uncontrollably. If the party leaves the book, they will each suffer a -1 penalty to their Charisma for the next week. However if they carry the book, the holder will gain a +2 bonus to any morale checks.

**24. VISITORS CHAMBERS:**

This room is decorated far more sparsely (though still better than most are accustomed to), as it was intended for visitors of slightly lower standing. A small bed is parallel against the south wall, and a rectangular table is against the north wall. The window on the east wall used to have a curtain, but it is missing and the curtain rod lays against the left side of the window casing.

If a player looks at the rod carefully, they will notice some quite unusual gold gilding throughout the length of the dark oak; it is in fact a **Staff +1, +3 vs. Undead**.

25. CLERIC'S QUARTERS:

On the south wall is a large bookshelf filled with books and papers. In the northeast corner is a bed, with a small square wooden bedside table. The curtains are drawn over the window, making the room nearly pitch-black.

If the party opens the curtains, they'll see the steel spider hanging above the bed.

Steel Spider: AC 18†, HD 5**, #At 2 forelegs, Dam 1d6, Mv 40', Sv F5, MI 12, XP 450

HP 26 □□□□ □□□□ □□□□ □□□□
□□□□ □

26. SERVANTS QUARTERS:

Due to the location of this room, it is far larger than any other on this floor. Several bunks of beds line this room on all three sides. Most of the bedding has been torn or otherwise degraded.

If the party searches all of the beds they will find in total 300 gp, 450 sp, and 725 cp; this is due to both all of the tips and sticky fingers of the castle's former servants.

Key to the Castle – Lower Level**27. INTERROGATION ROOM:**

There is a large table in the middle of the room, and various objects with pointed, jagged protrusions. The chairs and tables all have large metal rings to secure chains to. There are segments of chains spread all over the table and floor. The air is rank and putrid, and various red and brown stains mark every surface.

28a-d. CELLS:

There are four cells, with one of the gates locked (**GM Note:** 28d; opened easily by force). They all have old and musty hay covering the floor and cots with torn and mold-infested mattresses.

On two of the beds (28a and 28c) are crypt dwellers, one of which is wielding a very large battle axe, and is in fact a **+2 Battle Axe vs. reptiles**.

2 Crypt Dwellers: AC 13†, HD 2*, #At 2 claws or 1 weapon, Dam 1d4 or by weapon, Mv 60', Sv F2, MI 12, XP 100 ea.

HP 9 □□□□ □□□□
14 □□□□ □□□□ □□□□

29. CAVERNS:

Originally the water source for the well above, these caverns have now flooded.

As the PCs stomp around in the shallow water they will see ripples in the water from the center, deeper part of this new lake. Slowly one, two, three, four, and five heads rise from the water, following with its body, claws, and tail.

Aquatic Hydra: AC 16, HD 5 + 10, #At 5 bites, Dam 1d10 per bite, Mv 40' Swim 20' (10'), Sv F5, MI 9, XP 360

HP 38 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□ □□

30. HYDRA TREASURE HOARD:

The hydra has hoarded the items, weapons, and treasures of its victims over the years here. Among the various items and weapons (some bitten and destroyed by the hydra) are 1,600 cp, 1,200 ep, 500 gp, 1 brooch worth 1,100 gp, and 1 goblet worth 1,300 gp. While there are various bows and crossbows, all are broken beyond repair, but there are dozens of arrows and bolts strewn about.

31. DARKMANTLE LAIR:

The long tunnel eventually opens up into a large area.

From the first bend all the way into the room there are numerous darkmantles hanging down.

8 Darkmantles: AC 17, HD 1+2*, #At 1 constriction, Dam 1d4, Mv 20' Fly 60', Sv F1, MI 7, XP 37 ea.

HP 4 □□□□ 7 □□□□□ □□
 10 □□□□□ □□□□□
 6 □□□□□ □
 8 □□□□□ □□□
 4 □□□□
 9 □□□□□ □□□□
 9 □□□□□ □□□□

32. SMALL CAVERN:

This short tunnel runs off the northeast corner of the large caverns. At the end it opens into a small clearing. A large pile of mud peaks at the center, about two feet above the surface of the water. Buried and sticking out of this mud are bones and other debris of long-ago eaten animals.

33. DRY FOOD STORAGE:

Shelves line all the walls in here, as well as a row in the middle of the room. There are various foods, some previously fresh and now rotting, while others are salted or preserved in other ways. Among these are iron rations, whole wheels of hard cheeses, and dried jerky made of various unknown meats.

34. BEER & WINE STORAGE:

The north wall has a grid for wine and mead bottle storage, and the east wall has large untapped barrels of wine, mead, and port. Most of the bottles in the grid are missing or have been smashed on the floor.

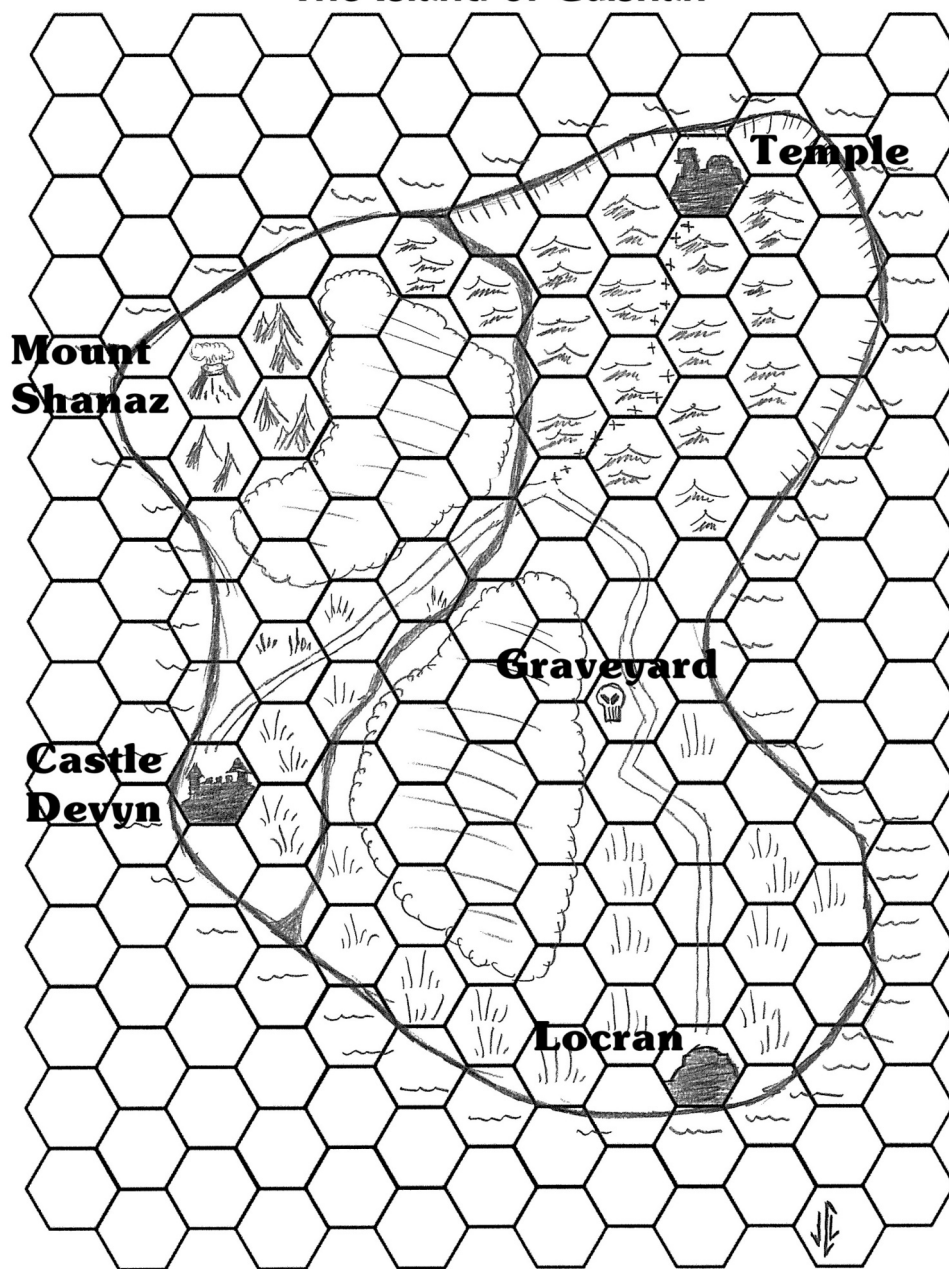
The barrels appear to be undisturbed, and will refill any skins the party may have.

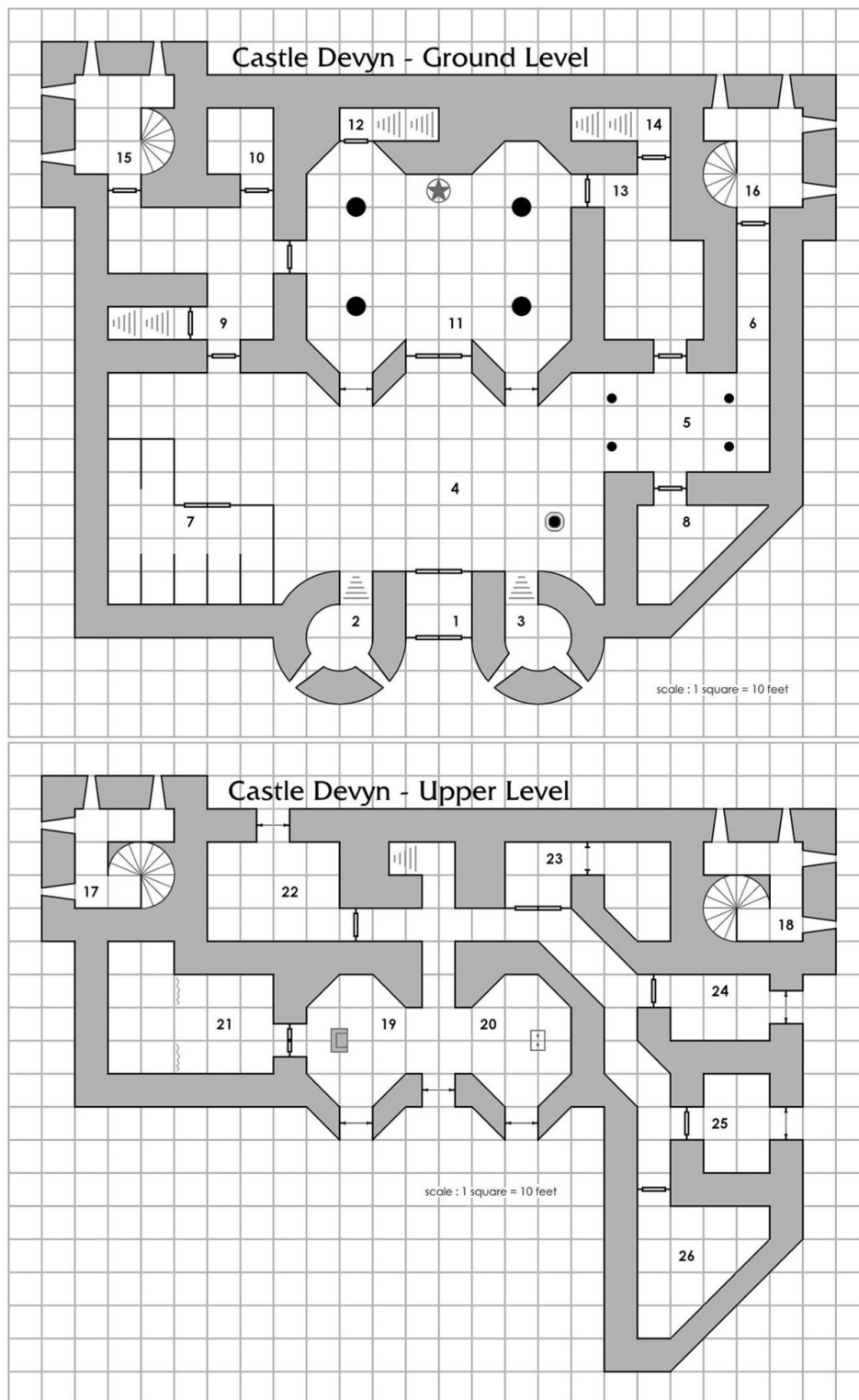
Outcome

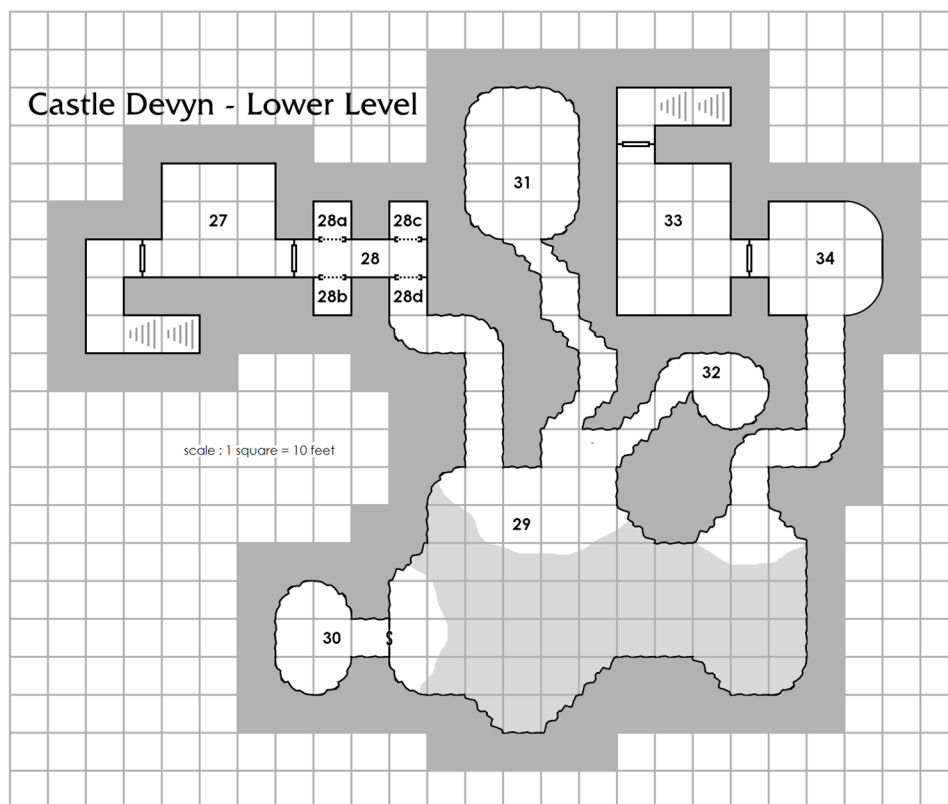
If the party stops by the Torn Scroll again and ask Cyril about Gallus, he will curtly nod and bark something about "that man and his trinkets." If pried he will only repeat what the PCs heard from Gallus himself about traveling to the mountains, later admitting he himself has never traveled that far to the northwest.

Cyril will further state that part of the island is largely unexplored by any of the natives. He will mention with a slight twinkle in his eye that he misses the days of exploration and wishes he could see the fabled Mount Shanaz before his death. Can he be pushed to join the PCs? Is Cyril really "just an innkeeper"?

The Island of Gulshan







The Assassin's Conundrum

by Jobend

An adventure for 3 to 5 characters of levels 1 to 3.

Introduction

The kingdom of Menorin is small but thriving. It is very peaceful, but dark forces are stirring. This is a beginning adventure in a city setting.

GM Information

This adventure is for 3-5 players of level 1-3 and divided into three chapters.

Menorin stretches over 4,364 square miles; 1,763 sq. miles is farmland and 2,601 sq. miles of wilderness. Menorin has a total population of about 78,000 citizens, mostly humans but also Elves, Dwarves, and Gnomes. The largest city, the capitol Vadrifell, has a population of 12,367 and is the residence of the king, Reder Symes. The second-largest city is Wofield with a population of 6,386. Remaining populations live in small towns and isolated villages.

King Reder is beloved and his only daughter, Etheld, is also very popular due to her beauty and compassion for her people. Close to the castle in Vadrifell lies the Council. This is a combination of court and parliament. Politicians keep the kingdom of Menorin prosperous and King Reder is occasionally involved in the decision making. His decision overrules that of the council, but he rarely has (or wants) to demonstrate his power. His plan is to, in time, hand his daughter the crown and by then Menorin should basically run itself. Reder has an idea that if the council does most of the decision making, and the councilmen are chosen by the people, the people are really in charge of their own lives. With some minor adjustments by the King, of course.

What's really going on?

The "Cardinal" is the leader in the secret order of the Shield and Ring. Although he is not visible to the common men and women of the order, he runs things with the help of his three "Chaplains". The Cardinal's real name is Gyles Lardye, who is one of the 20 councilmen in the council of Vadrifell. Gyles uses his position in the order to assassinate opposing councilmen and others in his way. His goal is to rise to power, since King Reder entrusts the country into the hands of the council. The Chaplains never

question their leader's pick of targets to assassinate. On the surface, the order masks as a thieves guild, and not all thieves are initiated. The players get entangled with the order and slowly start to realize that they are doing someone else's dirty work. Where are their loyalties, with the goodhearted King Reder or the power-hungry Cardinal Gyles?

Ciphers

The Order of the Shield and Ring uses a simple cipher to communicate and more importantly, to give orders to the assassins. The Cipher alphabet is constructed from a key. Let's say the key is "water"; first, remove any duplicate letters in the key. Then start with the keyword and continue with the alphabet, skipping letters already in the key.

w	a	t	e	r	s	u	v	x	y	z	b	c
A	B	C	D	E	F	G	H	I	J	K	L	M
d	f	g	h	i	j	k	l	m	n	o	p	q
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

So the message "Meet me at noon" would translate to "crk cr wk dffd". To let the players decipher messages in the game could, by some, be called "meta gaming". As always, the GM can decide to let the players decipher the message or just roll for it.

Vadrifell

Vadrifell is a bustling city in the southwest of Menorin, surrounded by a wall. Along the outside of the wall lives a large population of the poorer citizens, called plebs. The plebs take stray jobs to make ends meet and some even turn to criminal activities, like stealing. The population is much denser here than inside the wall where the higher-status citizens live. These are called patricians by the plebs, even though one could argue if the common craftsmen would call themselves patricians.

In the middle of Vadrifell lies the council building (grid E6 in map over Trade District and Stone court) and this is where decisions about Menorin's future

are made on a daily basis. Vadrifell is also an active port where much of Menorin's import and export passes through. The eastern part of the city is referred to as the "Trade district", mainly because the largest market lies here. The market is open daily and here you can find almost anything from meat, vegetables, and dry goods to tools and common services. From early morning to noon the fishmongers sell their fish and are in the afternoon replaced by butchers. Vadrifell has well-respected guilds for most crafts and professions, even a thieves guild.

Just south of the castle lies "Stone Court". This is not an official name, but the houses here are large and made from stone. Vadrifell's richest families live here and much of the political influence is centered in Stone Court.

Rumors in Vadrifell

1. The King has secretly resigned. (**false**)
2. People are being hanged for petty crimes. (**true**)
3. The King is secretly shipping his gold abroad. (**false**)
4. The Dare is dangerous, stay away at night. (**true**)
5. Deep below the Council, all the collected tax is gathered. (**false**)
6. The plebs are staging an uprising against the king. (**false**)

Random encounters in Vadrifell (1d10)

- 1-2. Patrol of King's Guards:** Human Fighter 1: AC 18, #At 1, Dam 1d8, Mv 20', MI 9

STR 13 (+1), INT 4 (-2), WIS 14 (+1), DEX 7 (-1), CON 13 (+1), CHA 8 (-1)

Equipment: plate mail, shield, longsword

HP 5 □□□□□ 5 □□□□□
5 □□□□□ 5 □□□□□

- 3. Merchant:** NM: AC 11, #At 1, Dam 1d4, Mv 40', MI 9

STR 7 (-1), INT 13 (+1), WIS 12 (+1)

Equipment: dagger

HP 4 □□□□

- 4. Thieves** (before initiation only, see "The Initiation"): Human Thief 1: AC 13, #At 1, Dam 1d6, Mv 30', MI 9

STR 8 (-1), WIS 8 (-1), DEX 14 (+1), CON 14 (+1)

Equipment: leather armor, short sword

HP 5 □□□□□ 5 □□□□□
5 □□□□□

- 5. Noble or Councilman:** NM: AC 11, #At 1, Dam 1d4, Mv 40', MI 9

STR 7 (-1), INT 13 (+1)

Equipment: dagger

HP 4 □□□□

- 6. Beggar:** NM: AC 11, #At 1, Dam 1d4, Mv 40', MI 9

STR 7 (-1), INT 8 (-1), WIS 12

Equipment: dagger

HP 4 □□□□

- 7. Mercenaries:** Human Fighter 2: AC 18, #At 1, Dam 1d8, Mv 20', MI 9

INT 14 (+1), WIS 13 (+1), CHA 8 (-1)

Equipment: plate mail, shield, longsword

HP 10 □□□□□ □□□□□
10 □□□□□ □□□□□
10 □□□□□ □□□□□
10 □□□□□ □□□□□

- 8. Priests:** Human Cleric 1: AC 11, #At 1, Dam 1d4, Mv 20', MI 9

WIS 13 (+1), CHA 13 (+1)

Equipment: robe, staff

HP 4 □□□□ 4 □□□□
4 □□□□ 4 □□□□

- 9. Drunk Bully:** NM: AC 11, #At 1, Dam 1d4, Mv 40', MI 9

STR 16 (+2), INT 8 (-1), WIS 12 (+1)

Equipment: dagger

HP 4 □□□□

10. Aspiring Adventurers (roll 1d6)

Aleksanteri, Human Cleric 2: AC 18, #At 1, Dam 1d8 +3, Mv 20', MI 9

INT 3 (-3), DEX 13 (+1)

Spells: **protection from evil***

Equipment: plate mail, shield, **Mace +3**

HP 6 □□□□□□

Wakhakwi Zygggy, Human Fighter 2: AC 18, #At 1, Dam 1d8, Mv 20', MI 9

STR 17 (+2), WIS 8 (-1), DEX 15 (+1), CHA 5 (-2)

Equipment: plate mail, shield, battle axe

HP 9 □□□□□□

Arwa, Elf Fighter 2: AC 18, #At 1, Dam 1d6, Mv 20', MI 9

WIS 16 (+2), DEX 14 (+1), CON 7 (-1), CHA 8 (-1)

Equipment: plate mail, shield, shortsword, **Scroll of Protection from Undead**

HP 9 □□□□□□

Victran: Human Fighter 2, AC 18, #At 1, Dam 1d6, Mv 20', MI 9

STR 16 (+2), INT 6 (-1), WIS 7 (-1)

Equipment: plate mail, shield, shortsword

HP 14 □□□□□□

Onyg, Elf Magic-User 1: AC 11, #At 1, Dam 1d4, Mv 40', MI 9

WIS 14 (+1), CHA 18 (+3)

Spells: **charm person**

Equipment: walking staff

HP 2 □□

Maisun Delvalle, Human Thief 2: AC 13, #At 1, Dam 1d8, Mv 30', MI 9

STR 8 (-1), INT 14 (+1), WIS 15 (+1), DEX 13 (+1)

Equipment: leather armor, longsword, **Potion of Human Control**

HP 4 □□□□

NPCs**City Guard**

Human Fighter 1: AC 18, #At 1, Dam 1d8, Mv 20', MI 9

STR 13 (+1), INT 4 (-2), WIS 14 (+1), DEX 7 (-1),

CON 13 (+1), CHA 8 (-1)

Equipment: plate mail, shield, longsword

HP 5 □□□□□

5 □□□□□

5 □□□□□

5 □□□□□

King Reder Symes

Human Fighter 8: AC 20, #At 1, Dam 1d8 +3, Mv 30', MI 9

INT 8 (-1), CON 8 (-1)

Equipment: **Chain Mail +2, Shield +2, Longsword +3**

HP 25 □□□□□ □□□□□ □□□□□ □□□□□

□□□□□

Princess Etheld Symes

Human Fighter 2: AC 13, #At 1, Dam 1d6, Mv 20', MI 9

WIS 15 (+1), CON 8 (-1), CHA 14 (+1)

Equipment: leather armor, short sword, short bow

HP 8 □□□□□ □□□

Merchant Berne

NM: AC 13, #At 1, Dam 1d6, Mv 30', MI 9

WIS 15 (+1), DEX 14 (+1)

Equipment: leather armor, shortsword

HP 3 □□□

Behrtio

NM: AC 11, #At 1, Dam 1d4, Mv 30', MI 9

Equipment: dagger, 75 gp

HP 3 □□□

Terey

Human Thief 4: AC 13, #At 1, Dam 1d6 +1, Mv 30', MI 9

CON 16 (+2), CHA 5 (-2), DEX 16 (+2)

Equipment: leather armor, **Shortsword +1**

HP 18 □□□□□ □□□□□ □□□□□ □□□

Edwas Hancey

NM: AC 11, #At 1, Dam 1d4, Mv 30', MI 9

Equipment: dagger

HP 3 □□□

Chaplain

Human Thief 4: AC 13, #At 1, Dam 1d4+1, Mv 30', MI 9

STR 14 (+1), WIS 13 (+1), CON 14 (+1), CHA 15 (+1)

Equipment: leather armor, dagger, **Scroll of Protection from Undead**

HP 14 □□□□□ □□□□□ □□□□□

Cardinal Gyles Lardye

Human Thief 5: AC 13, #At 1, Dam 1d8 +1, Mv 30', MI 9

STR 16 (+2), WIS 14 (+1), DEX 15 (+1)

Equipment: leather armor, **Longsword +1**

HP 17 □□□□□ □□□□□ □□□□□ □□

Places of Interest in Vadrifell**Aleam the Blacksmith**

Aleam is a Dwarf blacksmith in Vadrifell who is well-known for his blades as well as his not-so-sunny disposition. He does commission work for a price. Since Aleam's blades are tailored to the buyer for weight and balance, the weapon gets a +1 non-magical bonus. Among the thieves and assassins they are referred to as "Aleam-blades". Currently there is a three-week waiting period to even meet with Aleam to discuss an order. Aleam resides in the rougher part of the city, called The Dare (grid F8).

If the PCs visit Aleam uninitiated he will only sell them standard-issue weapons and won't take on any alterations of weapons or armors.

The Knave and Cask

Just by the market (G8 in map over Trade District), on Colwe Road, lies this picturesque inn. The inn is a large stone-walled building, with a slate roof. A collection of exotic drinking vessels rests upon a long shelf. Accommodations consist of several large rooms with beds and woolen mattresses. The innkeeper is a tall man named Walda; he and his daughter run the inn. His daughter does most of the cooking and serving. The inn has an elaborate menu of food and beverages:

Food

Steamed Cod and Bitter Cheese	4 sp
Braised Deer with Mustard and Cherry Pie	3 sp
Boiled Cod and Dried Lentils	1 sp
Baked Lamb with Sugar and Acorn Bread	2 sp
Boiled Sausage and Dried Artichoke	2 sp
Stewed Pork and Whey Cheese	1 sp

Drinks

Tankard of Ale or Mead	5 cp
Glass of Rum or Whiskey	1 sp
Glass of Brandy	1 gp
Glass of Gin	1 sp
Glass of Cider	1 sp

Lodging fees (per night, including oatmeal breakfast)

Large double room	1 gp
Single room	7 sp

Chapter 1: The Guild of Thieves

It's almost noon as you enter the peaceful city of Vadrifell. You arrive through the western gate. You can almost taste the salt in the air from the ocean to your left. Straight ahead you see the castle and to your left lies the docks. All you can see are mast heads and cross trees, but judging from them, some impressive ships are moored there. After awhile you arrive at a large square, a sign revealing it is called "Procurator's Circus". You shiver as you see the gallows, dead center in the square; one poor soul hangs here. Left of the square is a large patch of grass; you assume it's intended for curious spectators, wanting to see condemned men soil themselves. Just to your right is a large building with an elaborate sign that says "Council". Another sign pointing to the street on your right says "Market". You imagine you'll find at least one inn there.

Encounter with Terey

At anytime in the evening, perhaps in a tavern, the PCs are approached by two men, quite scruffy-looking. They strike up a conversation with the PCs about some rumor of gold (number 5 in the rumor list). While the PCs are occupied a third man tries to pick pockets. Let the PCs discover the theft. These men are thieves (#3 in random encounters). and will fight to escape when discovered. After the thieves are either defeated or have escaped, Terey will approach the PCs.

"Excuse me strangers, allow me to introduce myself, I am Terey. I couldn't help but notice your vigilant eyes and how you discovered those thieves and dealt with them accordingly. Are you currently employed or are you looking for a little" (Terey pauses and looks around) "side business? The organization I work for would be happy to have you as, um let's say, employees."

If the PCs ask questions about what kind of work or how much the wage is, Terey's answers are vague. He asks the PCs to meet him at the same place at sundown next day.

Terey's Story

Terey sits down with the PCs and after ensuring that no one else is listening, begins talking:

"So, as you might know Menorin is run by the council. Almost all the councilmen live in Stone court. You know what that means? It means that us, the plebs, cannot make our voices heard. Sure, we have the possibility to vote for a councilman that promises to stand by the plebs but at the end of the day, *I've never trusted a councilman and I never will*. The odds are stacked against us, and my organization kind of even the odds out. Make no mistake my friends, this is not for the faint-hearted. But then again, you don't strike me as feeble. If you agree to join us, you'll have to endure pain and make sacrifices. But the reward is bigger, and you can rest assured that you will make a difference for the grassroots of Vadrifell. What say you?"

The Initiation

Terey leads the PCs to a large building in The Dare (Grid G7). The inside looks much like a tavern. Terey turns to the PCs and says:

"Welcome to the thieves guild of Vadrifell my friends. What you are about to undergo is a secret for most, even among these thieves."

Terey shows the way to a backroom where stairs lead down. You are brought into a large, rectangular, dimly-lit room. Your escort, Terey, whispers, "Bow for the Chaplain".

About 20 feet in front of you, a man sits on a throne. He is thin and middle-aged. The throne is draped in red velvet. On both sides stand two large candelabras, each with seven candles.

Along the sides of the room there are numerous men and women lined up, all dressed in black, except for a red velvet sash tied around their waist. In the far corner of the room, a small fireplace is burning and crackling softly.

As you bow, the Chaplain speaks with a booming voice, echoing in the room, "Who are you and who brings you before me?"

The gnome replies, "I do sir, your servant Master Terey. I have found these men (and women) to be able, brave, and cunning".

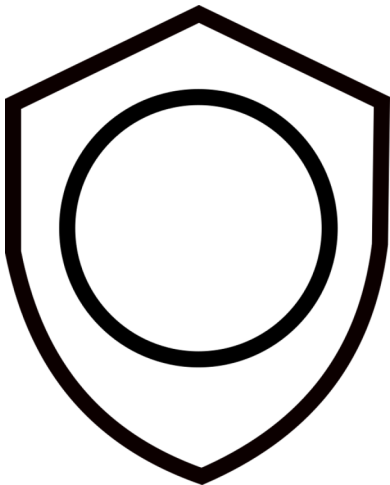
The Chaplain's eyes focuses on you, again with the booming voice, "So strangers are you ready to

commit your life into our hands?" Assuming the PCs answer yes, he continues: "Ah I see, and I guess we ALL will see just how deep your commitment really is."

(If the players answer "no" they are encircled by 25 assassins and attacked, until dead)

"Bring forth the iron," he commands. There is movement by the fireplace and one of the men dressed in black approaches you. In his hands he has a branding iron, glowing red and yellow.

"Reveal your left forearms", the Chaplain commands. The man with the iron takes his time and with a hissing sound, burns a shape into your flesh: a shield with a ring within. After he is finished he returns to his place by the fireplace and bows slowly to the Chaplain.



As the Chaplain continues, all the men and women start mumbling a repetitive chant.

"Welcome Novices, to the order of the Shield and Ring. You now wear our mark on your left arm where the blood flows to your heart. From this day on, you are never alone. We will mold you into useful tools, and in return we will call upon your services when needed. We require total loyalty, and you can never utter a word about our ancient order to any living or dead creature. Take our secrets with you to your grave, or we will escort you there."

The muffled chanting stops. Terey whispers, "Congratulations brothers (and sisters), now bow and walk out, backwards."

As you leave the room the Chaplain says, "Master Terey, commence their training and remember Novices, the KEY to success is devotion". Terey bows and closes the doors to the room.

The Training

Right after the initiation, Terey leads the PCs into a small room where he asks them to remove their armor and weapons. They can keep any rings or other magical items. They are each issued black leather armor and a short sword or daggers. Terey instructs how to strap the knife sheaths to their forearms. They are also given an option of a short bow. Along with these they are also given a black cloak with a hood and the red velvet sash.

Terey shows the PCs their lodging, a large hall with about 50 beds. Since it is underground, there is no natural light. Each bed has a small footlocker for personal belongings.

"Sleep now, training begins tomorrow", Terey says as he shows them their beds.

Over the next three months the PCs undergo rigorous training, giving them a useful skill set (see pp. 8-9 in the **Basic Fantasy RPG Core Rules**):

Opens locks	30
Move silently	30
Climb walls	80
Hide	15
Listen	30

Final Exam

Terey has been training the PCs during three long months, until one day he gathers them.

"Okay my friends, the chaplains and I are pleased with your progress and you are deemed ready for your final exam. Some time ago, you probably noticed, a man was hung for thievery. The thief stole a petty pendant from a greedy and evil merchant who insisted that the thief was punished to the full extent of the law. All the thief wanted was to feed his family of five. Your final exam is to act as the gods intended and take a life for a life. This merchant's name is Berne, and he lives with his family in the trade district. Strike quietly and swiftly. And make haste, you have 48 hours to return here. We will be watching..."

Berne lives in the Trade district (grid J7) and spends his time at the large market, by the docks, and in his home, leaving at 7:00 am and returning at 6:00 pm. He lives with his wife and three kids.

If the PCs try to carry out the assassination during daytime, witnesses will alert the city guards (NPC section); during the night they risk waking up the wife and kids.

Graduation

Assuming the PC succeed and return within 48 hours, Terey greets them at the guild.

"Ahh, welcome brothers (and sisters?), news about your success precedes you. I knew you would be order-material. Come, come, let's not waste time."

Again Terey leads you into the rectangle room. The chaplain sits in his throne, and another man is crouched over him, whispering about something. As you take your position the other man disappears.

"Brother Novices, we are very pleased with your success. The demise of that rotten soul was necessary. From here on you are now Apprentices. That means that you will gain additional knowledge about our safe houses, and how we communicate by obfuscation of text. Our safe houses are for you to use to evade capture and we obfuscate our orders and communication to hide our intentions. If you paid attention at our first meeting you remember that the key is Devotion. Your training master Terey will take care of this last part of your education. The order will call upon

your devotion to serve from time to time. Before we release you into the public, you will be paid in gold. The order of the Shield and Ring's assassins have short lives and should live well. Go now!"

The PCs receive 100 gp each. The GM can demonstrate the text obfuscation (Cipher section above, key is devotion). Also, choose 4-5 buildings in Vadrifell as safe houses, where initiated and allied to the order will hide and aid the PCs on missions.

Capital letters are plain text.

d	e	v	o	t	i	n	p	q	r	s	u	w
A	B	C	D	E	F	G	H	I	J	K	L	M
x	y	z	a	b	c	f	g	h	j	k	l	m
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

As the PCs leave the Thieves Guild and step out into the busy streets of Vadrifell, equipped with their new knowledge, they can't help but notice their surroundings in a new way. Suddenly the street isn't just a street but several great hiding places and a number of ways to reach the rooftops.

Terey exits the building behind them:

"Alright friends, I urge you to stay in Vadrifell for a while. You don't wanna let the order think you changed your mind or anything. I can recommend several Inns that allow long stay and other establishments for, ehmm, tension relief. If you start to run out of money, just leave me an obfuscated note here. I will also leave notes for you here so be sure to check every other day or so."

Terey discretely kicks a loose brick in the wall on the opposite building from the entry to the Guild. Terey smiles and nods, turns, and starts walking. Soon he disappears in the crowded street.

As of now, the PCs are free to roam Vadrifell at their own leisure. Perhaps they'll find an Inn and stumble upon a side quest (See Side quests section) while they wait to serve the Order. At this stage, if they visit Aleam and show the brand, the PCs will get a 20% discount on weapons. But it's not until they reach the grade Master they can commission one of Aleam's legendary blades. More on that in a later chapter...

A couple of days later, either initiated by the PCs' lack of funds or by Terey, they'll find a small note behind the loose brick.

Mission 1

Behind the loose brick is a small note that reads "Wttf wt df dutdw fywybbyj df xyyx" (meet me at Aleam tomorrow at noon).

Terey meets the PCs as appointed. He greets them with a big smile.

"Come, hurry, let's not dwell in the streets for too long". As they enter a back room behind the blacksmith, Terey continues: "My friends, I'm glad to see you. We have work to do". Before the PCs have time to start asking questions, he continues. "There is a noble man in Stone court called Behrtio. Gather information about his whereabouts and dispose of him".

If the PCs have questions about the reason, Terey will just answer with "We never question the Order's wisdom, we merely execute." Terey will give no additional info about Behrtio, more than the order has to be executed "in the next couple of days".

As the PC investigate and perhaps make inquiries they will find out that:

1. Berthio lives alone with some servants in grid J2 in Stone court.
2. Berthio lives in a large two story building.
3. Berthio engages in charity work for the poorest of the Plebs, especially children.
4. Berthio is often seen in the city center.

As the PCs return to the Guild after disposal of Berthio they run into one of the Chaplains that they haven't met yet. He introduces himself as Rewis and greets the players.

"Welcome Apprentices, I assume since you are here, that Berthio has been dealt with?" As the PCs confirm he says "Mmmm excellent, wait here and I'll see to it that you'll be rewarded".

He disappears and moments later an assassin returns and hands the players 50 gp each. As the players take the gold the assassin says: "The Chaplain sends his regards and wishes that you don't spend it all on ale and wine".

The next day the PCs hear a Herald in the street:

"Horrible circumstances in Stone court, Patrician found dead, probably murdered!"

A small gathering of people are standing around the Herald. If the PCs stop to talk with the Herald they will find out that the victim is indeed Berthio and the council is in shock. The King was informed and the city guards are investigating. *Who will now pay for the orphanage in The Dare?*

Depending on how much information the PCs gathered before the assassination, the more people will remember them asking questions about Berthio.

Chapter 2: A Web of Lies

By now the PCs can't move as freely as they did before; the city guards will be more vigilant and suspicious.

Mission 2

Depending how fast the GM wants the story to progress, he or she can introduce the next note from Terey as seen fit:

"fdst vdbt yi tojdc pdxvtl dxo wdst qf uyys uqst pt oqto qx pqc cuttz" (take care of Edwas Hancey and make it look like he died in his sleep).

Edwas lives in Stone Court (Grid F4) in a two story building. His bedroom is on the second floor. His wife and four kids live there as well. GM may want to make getting into Edwas' house tricky, especially without waking or killing the wife.

Encounter with Lady Etheld Symes

The purpose of the PCs' encounter with the princess is to start (if not already) to question the motives of the Order and who's really in charge.

At night, as the PCs are about to leave Edwas' house after the assassination, the PCs will be spotted by Lady Etheld.

The PCs hear a fair voice behind them. Turning, the PCs see a slim figure with a black-hooded cloak emerge from the shadows. The PCs can't see the face but the figure is slender and feminine.

"It's you!. You are the ones killing the councilmen. What's your purpose?"

Lady Etheld will only introduce herself as the princess if she feels her life is threatened. If so she will pull back her hood, revealing a beautiful freckled face

with piercing green eyes and long wavy red hair. She seems about 20 years old.

"Don't you think it's strange for a brotherhood of assassins to concentrate on just councilmen? Yes, I know of your order. We have known for a long long time and up until now we have had the same agenda. But now? Who do you think benefits from your work? And now you are after Edwas Hancey, the pattern is not hard to see. Think about it, who benefits? Follow that lead instead. If you really and truly are committed to the original strife of the Order that is. Edwas is a good man, or was..."

With those words she lowers her head in sadness, turns and starts walking away. If the PCs ask who "we" are, she will not answer.

The next day the news among Vadrifell's Heralds is the unfortunate death of Edwas. It's now common knowledge that he must have died of old age, but who will now lead the council?

When the PCs return to the Thieves Guild they will be greeted by Terey. He informs them that there will be a ceremony held to honor their success. They should come back the following evening. He also hands them 100 gp each, for "a job well done".

Master Assassins

As the PCs return the next evening they are met with more assassins than they have ever seen; the large rectangular room is filled with them. A chaplain has taken his place in the throne at the far end. The PCs immediately recognize the booming voice.

"Welcome dear Apprentices, take a step forward." The Chaplain pauses as the PCs take a step toward the throne. "You have served our ancient order well and for that we are grateful. Master Terey, step forward." The Chaplain pauses as Terey approaches the throne and bows. "Master Terey, you have proven yourself to be worthy; few have lived to prove their devotion as you have. Therefore I have a new and final mission for you. Head to Wofield and establish our order there as a Chaplain."

Terey bows deeply again as a faint sound of awe passes through the crowd. He continues: "Chaplain Terey, your first task is to establish the presence of our Order in Wofield. Your second task is to secure a way of communication between Vadrifell and Wofield. Now leave us".

Terey bows and backs out of the room. Before he leaves, he smiles and winks at you. The chaplain's eyes focus on the PCs again. "Kneel Apprentices!" he almost shouts.

As the PCs kneel he continues:

"For your service to the Order each one of you will be granted a blade, forged by our master smith." A brother assassin emerges from the crowd and reverently places a magnificent blade in each of your hands. "This blade will serve as a reminder of your pledge to our order and aid in your work. Now RISE as Master Assassins!". He pauses as you stand.

"As of now you are free to introduce new members to our Order, but remember, the responsibility lies on you if your novices misbehave."

The blades are daggers forged by Aleam; they are legendary blades with perfect balance, and grants its wielder +1 to hit.

The Election

Soon after the PCs become Master assassins it's time for election at the council. It's a joyous day in the city and the streets are filled with people.

The square by the Council is packed with people, plebs, and patricians mixed; all are anticipating the new leader of the council. At noon the highest chimney of the council building releases white smoke and the crowds cheer. If the PCs ask what the smoke means, someone will tell them that a new leader of the council has been chosen.

Soon thereafter a middle aged man emerges on the balcony overlooking the square. The PCs have never seen the man before, but they can't shake the feeling that he looks familiar (the man crouched over the Chaplain on Graduation).

"It's Gyles Lardye" someone close to you shouts. The crowd cheers again. You may notice that this time it seems like only the noble patricians cheer. Gyles is dressed in a red robe and as he raises his arms to silence the cheering, you get a glimpse of a familiar mark on his left forearm.

"As the successor to Edwas Hancey I, Gyles Lardye, am the new leader of the council. I will lead with you, the people of Vadrifell and Menorin, at heart. I will not rest until the plague that haunts this city

has been defeated. To fund this, I will start by raising taxes for everyone outside of the city walls. Furthermore, to celebrate this day, we will hang the remaining prisoners, to make room for new ones. God knows we will need the space. By the power given to me, all hail the King!" The patricians cheer again. The plebs start to disperse in silence.

If the PCs ask questions about this "plague" they will learn that Gyles Lardye means that the poorest of the plebs sometimes resort to stealing to survive. Gyles is known for despising the poor and would rather see them gone from Vadrifell altogether; but that would mean no servants or pleb-girls for his amusement. So instead he wants them controlled, and raises the plebs' taxes so that most of them will move away.

Terey's Demise

After the election, the PCs find a note behind the loose brick by the Guild: "wtff wt df wl pywt jt pdht gbntxf wdftbc fy oqcvgcc" (Meet me at my home, we have urgent matters to discuss). The PCs instantly recognize Terey's handwriting.

Terey has a small house on Rampart Alley in The Dare (grid C10). When they knock on the door, no one answers. The door is locked. Inside the house there is a sweet and slightly-sour smell that they recognize directly; someone has recently died here. It doesn't take long for them to find Terey, face down in a pool of blood. The means of his death are not too unknown to the PCs: three stabs by a sharp blade, one to the throat to silence screaming, and two to the heart to kill swiftly.

From what the PCs can gather, there has been a struggle. Terey's otherwise tidy and neat home has furniture overthrown. If the PCs search his home for clues, they will find nothing but a small note by his desk; it's apparent that Terey was in a hurry scribbling this down.

"wl ibqtxoc qi lyg bt do fpqc fptl pdht vywt iyb wt fpqc bgxc duu fpt jdl fy fpt fyz fbgcf xy yxt qf pdc ettx d zutdcgbt" (My friends, if you read this, they have come for me, this runs all the way to the top. Trust no one. It has been a pleasure).

Chapter 3: The Conundrum

Democracy of Menorin

When the PCs leave Terey's home they bump into Lady Etheld again; this time she is not in disguise. If it's day, the people around them bow for the princess and her entourage.

"Sadly to say, this meeting isn't accidental. I gather that you have done more of your dirty work? I have had you followed for a couple of days. I guess by now the consequences of your work are clear?

A man like Gyles Lardye can rise to power when all those who could be far better candidates have been killed. Did you hear him saying anything about the recent wave of murders in our city? No, of course not. Just rest assure that I hold you responsible for this. My father loves all the people of Menorin, rich and poor. He has this idea that when I take over as ruler of Menorin, he has built a country ruled by the will of the people, ALL the people.

It's a wonderful thought. Think about it, equal rights if you are rich or poor. He has almost succeeded too, but with Gyles as the leader, I feel like we have gone 100 years back in time.

Like I said, I hold you responsible for this, since YOU helped him rise to power, YOU made this possible". She takes a step closer to the PCs and whispers, "You must kill Gyles Lardye." As soon as she utters this, she turns and walks away.

A Fall From Grace

A few hours after meeting with Lady Etheld, a boy approaches the PCs, handing them a note, and then running away.

The note says: "squu udol tfptuo" (Kill Lady Etheld). The conundrum is, are the PCs true to the Order and try to kill the princess? Or, do they abandon their orders, which will render them targets of the Order's assassins, their former brothers (and sisters)?

Lady Etheld is a pretty easy target as she moves openly in the city at day. Her entourage is just 4 city guards and a couple of chambermaids.

Even if the PCs choose to follow their orders, Gyles Lardye or the Cardinal will not let them live. He will

issue a kill-order to all the assassins of the Order. Furthermore, the PCs will be wanted for the murder of the princess. This is an opening for a whole new set of adventures. But this plot ends here.

If, on the other hand, the PCs follow the wish of Lady Etheld in killing Gyles Lardye, our story continues.

Manhunt

Gyles Lardye isn't anywhere to be found. In fact, he is in the process of making prisoners "disappear" one by one with the help from "Meat Grinder", deep below the council.

If the PCs try to search the Guild and the rectangular room, a Chaplain will try to stop the PCs. They will find a hidden door behind the curtain leading from the Guild at grid G7 to a formerly-unknown safe house at grid C7 in the The Dare map.

The Council is locked and empty at night, but there is a noise from down below.

Below the Council

A foul smell meets you as you enter the prison. Only the gods know what's been going on down here. There is no natural light here, the only light comes from a couple of oil lamps on the walls. You see rows with cells and all are occupied by dirty and smelly prisoners. When the prisoners see you, they start cheering and begging to be released.

Two city guards attack the PCs. There are 10 prisoners in the cells below the Council; 3 of them are innocent and 7 are guilty. Some of the cells contain two prisoners. The prisoners don't know who Gyles is, but they've seen a man "in a girly robe" running past them a few times.

2 City Guards, Human Fighter 2: AC 17, #At 1 shortsword, Dam 1d6, Mv 20', MI 9, XP 75 ea.
HP 6 □□□□□ □ 5 □□□□□

If the prisoners are released, they will run up the stairs.

The secret door leads to descending stairs, turning 180 degrees and facing north.

Room 1:

The pungent smell of death and decay here is far worse than that from the prison. There is a small corridor with two empty cells to the right.

At the end of the corridor there is a secret door. Behind it is a corridor leading to the castle. **Gyles Lardye** is standing here, surprised by the PCs' sudden appearance. He laughs and says, "Stop right there, don't move."

The PCs notice that Gyles is standing by some levers. The levers raise and lower the gates to Rooms 2 and 3.

Gyles continues: "As the Cardinal and supreme leader of the Order of the Shield and Ring, I'm almost sorry that the Gnome had to die. If you hadn't been meddling he'd still be alive. Sad really, he served my purpose well. I made him suffer as I killed him, first I cut off his windpipe before I slowly pressed a dagger into his heart.

You should have seen the fear in his eyes and the muffled sound he made when he tried to scream. As you were told when you became Initiated, from this day on you are never alone. Did you really think we wouldn't have you followed? Oh, how naive. Now it's your turn to DIE."

As he says this, he pulls a lever and the gates to Rooms 2 and 3 open, releasing the Minotaur called "Meat Grinder" from Room 3. Gyles jams a dagger in the lever mechanism and disappears through the secret door to the north.

Meat Grinder, Minotaur: AC 14, HD 6, #At 1 gore/1 bite, Dam 1d6/1d6, Mv 30', MI 11, XP 500
HP 27 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □□

Room 2:

This area is filled with corpses, torn to pieces and chewed on. The scene is so unsettling the PCs have to save vs. Paralysis not to fall to their knees, vomiting for several rounds. It seems like prisoners were forced into Room 2 before the gate to Room 3 was raised, releasing Meat Grinder.

Room 3:

This area is filled with human residue and well-cleaned bones. There is a large fur in the corner, probably some primitive bedding. Otherwise there is nothing of value here.

Behind the secret door, there is a long corridor that leads to the castle. Gyles Lardye attacks the PCs as they enter the corridor.

Epilogue

If the PCs follow the corridor to the Castle they will be greeted by Lady Etheld.

"I guess you did what I asked, none-the-less assassins and enemies of the crown shouldn't be seen in the castle." She helps you leave the castle unseen. Before leaving she whispers, "Thank you for restoring order to my city. A new and more suitable leader will be chosen. Perhaps our paths will cross again, but until then, farewell."

A few days later the Council elects a new leader in Riffolk Wyarde (see the Side quest section below). Both the Plebs and Patricians cheer at this good news.

The Order of the Shield and Ring has an election of their own for a new Cardinal. But who the new leader of the Order is remains a secret...

Side "Quests"

As the PCs roam the city of Vadrifell, sooner or later they may stumble upon a side quest or two. This is entirely up to the GM to choose the number of side quests depending on how much he or she wants to spice up the main plot.

Stowaway

Tane, a pleb, asks the PCs to help him get on one of the ships heading for Linone, a country on the other side of Menorin Bay (yellow country on Map of Menorin). Tane is a man in his late 20s, well-built, and eager to escape Menorin and Vadrifell. Tane is the bastard child of a high councilman, Lardye, and fears his life is in danger. Tane says there have been attempts to kill him. He has no money to pay the PCs for their help, but he will give them his ring, a gift from his mother. The ring was originally given to Tane's mother by Lardye. At a glance the ring is worth 20 gp, but the ring is in fact a **Ring of Protection +1**.

Among the seven ships anchored in Vadrifell at the moment, only one ship is said to head for Linone. The ship is guarded by three sailors at all times. At night, two guard the dock and one on the ship itself. The ship will still sail even if three sailors are considered missing.

Tane

NM: AC 11, #At 1, Dam 1d4, Mv 30', MI 9

Equipment: dagger, 20 sp, **Ring of Protection +1**

HP 4 □□□□

Sailor

NM: AC 11, #At 1, Dam 1d4, Mv 30', MI 9

Equipment: dagger

HP 3 □□□

Arcane Magic Item Retrieval

Piersym, a priest from the Cleric's guild, approaches the PCs. He has heard of them and their "special skills". He needs help to retrieve the Frostcrusher, a warhammer with magical properties and a symbol for his guild. The Cleric's guild resides in grid A10 on the Map of the Trade District. Piersym wants the PCs to return the Frostcrusher to the guild. Piersym doesn't have much information to give the PCs, but the Frostcrusher was stolen a week ago during their "Moon Festivities", where prominent people of the city were invited, so that narrows down the possible suspects. Piersym hands the PCs a list of guests. Piersym finishes by saying "Pray to the gods that the hammer hasn't left Vadrifell."

The PCs will learn there is a legend of a frost salamander trapped deep below Vadrifell. In fact it is one of the Clerics that has stolen the hammer to go and dispose of the salamander. The legend is untrue, and the PCs will find the Cleric "thief" searching around the castle for an opening to the lower levels of Vadrifell. The thief, Passel, is not evil and will not attack the PCs when confronted. He will explain to the PCs that he wants his name to be forever remembered. If a fight occurs, he will cast **light** to blind the PCs and **hold person**.

Passel, Human Cleric 4: AC 17, #At 1, Dam 1d8+1, Mv 20', MI 9

WIS 15 (+1), DEX 8 (-1), CHA 14 (+1)

Spells: **hold person, light, bless**

Equipment: plate mail, **Frostcrusher**

HP 13 □□□□□ □□□□□ □□□

The **Frostcrusher** is a 2-handed warhammer that gives its wielder immunity to cold and frost attacks. Furthermore it has +2 to hit against frost-creatures and +1 damage.

The clerics will reward the PCs with a satchel containing 300 gp. If the PCs keep the warhammer instead, they will turn the Cleric's Guild into life-long enemies.

Rescue Pleb Prisoner Before Hanging

The PCs meet Arior Horne, who requests the PCs free her husband, Jamath. He is in prison for stealing, a crime, according to Arior, he is not guilty of. She explains that her husband will be hanged in three days.

Jamath was found guilty by the council for stealing and injuring a city guard. He is said to have stolen a pouch with 20 gold pieces. Jamath is held in the prison below the Council.

If the PCs investigate, they will find the guard that was injured and stolen from. He will tell the PCs that he was stabbed from behind and he saw Jamath run when he fell.

Jamath is indeed guilty and the PCs will not find any contradictory evidence. If the PCs try to rescue Jamath during the actual hanging they will be chased by the city guards. Wanted posters will be posted, and City Heralds will make everyone aware of the criminal acts of the PCs.

Help Stop Slandering

Riffolk Wyarde, a well-dressed nobleman, crosses paths with the PCs. He can tell that they are not common townsfolk and asks if they can do him a favor. A favor rewarded with gold, of course. Riffolk tells the PCs about Ralphye Wayte, another nobleman who writes slandering poetry about Riffolk and how his family is poor and has pleb ancestors. Riffolk is attempting to be elected as a councilman and with this rumor, it's almost impossible to earn the respect he demands. Riffolk offers the PCs 300 gp and that he can be an ally to them as member of the council, IF he gets elected.

Ralphye lives in grid F2 on the Map of Stone Court. He is indeed writing slandering poetry, but he is doing so because of an old feud between their families. If the PCs confront him, he will pay double of what that "poor bastard Riffolk has promised you" if the PCs kill Riffolk.

Ralphye Wayte

NM: AC 11, #At 1, Dam 1d6, Mv 30', MI 9

Equipment: short sword, 50gp

HP 3 □□□

Riffolk Wyarde

NM: AC 11, #At 1, Dam 1d4, Mv 30', MI 9

Equipment: dagger, 75 gp

HP 3 □□□

Protection

Two merchants need help from the PCs to stop a city guard officer. He sells "protection" to them and threatens the merchants who try to oppose him. If the merchants don't pay for protection they are harassed by local thugs, and in some cases badly beaten; in one case a store was set on fire. The two merchants present themselves as Walda and Sige. The officer's name is Johny Glarde. Walda and Sige offer the PCs 200 gp and a lifelong discount of 20% in their stores.

If the PCs ask around, other merchants will confirm the story of Walda and Sige.

Johny Glarde is patrolling the streets every day in the company of 5 city guards. At night he is often seen in one of the brothels or taverns. He sleeps in the barracks just outside the castle wall in Stone Court. He is instantly hostile if confronted, and 3-5 thugs on his payroll will aid him. As an officer of the city guard, killing Johny is a high crime; the PCs will be wanted if they are seen.

Officer Johny Glarde, Human Fighter 3: AC 18, #At 1, Dam 1d6, Mv 20', MI 9

CON 16 (+2), CHA 13 (+1)

Equipment: plate mail, shield, shortsword, 50 gp

HP 13 □□□□□ □□□□□ □□□

Thug

NM: AC 11, #At 1, Dam 1d4, Mv 30', MI 9

Equipment: dagger

HP 4 □□□□

Aid Captured Fellow Assassin

Aerelm is an apprentice assassin of the Order who has been captured during a "job". The Order will not do anything to rescue him. The PCs are instead approached by Annan, a young girl who was in a relationship with Aerelm before he joined the Thieves Guild. She knows nothing about the Order. She asks if the PCs could help the "love of her life". She believes that Aerelm is not yet in the prison, but instead is held by the city guards.

Annan is right, Aerelm is held by officers of the guard. He is being tortured for information about the Thieves

Guild and the murders of noblemen and councilmen.

Aerelm is being held in grid K1 in the Map of Stone Court, near the Barracks. The officers have no plan for a fair trial, but to torture Aerelm to death hoping to gain information.

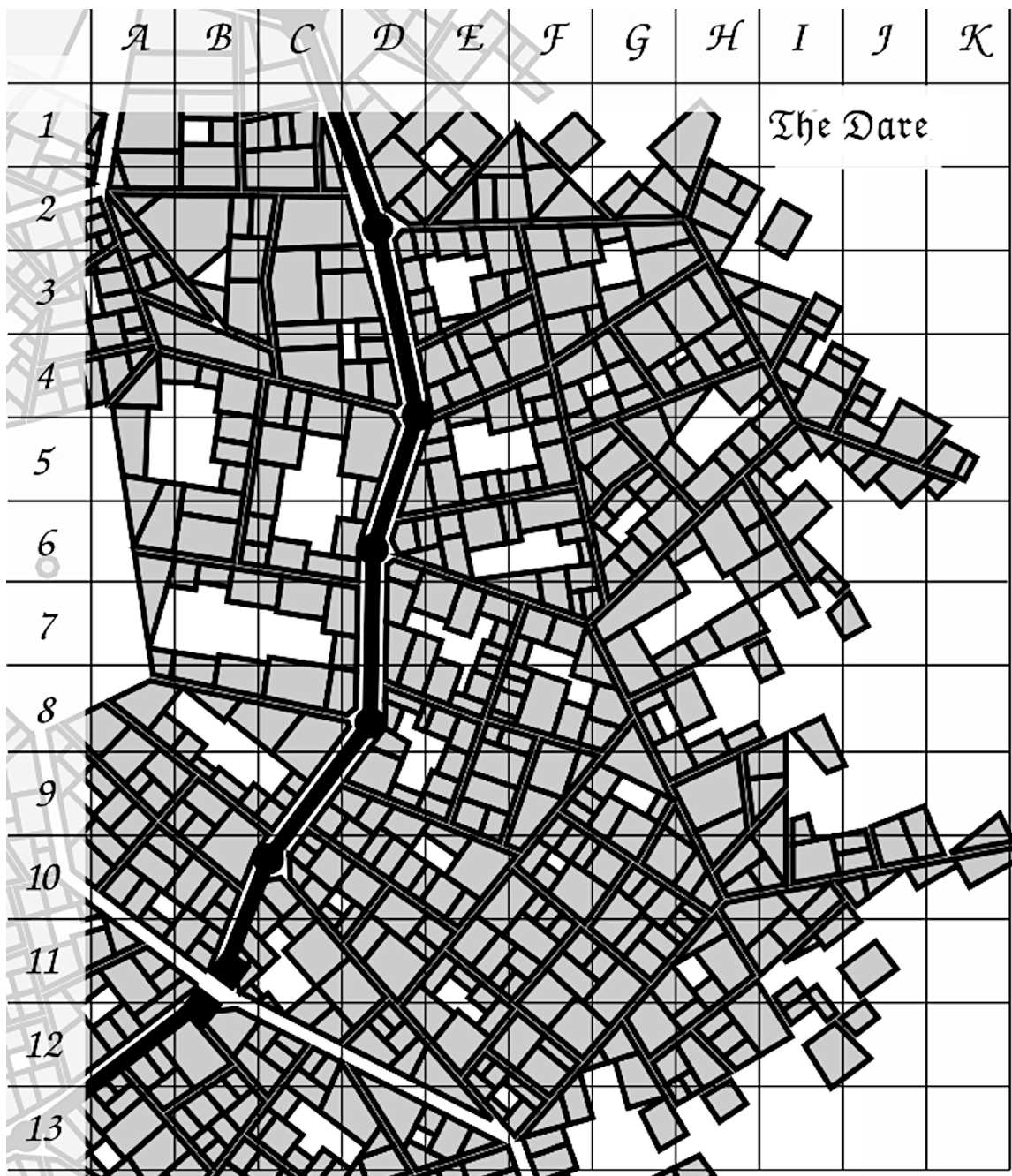
A rescue seems impossible due to the amount of guards in the proximity. At best, Aerelm can hope for aid in the form of poison to end his suffering and keeping the secrets of the Order.

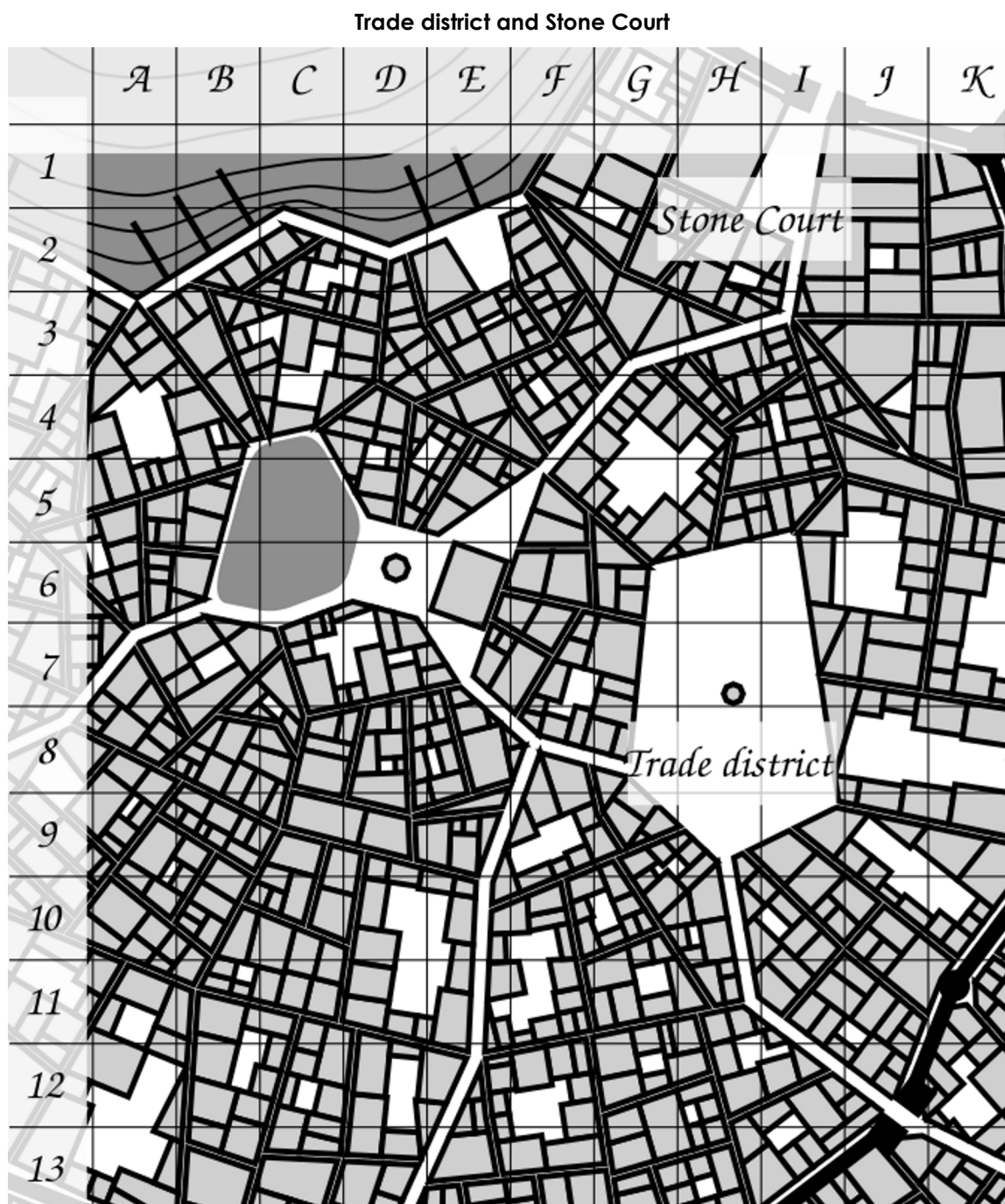
Of course, Annan will be devastated by the news of her lover's death and beg the PCs to end her life. If they resist, she will drink a vial of poison.

The City of Vadrifell

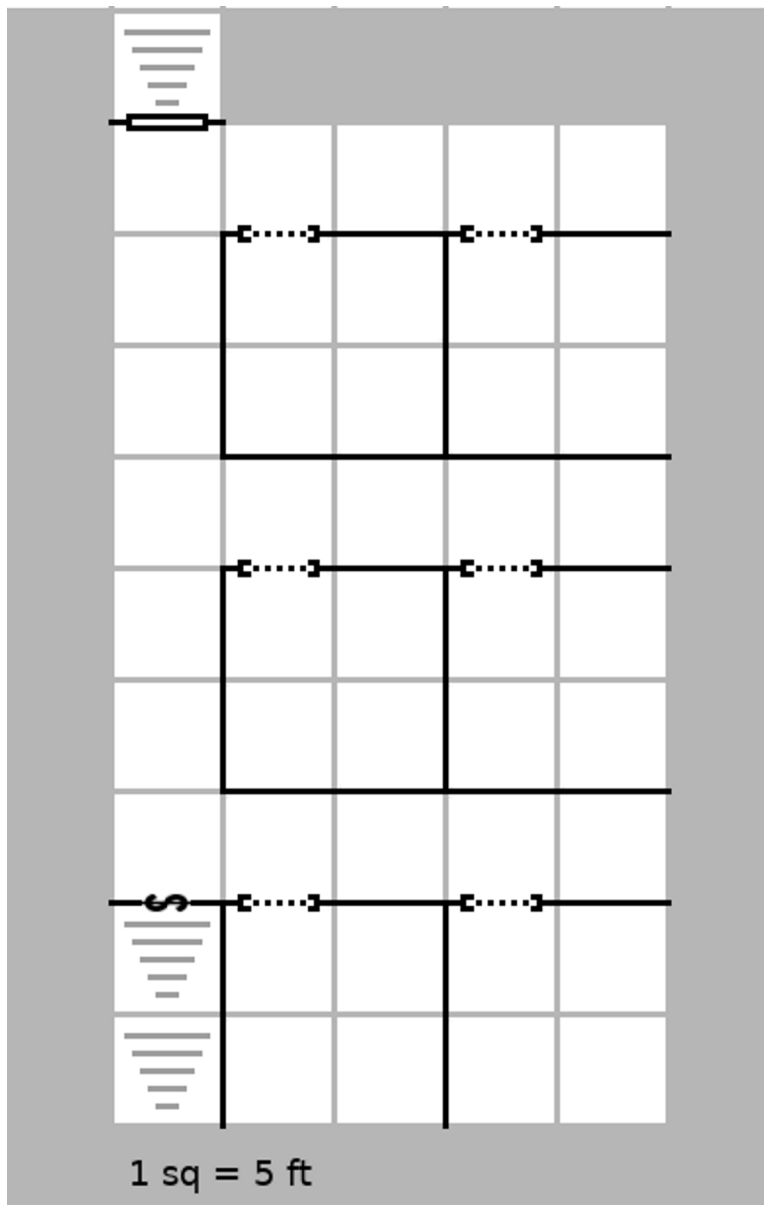


The Dare - The shanty town
1 square = 60 yards

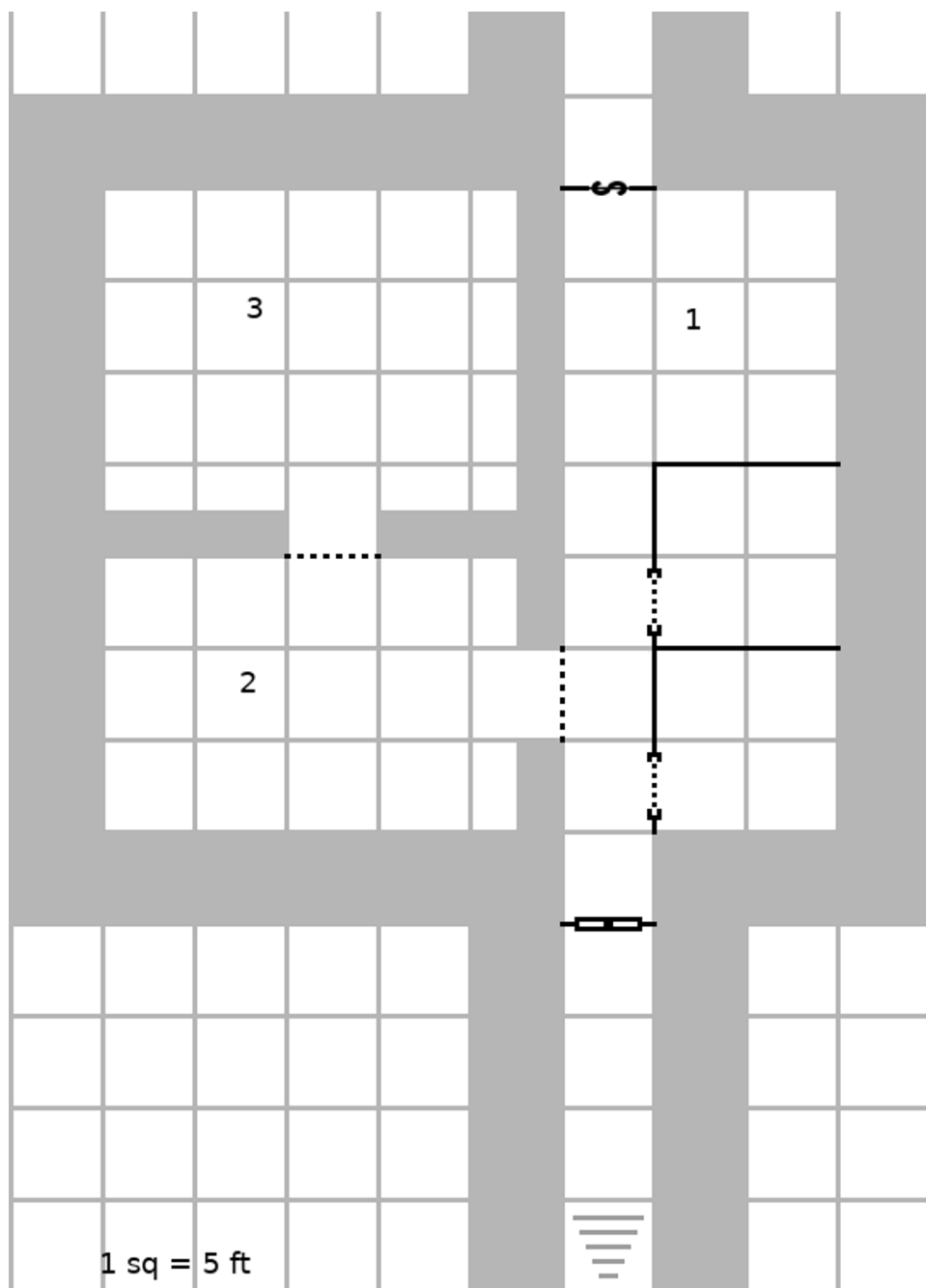




Below the Council – Level 1



Below the Council – Level 2



The Prosperous Land of Menorin



The Grave of Gareth

by Clinton L. Robison

An adventure for 2 to 4 characters of levels 1 to 3.

Introduction

A very long time ago, there lived a benevolent bard known only as Gareth. As a young lad, Gareth wandered from village to village, telling tales and singing songs for all who would listen. Gareth made many townsfolk happy and soon began to journey as far as he could to entertain even more people, as well as learn even more songs, stories, and tricks to perform for the people.

Gareth quickly rose to what would equate to stardom as one of the most renowned bards in the land. He plied his trade near and far, bringing only joy and happiness with him wherever he went. He soon became very wealthy in his travels, but he never forgot the small villages where he began his performances, and so he would regularly donate much of his money to poorer areas.

In his later years, Gareth retired from the role of the wandering bard and settled in a small township in the western regions. However, his fame still remained and eventually the people he had entertained and helped over the years showed their appreciation to him by gifting him a silver harp. Gareth occasionally played a tune on the instrument now and again, even to the entertainment of local monsters who had made truces with Gareth's township, later named Garetham in his honor.

After Gareth died, the townspeople built a grand sepulcher for him. Local clerics and mages cast protective spells on Gareth's body so that it would not decay, and the man was placed in his tomb in a reverent manner so that people could come honor him. However, it wasn't long before the Grave of Gareth became a tourist attraction for people to come visit, instead of simply being a way to honor a once great man.

Quite a long time has passed. The grave site has since become a ruin ignored by even the townspeople, let alone any tourists, and Gareth's legend has faded quite a bit, but tales of Gareth's silver harp still crop up from time to time. Some say it was melted down and used for spearheads. Others say it is lost to the ages. And yet, there are some who whisper that it might have been buried with Gareth.

Lately there have been tribes of goblins, orcs, and similar creatures causing trouble in and around Garetham. The old truces have been long forgotten, and there has been talk that the ruin that was once the Grave of Gareth has now become a bit of a hideout for gangs of monsters. Perhaps there are even some who have heard tales of the harp, and seek to cash in on the rumor.

For The GM

Gareth's harp was not just a silver instrument as is thought. It was indeed very magical. The instrument was created by a wizard who, in an effort to help Gareth's fans, melted down many minor magic items that he thought were no longer useful. He was proven quite wrong. Gareth eventually learned the abilities of the harp and used them to help make peace with the monster tribes.

Gareth's harp is indeed buried deep within his tomb. His wife and children made sure its location was somewhere secret. Only the best dwarf craftsmen from the area were employed in the construction of the tomb's second level, so they were certain none would ever come across the magical harp purely by accident.

Unfortunately, an ogre known as Smasher has rallied some of the misfits from local monster tribes as a gang of would-be thieves and gone in search of trouble, using the grave of Gareth as their hideout. Mostly they have just been causing trouble for the people of Garetham, but once Smasher learned of the harp he has since started looking into ways to acquire it. After all, a silver harp will buy an ogre a lot.

Wandering Monsters

1. **3 Kobolds:** AC 13, HD 1d4 hp, #At 1, Dam 1d4, Mv 20', Sv NM, MI 6, XP 10 ea.
 HP 4 □□□□ 1 □
 2 □□
2. **2 Goblins:** AC 14, HD 1-1, #At 1, Dam 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.
 HP 4 □□□□ 5 □□□□□

Dungeon Level 1

1. GRAND FOYER:

The once grand entrance is now just a reminder of the two stylish doors that used to hang in the empty doorway. Along the walls are plaques and decorations that once greeted visitors, but now are covered in graffiti, mostly goblinoid words and obscene images.

The foyer area serves to let the players know what kind of horrors they are dealing with here. That's right—rowdy, disrespectful teenage monsters. Otherwise there is nothing really of note here. There are no monsters to encounter, even if a random monster encounter is rolled.

2. TICKET COUNTER:

This area is set off from the hallway by a Dutch door that is missing its top half. It doesn't take much examination to realize this is where patrons would pay their few coppers for admission to see the legendary Gareth's final resting place. The counter area and the space behind are littered with various papers and assorted colored cards.

The papers are various notes about attendance, customer rates, and a few scribbles from bored employees. The colored cards are the different types of admission that patrons could purchase. Nothing here is of any real value, but could be useful as fire kindling if the players are desperate for something of that nature.

3. MANAGER'S OFFICE:

What was once obviously an office has been ransacked. Papers, books, and various other things are scattered about. Underneath one pile of papers you see the snoring form of a rather fat and smelly orc.

The office door is locked.

The orc is a deep sleeper and will not take notice of a party that picks the lock and moves about quietly. However, if the party decides to bash the door open or makes a racket the orc will awaken. If searched, the players will find 5 cp, 7 sp, and 2 gp in the room, as well as a **Scroll of Light** and a **Scroll of Sleep**.

Orc: AC 14, HD 1, #At 1, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25

HP 7 □□□□□ □□

4. GARETH'S RESTING PLACE:

The statue of Gareth stands in the southwest corner, a semblance of his harp rests in its stone hands. Its face seems to follow your movements throughout the room. A tattered set of curtains hangs in the northern area of the room, doing nothing to obscure the stone coffin that was said to hold Gareth's corpse.

The statue has been magically crafted in a way to cause the effect of the eyes following onlookers. The stone coffin does indeed contain the remains of Gareth the bard. It is magically sealed with a **wizard lock** spell and requires the use of a **knock** or **dispel magic** spell to open. Any characters crazy enough to open the coffin will find Gareth's remains, along with a replica of his harp (worth 250 gp). However, opening the coffin releases a noxious gas into the room. Characters must save vs. Paralysis or be frozen in place for 1d4 rounds; characters who save successfully are unaffected.

If the coffin is opened, it also draws the attention of some wandering orcs. They arrive within 1d4 rounds of the coffin being opened.

4 Orcs: AC 14, HD 1, #At 1, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

Treasure: 16 gp

HP 5	□□□□□	3	□□□
3	□□□	1	□

5. "SECRET" AREA:

The passageway casually descends down two flights of stairs into a darker, though still somewhat lit area. It appears that this was once an additional part of the overall tourism area, but has seen much less upkeep.

Back when this edifice was a big tourist draw, these areas were indeed part of the attraction. When interest started to wane, the townspeople made a makeshift wall to block off the excess area in an effort to save money on upkeep. A secret door was added in case the location should ever draw newfound popularity and need the areas reopened. The secret door should be fairly simple for the players to notice. Elf or dwarf characters will automatically notice the crude workmanship.

6. DARK HALLWAY:

The hallway is shrouded in darkness. Any light seeping in from other rooms is almost swallowed up in the dark hallway. There is evidence of torches that once lined the walls, but have been snuffed by an outside influence.

Characters can use torches and lanterns, or cast **light** in this room, and will work normally. Any investigation into the hallway might reveal a slight shimmer or sheen further down into the hallway—evidence of the gelatinous cube that makes this area its home. If the characters are not careful they will run directly into the creature.

Gelatinous Cube: AC 12, HD 4*, #At 1, Dam 2d4+paralysis, Mv 20', Sv F2, MI 12, XP 280
HP 14 □□□□□ □□□□□ □□□□□

Treasure: 1 pp, 112 sp, 1 gem (100 gp value), **Dagger +1**, and a **Quarterstaff +1**

7. CONFERENCE ROOM ALPHA:

The room is in a state of disarray. Broken chairs and strewn papers lie scattered about. In the middle is a large conference table that shows clear signs of damage as if it has been hit by various bladed weapons. A mass of reptilian scales is barely visible underneath the table.

This conference room was once a fun hangout for the monster gangs but a fight broke out one night and nearly destroyed the room. A grick has since managed to sneak into the room and use it for a personal lair.

A hidden door leading to the other conference room is located to the east.

Grick: AC 16, HD 2, #At 4 tentacles/1 bite, Dam 1d4/1d4/1d4/1d4/1d3, Mv 30', Sv F2, MI 12, XP 75

HP 10 □□□□□ □□□□□

Treasure: 1 gem (120 gp value), 1 **Scroll of magic missile and light**.

8. CONFERENCE ROOM BETA:

The room is well lit and relatively well cared for. The walls are lined with defaced artwork, some of which appear to have been used for target

practice. A table and several chairs sit in the middle of the room, and in those chairs sit various creatures who appear to be gambling.

The monsters are very involved in their gambling. If the party entered through the main door the monsters will take no initial notice of them. However, if they entered through the secret door from area 7 the monsters will spring to attention and attack.

4 Orcs: AC 14, HD 1, #At 1, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 8 □□□□□ □□□□ 6 □□□□□ □
3 □□□ 1 □

2 Goblins: AC 14, HD 1-1, #At 1, Dam 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 3 □□□ 2 □□

Treasure: On the table are 15 gp, 75 sp, 12 cp, 1 **Potion of Gaseous Form**, and 4 **Arrows +1**. In the pockets of one of the goblins is a deck of marked playing cards.

9. DEMONSTRATION AREA:

A tiled floor is laid out in the center of this area. On the north and south walls appear to be what were once bleachers or risers for patrons to observe a performance or speaker.

The observation area is generally deserted, save for the giant rats that have managed to take up residence.

5 Giant Rats: AC 13, HD 1d4 hp, #At 1 bite, Dam 1d4 + disease, Mv 40', Sv F1, MI 8, XP 10 ea.

HP 4 □□□□ 4 □□□□
1 □ 3 □□□
4 □□□□

10. HIDDEN STAIRS:

The wall opens to reveal an ornately carved set of stairs that descends into the darkness.

These are the stairs down to the lower level. Dwarf craftsmen created the stairs and the entire second level, and the craftsmanship definitely shows.

SECOND FLOOR**11. LONG HALLWAY:**

The gloriously designed hallway stretches along for what feels like forever. What were once beautiful designs crafted into the walls have since been defaced by scratches, crude carvings, and even cruder graffiti.

There are no planned encounters for this area, but if using the wandering monster option this would be an opportune time to roll for an encounter.

12. MAKESHIFT BEDROOM:

The door opens to a makeshift bedroom. While not exactly beds, there are torn blankets and what appear to be "soft rocks" for pillows in various places. Six goblins are asleep in the room.

These goblins are pretty tired. They have been out gathering food for the group all day or night (whatever is the opposite of when the party entered the building) and want nothing more than to sleep. If awakened, they will beg and plead to be left alone rather than actually fight the player characters. If the players insist on not leaving the goblins alone one will offer to show the party the secret door to the other hallway.

6 Goblins: AC 14, HD 1-1, #At 1, Dam 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.

HP	4	□□□□	4	□□□□
	1	□	7	□□□□□□□□
	1	□	5	□□□□□

Treasure: 3 apples (rotten), a bag with 9 marbles and 5 acorns inside

13. OUTSIDE HALLWAY:

This hallway stretches on much as the main hall that lead from the stairs. However, this one is much darker and dirtier, as if it has been less cared for, or perhaps more "decorated" by the inhabitants.

The main purpose of this hall is to lead characters to and from Area 14. If any encounters are rolled, have the random monsters attempt to herd the party toward that room where the monsters know their friends will be able to help.

14. DAYCARE:

The doors open and suddenly there are 10 pairs of eyes upon you. The noise has alerted all the parties in the room and you realize too quickly that there is no real chance of escape.

This room serves as a "daycare" of sorts. Smasher isn't entirely heartless and has assigned the two gnolls to watch over the younger and weaker kobolds in the group. Just because they are weaker doesn't make them any less mean, though, and they will attack the instant they notice foreigners in their midst. If the party has been herded into this room by other monsters they will most definitely fight to the death.

8 Kobolds: AC 13(11), HD 1d4 HP, #At 1 weapon, Dam 1d4 or by weapon, Mv 20' Unarmored 30', Sv NM, MI 6, XP 10 ea.

HP	1	□	1	□
	1	□	1	□
	1	□	1	□
	1	□	1	□

2 Gnolls: AC 15(13), HD 2, #At 1 weapon, Dam 2d4 or by weapon + 1, Mv 30' Unarmored 40', Sv F2, MI 8, XP 75 ea.

HP	4	□□□□	4	□□□□
----	---	------	---	------

Treasure: 65 cp, 1 toy whistle (broken), 3 dried corncocks, 1 doll made from cornhusk

15. SNAKING HALLWAY:

The hallway snakes and corners its way through the underground. It's almost as if this area had been designed to confuse and annoy those who would travel it. After journeying a bit you come upon an intersection and a signpost with now unreadable words upon it.

The sign used to contain a riddle (and still might if the GM wishes) about the shrine in Area 16 and the one-way door that leads back to the long hallway. If the party chooses to go through the one-way door it will close behind them and is unable to be accessed from the other side. Using this door is an opportune time to roll for wandering monsters, if this option is being used.

16. SHRINE OF THE HARP:

Columns line either side of the room. In the back is an altar upon which rests a small harp that shines like silver. The harp is guarded by eight nasty looking creatures, eager for some action. In a low growl one of the orcs manages to spit out, "None...shall live. Kill intruders!"

Smasher found the real harp days ago and decided to place these guards here in case anybody else came looking for the harp. The guards believe this to be the real harp. This belief, along with their loyalty to Smasher, means they are willing to die to defend their posts.

2 Kobolds: AC 13(11), HD 1d4 HP, #At 1 weapon, Dam 1d4 or by weapon, Mv 20' Unarmored 30', Sv Normal Man, MI 6, XP 10 ea.

HP 4 □□□□ 4 □□□□

2 Goblins: AC 14, HD 1-1, #At 1, Dam 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 6 □□□□□ 5 □□□□□

2 Orcs: AC 14, HD 1, #At 1, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 3 □□□ 5 □□□□□

2 Gnolls: AC 15(13), HD 2, #At 1 weapon, Dam 2d4 or by weapon + 1, Mv 30' Unarmored 40', Sv F2, MI 8, XP 75 ea.

HP 10 □□□□□ □□□□□
14 □□□□□ □□□□□ □□□□

Treasure: In total there are 225 gp, 22 sp, 311 cp, 1 **Mace + 1**, 6 **Arrows + 1**, and 1 **Ring of Weakness**. There is also the harp replica, which is playable (though badly out of tune) and worth half the normal going rate for musical instruments.

17. ANOTHER DARK HALLWAY:

Darkness, darkness everywhere, and not a light to be seen. The darkness echoes with sounds, however, as though something nearly weightless might be moving about unseen. There also seems to be a cool breeze coming from somewhere within the hallway.

This hall is able to be lit only by a **light** spell. Torches and lanterns will be snuffed out in 1d2 rounds while in the hallway. Any magical light source will make the shadow that lives in here hide in the cracks in the

walls. If one is not used it attacks as soon as the entire party is in the hallway.

Shadow: AC 13½, HD 2*, #At 1 touch, Dam 1d4 + 1 Strength loss, Mv 30', Sv F2, MI 12, XP 100

HP 6 □□□□□ □

Treasure: 20 gp, 50 sp, 2 **Potions of Healing**, and 1 **Ring of Protection + 1**

18. SECRET STORAGE:

This was clearly once some sort of storage room for both food and tools, but anything that was once here has clearly rotted away. A very obvious hole has started to appear in the floor in the corner.

The storage room was kept hidden as a matter of pride to the craftsmen who designed this floor. The hole was created from years of stuff falling off shelves and banging into the stonework. A family of giant rats has started using this as their nest.

If the room is thoroughly searched, the party is able to come across a hand axe that is still in good condition, as well as a rope, and a **Potion of Healing**.

3 Giant Rats: AC 13, HD 1d4 hp, #At 1 bite, Dam 1d4 + disease, Mv 40', Sv F1, MI 8, XP 10 ea.

HP 4 □□□□ 4 □□□□
3 □□□

19. TREASURE ROOM:

The door opens and you see a hulking ogre sitting on a rather large treasure chest. He appears to be playing with or possibly taunting two wolves that he has chained to the chest. As you enter he stands up rather slowly. "So, my gang failed me. No matter. Now you fight Smasher! Smasher win! Go, pets! Get 'em!" he screams, as he releases the wolves from their chains.

Smasher sends his pet wolves at the party first. After two rounds, Smasher will also engage the party, swinging wildly with his **Club + 1**. There is no negotiating with Smasher, and his wolves are hungry enough to fight to the death.

If the party somehow manages to take Smasher alive, he will do everything in his power to break free and escape. He knows nothing about how the harp works or even that it is magical. He only saw the potential money it held for him.

2 Wolves: AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8, XP 75 ea.

HP 6 □□□□□ □
9 □□□□□ □□□□

Smasher the Ogre: AC 15(12), HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Unarmored 40', Sv F4, MI 10, XP 240

HP 21 □□□□□ □□□□□ □□□□□ □□□□□ □

Treasure: a crudely drawn treasure map of the area outside Garetham, 200 gp, 1 fancy brooch (worth 100 gp), and 1 **Club +1**. Inside the treasure chest is 10 pp, a **Potion of Clairaudience**, and **Gareth's Harp** (see **New Item** below).

Concluding the Adventure

Assuming the party has cleaned out the Grave of Gareth and acquired the harp, the people of Garetham will be quite thankful and hail the party as heroes. Many citizens will be willing to buy the heroes a drink or a meal. If the party decides to return the harp to the citizens of Garetham, they will be overjoyed and offer the party a reward of 1 **Potion of Healing** for each character and 100 gp for each of them, as well.

If the characters choose to keep the harp for themselves, they will disappoint the citizens, as well as attract attention to themselves. As word spreads that the characters have such an incredible item there will naturally be others who wish to acquire Gareth's Harp. There is also the potential that the characters end up causing themselves unnecessary ill effects from using the harp.

New Item

GARETH'S HARP

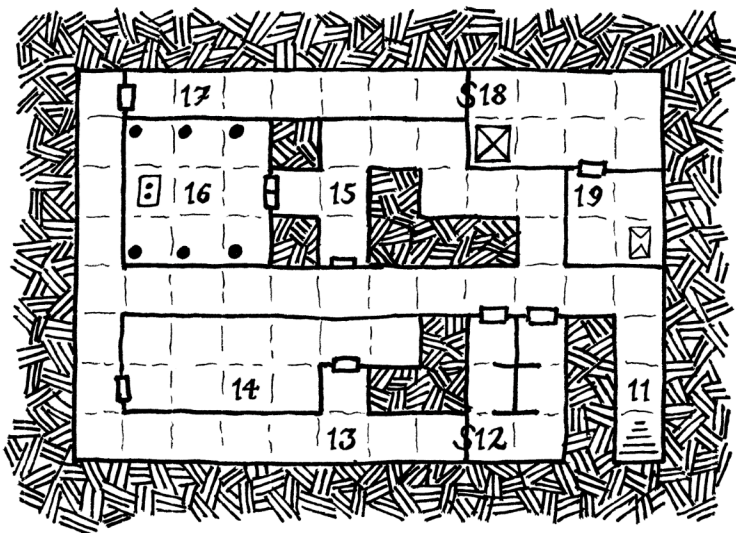
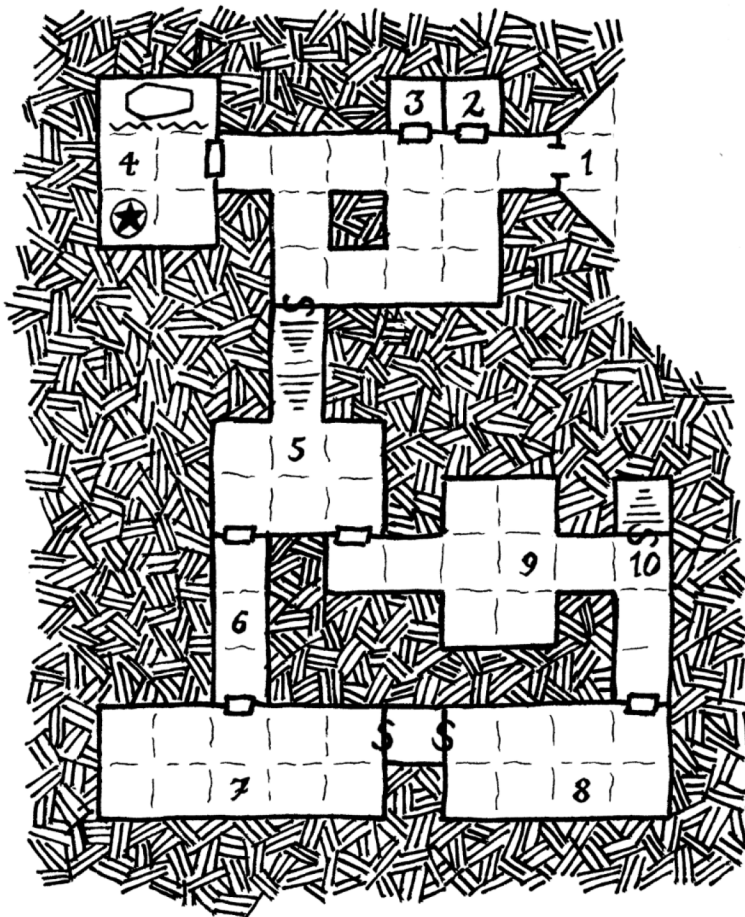
Gareth's Harp is a unique magic item. It appears as a relatively normal harp. The instrument itself is made out of a material that mimics the appearance of silver, but is more sturdy in nature. Ornate designs have been carved into the instrument, as well.

The harp radiates a magical aura if **detect magic** is cast on it. Magic-Users will have a difficult time determining the exact nature of the harp's magic, however.

Gareth's Harp possesses strange magical abilities tied to the ability to play the instrument. It is assumed most characters will have little to no knowledge of how to actually play a harp. If the player characters attempt to play the harp roll 1d20. On a result of 18 or higher the character is successful. Otherwise they make an awful noise and nothing happens.

If a character successfully plays a melody on the instrument, roll 1d12. On a result of 1-4 a wandering monster (native to the area or dungeon) will appear in 1d2 rounds. On a result of 5-8 the harp will cast **confusion** on a random target. A result of 9-11 will cause the harp to cast **sleep** on a random target. Finally, a roll of 12 will heal 1d4+2 hit points to a random target.

If bards are a playable class or sub-class in the GM's campaign, a GM could allow bard characters to become familiar with Gareth's Harp and learn how to target the results, but it is still encouraged to roll the result randomly. Additionally, GM's may allow an optional rule that any character can become familiar with the instrument and its abilities over time.



Unbaronable Circumstances

by Paul R. Cottrell

An adventure for 4 to 6 characters of levels 2 to 4.

Introduction

The new Baron arrives in town seeking help to recover his wife who was taken by hobgoblins after they attacked their carriage. The Baron leads the adventurers to the scene of the attack. Can the adventurers track down the hobgoblins and rescue the Baroness in time?

Unbaronable Circumstances was designed for **The Village of Brebury** and the **Egion Chronicles Sandbox** Campaign. This adventure takes place in Brebury, a small village on the coast of the Azure Sea in the Kingdom of Belorin. Brebury was founded by a group of retired adventurers and has grown over the years despite being subjected to frequent orc raids.

Please note that some of the monsters used herein are found in the **Basic Fantasy Field Guide Volume 1**, available for free on the Basic Fantasy website.

At the Crazy Unicorn

The adventurers are sitting around in the Crazy Unicorn listening to the tales of other adventurers when the door is thrown open and a man runs in.

A young man rushes into the tavern looking rather panicked. His clothes though torn and disheveled appear to be finely made and other than his messed up hair and dirt-smudged face he otherwise appears well groomed. As he catches his breath he shouts out.

"Help! My wife has been captured by Hobgoblins! I need some brave souls who will help me find and rescue her."

Talking to the man will reveal that he is Baron Doran Vespillo and his wife is Baroness Enas, the King's cousin. His carriage and guards were attacked by a horde of hobgoblins while they were on their way to Brebury. While they killed a goodly sum of their number his guards were slain and his wife taken. The Baron was knocked unconscious during the fight and the creatures may have assumed he was dead so just left him laying in the road. When the Baron came to, he found one of guards' horses had returned, so he mounted-up, and rode the rest of the

way to town to get help. The Baron offers a reward of 2,500 gp for the safe return of the Baroness along with word of your deeds sent to the King.

Baron Doran will lead the party to the scene of the attack which is just beyond the forest. Bodies of guards and hobgoblins litter the area (the GM can award a 100 XP bonus if the party decides to help bury the dead guards and burn the bodies of the hobgoblins). A clear trail of footprints can be seen heading off into the plains to the south.

If the party doesn't assist with the burials then the Baron will bury the dead while they go off on the trail of the hobgoblins. Otherwise, he will grab his armor from the carriage and accompany the party on the mission to assist in the rescue.

Baron Doran, Human Fighter 4: AC 19, #At 1, Dam 1d8, Mv 40', MI 9

HP 29 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 ☐☐☐☐ ☐☐☐☐

Random Encounters: 1 on a 1d6; use the Outdoors table or the Hobgoblin Patrols table.

Following the trail the party will arrive at the river near sunset. The trail will follow the river to the east but it is getting too dark to follow it any further. If the party decides to continue following the river, they will miss the turn off to the hobgoblin lair and cross the border out of the country. At sunrise they will see that they have lost the trail and must backtrack to find it.

The trail leads to a cave opening in a hill. There are five hobgoblins standing guard outside the cave entrance.

5 Hobgoblins: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP	1 <input type="checkbox"/>	2 <input type="checkbox"/> <input type="checkbox"/>
	3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	1 <input type="checkbox"/>	

If all are not killed during the first round of combat, one will try to run into the cave for reinforcements. If that one is not killed (ranged attack only), then 20 more hobgoblins will emerge in two rounds or as soon as the first fight is over, whichever comes first.

20 Hobgoblins: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP	1 □	2 □□
	2 □□	7 □□□□□ □□
	2 □□	5 □□□□□
	4 □□□□	7 □□□□□ □□
	4 □□□□	5 □□□□□
	2 □□	2 □□
	8 □□□□□ □□□	2 □□
	2 □□	7 □□□□□ □□
	2 □□	5 □□□□□
	4 □□□□	7 □□□□□ □□

Wandering Monsters – Outdoors

1 2 Spiders, Giant Black Widow: AC 14, HD 3*, #At 1 bite, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8, XP 175 ea.

HP 6 □□□□□ □
13 □□□□□ □□□□□ □□□

2 8 Zombies, Flesh Eater: AC 14, HD 2, #At 2 claws/1 bite, Dam 1d3/1d3/1d6, Mv 40', Sv F2, MI 12, XP 75 ea.

HP 14 □□□□□ □□□□□ □□□□
6 □□□□□ □
11 □□□□□ □□□□□ □
10 □□□□□ □□□□□
10 □□□□□ □□□□□
9 □□□□□ □□□□
15 □□□□□ □□□□□ □□□□□
5 □□□□□

3 8 Wolves: AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8, XP 75 ea.

HP 8 □□□□□ □□□
9 □□□□□ □□□□
3 □□□
6 □□□□□ □
6 □□□□□ □
8 □□□□□ □□□
13 □□□□□ □□□□□ □□□
7 □□□□□ □□

4 3 Urogoblins: AC 14, HD 2*, #At 1 weapon, Dam 1d6 (bow), Mv 30', Sv F2, MI 9, XP 100 ea.

HP 9 □□□□□ □□□□
3 □□□
6 □□□□□ □

5 Ram, War: AC 13, HD 3, #At 1, Horns or Hooves, Dam 1d6, 1d4, Mv 40' Climb 20', Sv F3, MI 9, XP 145

HP 8 □□□□□ □□□

6 5 Hobgoblins: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 5 □□□□□
7 □□□□□ □□
2 □□
3 □□□
6 □□□□□ □

7 2 Snakes, Spitting Cobra: AC 13, HD 1*, #At 1 bite or 1 spit, Dam 1d4 + poison or blindness, Mv 30', Sv F1, MI 7, XP 37 ea.

HP 7 □□□□□ □□
5 □□□□□

8 2 Roʻ Vultures: AC 12, HD 2, #At 1 flogging, Dam 1d6, Mv 10' Fly 120', Sv F2, MI 10, XP 75 ea.

HP 8 □□□□□ □□□
2 □□

9 2 Cheetahs: AC 14, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/2d4, Mv 100', Sv F2, MI 7, XP 75 ea.

HP 8 □□□□□ □□□
3 □□□

10 Prince Frog: AC 13, HD 2*, #At 2 claws/1 bite + special, Dam 1d4/1d4/1d6 + paralysis, Mv 20' Leap 20', Sv F2, MI 9, XP 100

HP 15 □□□□□ □□□□□ □□□□□

11 31 Rats: AC 11, HD 1 Hit Point, #At 1 bite per pack, Dam 1d6 + disease, Mv 20' Swim 10', Sv NM, MI 5, XP 360 (total)

HP 31 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □□□□□ □

12 10 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 5 □□□□□	8 □□□□□ □□□
4 □□□□	5 □□□□□
6 □□□□□ □	3 □□□
1 □	8 □□□□□ □□□
7 □□□□□ □□	2 □□

Wandering Monsters – Dungeon

1 4 Thulids, Lesser: AC 15, HD 1*, #At 1, Dam 1d6, Mv 40', Sv M1, MI 7, XP 37 ea.

HP 8 □□□□□ □□□ 2 □□
5 □□□□□ 6 □□□□□ □

2 Gray Ooze: AC 12, HD 3*, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12, XP 175

HP 6 □□□□□ □

3 5 Frogmen: AC 13, HD 3, #At 2 weapons, Dam 1d8+1, Mv 40', Sv F3, MI 10, XP 145 ea.
 HP 19 □□□□□ □□□□□ □□□□□ □□□□
 13 □□□□□ □□□□□ □□□
 15 □□□□□ □□□□□ □□□□□
 15 □□□□□ □□□□□ □□□□□
 7 □□□□□ □□

4 Spider, Giant Black Widow: AC 14, HD 3*, #At 1 bite, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8, XP 175
 HP 17 □□□□□ □□□□□ □□□□□ □□

5 2 Vermen, Ratman: AC 16, HD 1+1, #At 1 bite or 1 weapon, Dam 1d3 or 1d10, Mv 30', Sv F1, MI 5, XP 25 ea.
 HP 2 □□
 9 □□□□□ □□□□□ □□□□□

6 2 Haunted Bones: AC 15 (see rules), HD 3, #At 1, Dam 1d6, Mv 50', Sv F3, MI 11, XP 145 ea.
 HP 21 □□□□□ □□□□□ □□□□□ □□□□□ □
 13 □□□□□ □□□□□ □□□

7 Tapper: AC 15†, HD 3, #At 1, Dam 1d6, Mv 30', Sv F3, MI 14, XP 145
 HP 15 □□□□□ □□□□□ □□□□□

8 2 Centipedes, Giant: AC 11, HD 1d4 Hit Points*, #At 1 bite, Dam poison, Mv 40', Sv NM, MI 7, XP 13 ea.
 HP 1 □ 4 □□□□

9 3 Beetles, Giant Tiger: AC 17, HD 3+1, #At 1, Dam 2d6, Mv 60' (10'), Sv F3, MI 9, XP 145 ea.
 HP 12 □□□□□ □□□□□ □□
 6 □□□□□ □
 15 □□□□□ □□□□□ □□□□□

10 6 Beetles, Giant Fire: AC 16, HD 1+2, #At 1 bite, Dam 2d4, Mv 40', Sv F1, MI 7, XP 25 ea.
 HP 5 □□□□□
 8 □□□□□ □□□
 4 □□□□
 10 □□□□□ □□□□□
 3 □□□
 4 □□□□

11 6 Lizard Men: AC 15, HD 2, #At 1 halberd, Dam 1d10, Mv 20', Sv F2, MI 11, XP 75 ea.
 HP 4 □□□□
 13 □□□□□ □□□□□ □□□
 13 □□□□□ □□□□□ □□□
 10 □□□□□ □□□□□
 6 □□□□□ □
 9 □□□□□ □□□□

12 13 Cave Locusts, Giant: AC 16, HD 2**, #At 1 bite or 1 bump or 1 spit, Dam 1d2 or 1d4* or special, Mv 20' Fly 60' (15'), Sv F2, MI 5, XP 125 ea.
 HP 12 □□□□□ □□□□□ □□
 10 □□□□□ □□□□□
 9 □□□□□ □□□□
 9 □□□□□ □□□□
 9 □□□□□ □□□□
 7 □□□□□ □□
 7 □□□□□ □□
 5 □□□□□
 9 □□□□□ □□□□
 13 □□□□□ □□□□□ □□□
 6 □□□□□ □
 8 □□□□□ □□□

Hobgoblin Patrols

1 11 Hobgoblins: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.
 HP 8 □□□□□ □□□ 5 □□□□□
 1 □ 3 □□□
 4 □□□□ 7 □□□□□ □□
 4 □□□□ 3 □□□
 1 □ 7 □□□□□ □□
 3 □□□

2 5 Hobgoblins: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.
 HP 1 □ 5 □□□□□
 3 □□□ 6 □□□□□ □
 4 □□□□

3 8 Hobgoblins: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.
 HP 8 □□□□□ □□□ 4 □□□□
 2 □□ 8 □□□□□ □□□
 4 □□□□ 3 □□□
 6 □□□□□ □ 6 □□□□□ □

- 4 7 Hobgoblins:** AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.
 HP 7 □□□□□ □□ 5 □□□□□
 2 □□ 8 □□□□□ □□□
 8 □□□□□ □□□ 8 □□□□□ □□□
 5 □□□□□
- 5 6 Hobgoblins:** AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.
 HP 1 □ 8 □□□□□ □□□
 7 □□□□□ □□ 6 □□□□□ □
 6 □□□□□ □ 6 □□□□□ □
- 6 4 Hobgoblins:** AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.
 HP 3 □□□ 8 □□□□□ □□□
 6 □□□□□ □ 4 □□□□
- 7 7 Hobgoblins:** AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.
 HP 3 □□□ 8 □□□□□ □□□
 4 □□□□ 1 □
 4 □□□□ 3 □□□
 4 □□□□
- 8 4 Hobgoblins:** AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.
 HP 8 □□□□□ □□□ 5 □□□□□
 3 □□□ 1 □
- 9 16 Hobgoblins:** AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.
 HP 3 □□□ 3 □□□
 1 □ 3 □□□
 1 □ 6 □□□□□ □
 2 □□ 2 □□
 4 □□□□ 2 □□
 6 □□□□□ □ 5 □□□□□
 6 □□□□□ □ 5 □□□□□
 6 □□□□□ □ 5 □□□□□
- 10 18 Hobgoblins:** AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.
 HP 2 □□ 5 □□□□□
 4 □□□□ 8 □□□□□ □□□
 1 □ 7 □□□□□ □□
 8 □□□□□ □□□ 1 □
 8 □□□□□ □□□ 7 □□□□□ □□
 1 □ 5 □□□□□
 1 □ 8 □□□□□ □□□
 5 □□□□□ 7 □□□□□ □□
 4 □□□□ 6 □□□□□ □

- 11 12 Hobgoblins:** AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.
 HP 7 □□□□□ □□ 8 □□□□□ □□□
 3 □□□ 4 □□□□
 7 □□□□□ □□ 3 □□□
 3 □□□ 5 □□□□□
 1 □ 6 □□□□□ □
 4 □□□□ 1 □
- 12 3 Hobgoblins:** AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.
 HP 5 □□□□□ 2 □□
 4 □□□□

The Hobgoblin's Lair

General Description

Dungeon Walls Natural Stone
 Dungeon Floor Natural Stone (move at half speed, can't run) (Slippery Floor)
 Climate Cool and Humid
 Illumination Shadowy (phosphorescent fungus.)
 Random Encounters occur on 1-2 on 1d6; on a roll of 1, choose from the Wandering Monsters table, on a 2, choose from the Hobgoblin Patrols table

1. Cave Area 1:

A sloped pit lined with iron spikes lies in the southwest corner of the area, and a mural of geometric patterns covers the ceiling. Debris is piled up against east wall of the cavern.

If the pile is disturbed, giant fire beetles run out and attack.

5 Giant Fire Beetles: AC 16, HD 1+2, #At 1 bite, Dam 2d4, Mv 40', Sv F1, MI 7, XP 25 ea.

HP 10 □□□□□ □□□□□ 9 □□□□□ □□□□□
 9 □□□□□ □□□□□ 6 □□□□□ □
 8 □□□□□ □□□

Treasure found in a ruined bag in the pile: 70 gp and 1 **Potion of Enlarge Person**.

2. Cave Area 2:

Several square holes are cut into the ceiling and floor, and rusting iron spikes line the north and south walls. A rope hangs from a hole in the center of the ceiling.

2a. Cave Area 2a:

A locked trapped chest rests on the floor near the far wall.

Falling Block Trap (4d6 points of damage)

Inside the chest are 800 sp and 6 gems: citrine (75 gp), black sapphire (1,000 gp), garnet (500 gp), azurite (25 gp), emerald (1,000 gp), and smoky quartz (100 gp).

3. Cave Area 3:

There is an oak bunk bed by the southern wall. There are dried blood drawings of squares on the south wall.

On the oak bunk bed is a cloth bag of crushed herbs and a small metal knife.

There is a box of matches (60), a pint of lamp oil, brown pottery shards, metal pliers, a vial of mild poison, a black silk handkerchief, a corroded brass candle snuffer, a 7-foot wood pole, and a small leather pouch of black powder scattered around the area.

4. Cave Area 4:

There is an oak cupboard hanging on the north wall, and a mattress by the western wall. There is a large rusty cage with ashes on the bottom by the eastern wall.

Inside the oak cupboard are spoiled foods of cookies, butter, apricots, cakes, plums, and peaches.

On the mattress are 7 pieces of wood.

There is nothing remarkable about the pieces of wood.

5. Cave Area 5:

You can see a chest near the northeast cavern wall. A long case leans up against it. There are some items laying around the area, and many hobgoblins are staring at you with ugly expressions.

There are a set of wooden teeth, iron pliers, and shredded and torn clothing scattered around the area.

12 Hobgoblins: AC 14 (11), HD 1*, #At 1, Dam 1d8, Mv 40', Sv F1, MI 8, XP 37 ea.

HP	8	□□□□□ □□□	2	□□
	2	□□	7	□□□□□ □□
	2	□□	5	□□□□□
	4	□□□□	7	□□□□□ □□
	8	□□□□□ □□□	5	□□□□□
	2	□□	2	□□

Inside the chest are 150 gp, 3 Sapphires (25gp ea), and a **Longbow +1** (225 gp hoard total).

6. Cave Area 6:

There is a rosewood chest of drawers by the eastern wall, and a pallet by the southern wall. There is a leather sack hanging on the north wall.

On the pallet is a rabbit's foot and beeswax. Inside the leather sack on the wall is a smoking pipe. A rope descends through a hole in the middle of the ceiling.

6a. Cave Area 6a:

Climbing the rope from Area 6, the climber is suddenly yanked up through the hole in the ceiling and comes face-to-face with the ugliest hobgoblin ever seen. There are more hobgoblins in the room behind it, along with the largest of them all sitting upon what appears to be some sort of throne. Standing in front of the throne is a man in leather armor.

If the climber has the presence of mind to release the rope, he or she falls 20'. The hobgoblins will then slide down the rope to attack the party. The king and messenger will stay in the loft and await the results of the battle.

A secret door at the back leads to Area 6b.

15 Hobgoblins: AC 14, HD 1*, #At 1, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP	8	□□□□□ □□□	2	□□
	2	□□	7	□□□□□ □□
	2	□□	5	□□□□□
	4	□□□□	7	□□□□□ □□
	8	□□□□□ □□□	5	□□□□□
	2	□□	2	□□
	3	□□□	6	□□□□□ □
	5	□□□□□		

Messenger: AC 14, HD 3, #At 1 weapon, Dam 1d6, Mv 40' Sv F3, MI 6, XP 145

HP 12 □□□□□ □□□□□ □□

Hobgoblin King: AC 15, HD 7, #At 1 weapon, Dam 1d8+1 or by weapon+1, Mv 20', Sv F4, MI 9, XP 240

HP 25 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□

There is a key hanging from a chain around the king's neck.

6b. Cave Area 6b:

This area appears to be the hobgoblin king's sleeping chamber. There is a cell containing the Baroness here, and a large locked chest next to a large stone bed.

Inside the chest is Baroness Enas' jewelry along with 2,000 sp and 2,000 gp (hoard total 2,200 gp). Lady Enas will be very pleased to have her jewelry returned along with her rescue. The king's key unlocks her cell. If the messenger is captured he will reveal that the hobgoblin king would be well-rewarded for the head of the new Baroness. He will for the right incentive (convincing death threat or lots of gold) reveal that the former Baron sent him to pick up her head. (The GM can use this plot hook for another possible adventure).

7. Cave Area 7:

There is a birch desk by the western wall, and a large puddle of water at the east end.

Inside the birch desk is a garnet (150 gp) and a torch.

8. Cave Area 8:

The floor is covered in square tiles, alternating white and black, and an altar sits in the center of the area. What appears to be a nest of some sort hangs from the ceiling above it.

Disturbing the nest or approaching the altar will bring giant bees out of the nest to attack the party.

12 Giant Bees: AC 13, HD 1d4HP*, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9, XP 13 ea.

HP	1 □	3 □□□
	2 □□	3 □□□
	4 □□□□	2 □□
	2 □□	3 □□□
	1 □	3 □□□
	1 □	3 □□□

Found inside the nest is 600 sp.

9. Cave Area 9:

This area appears to be empty except for a few odds and ends laying around. There are bits of bones and teeth, and nine iron spikes scattered around the area. There is a maple barrel by the northern wall.

10. Cave Area 10:

There are a few areas of moisture at the south end of the area. There is a mahogany weapon rack by the southern wall. Pallets and cots line the walls; several are occupied by sleeping forms. This area appears to be in use as a barracks.

Further inspection of the area will reveal a wooden pitcher and 50' of twine scattered around the area. The hobgoblins will awaken at the slightest noise in the room and attack.

8 Hobgoblins: AC 11, HD 1, #At 1, Dam 1d8, Mv 40', Sv F1, MI 8, XP 25 ea.

HP	8 □□□□□ □□□	2 □□
	2 □□	7 □□□□□ □□
	2 □□	5 □□□□□
	4 □□□□	7 □□□□□ □□

11. Cave Area 11:

A large kiln and coal bin sit in the east side of the area next to an anvil. A hobgoblin is pounding on something on the anvil while seven more watch what he is doing. There are several iron blobs scattered throughout the area.

8 Hobgoblins: AC 14, HD 1, #At 1, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP	8 □□□□□ □□□	2 □□
	4 □□□□	7 □□□□□ □□
	2 □□	7 □□□□□ □□
	2 □□	5 □□□□□

Found in a leather sack next to the anvil are 3,000 cp and a **Potion of Delay Poison**.

12. Cave Area 12:

A circle of tall stones stands in the north side of the area, and a thumping sound can be heard in the center of the area, where six hobgoblins are standing around a table.

6 Hobgoblins: AC 11, HD 1, #At 1, Dam 1d8, Mv 40', Sv F1, MI 8, XP 25 ea.

HP 7 □□□□□ □□ 7 □□□□□ □□
 4 □□□□ 7 □□□□□ □□
 1 □ 5 □□□□□

Found on the table are some tiles with strange markings, 700 sp, and a **Silver Holy Symbol** (worth 25 gp).

13. Cave Area 13:

There is a maple chest of drawers by the western wall. There is a two-foot tall bent metal candelabrum with 4 burned-down white candles in it at the center of the area. There is a ruined wood shelf by the eastern wall. You can see five lizards.

5 Shocker Lizards: AC 16, HD 2*, #At 1 bite, Dam 1d4, Mv 40' Swim 20', Sv F2, MI 7, XP 100 ea.

HP 11 □□□□□ □□□□□ □
 14 □□□□□ □□□□□ □□□□
 9 □□□□□ □□□□
 6 □□□□□ □
 13 □□□□□ □□□□□ □□□

Located inside the maple chest of drawers is a leather rucksack containing 266 gp, 346 ep, 687 sp, 17,360 cp, and a **Ring of Protection +1**. It is protected by a trap.

Teleporter Trap: Teleports 1 PC to a random location in the lair (1d12), leaving behind armor and any gear on the floor.

14. Cave Area 14:

This area appears to be empty other than various items strewn about the place.

If someone looks at the ceiling:

There appears to be some movement of sorts, but nothing definitive.

Scattered around the area are Thief tools, 3 metal nails, 1 iron earring, a huge pile of various bones, 1 broken bullseye lantern, 1 bronze lamp, 1 brass whale figurine, 1 brass horseshoe, and 1 cedar cane. Rummaging through the pile of bones will bring the locusts swarming down.

6 Giant Cave Locusts: AC 16, HD 2**,

#At 1 bite or 1 bump or 1 spit,

Dam 1d2 or 1d4* or special, Mv 20' Fly 60' (15'),

Sv F2, MI 5, XP 125 ea.

HP 4 □□□□ 5 □□□□□
 10 □□□□□ □□□□□ 11 □□□□□ □□□□□ □
 12 □□□□□ □□□□□ 10 □□□□□ □□□□□
 □□

15. Cave Area 15:

Several alcoves are cut into the south and east walls, and a pile of rotting wood lies in the north-east section of the area.

The choker will attack the last PC coming into the area with surprise.

Choker: AC 17, HD 3+3, At 1 choke,

Dam 1d3 + special, Mv 20', Sv F3, MI 7, XP 145

HP 20 □□□□□ □□□□□ □□□□□ □□□□□

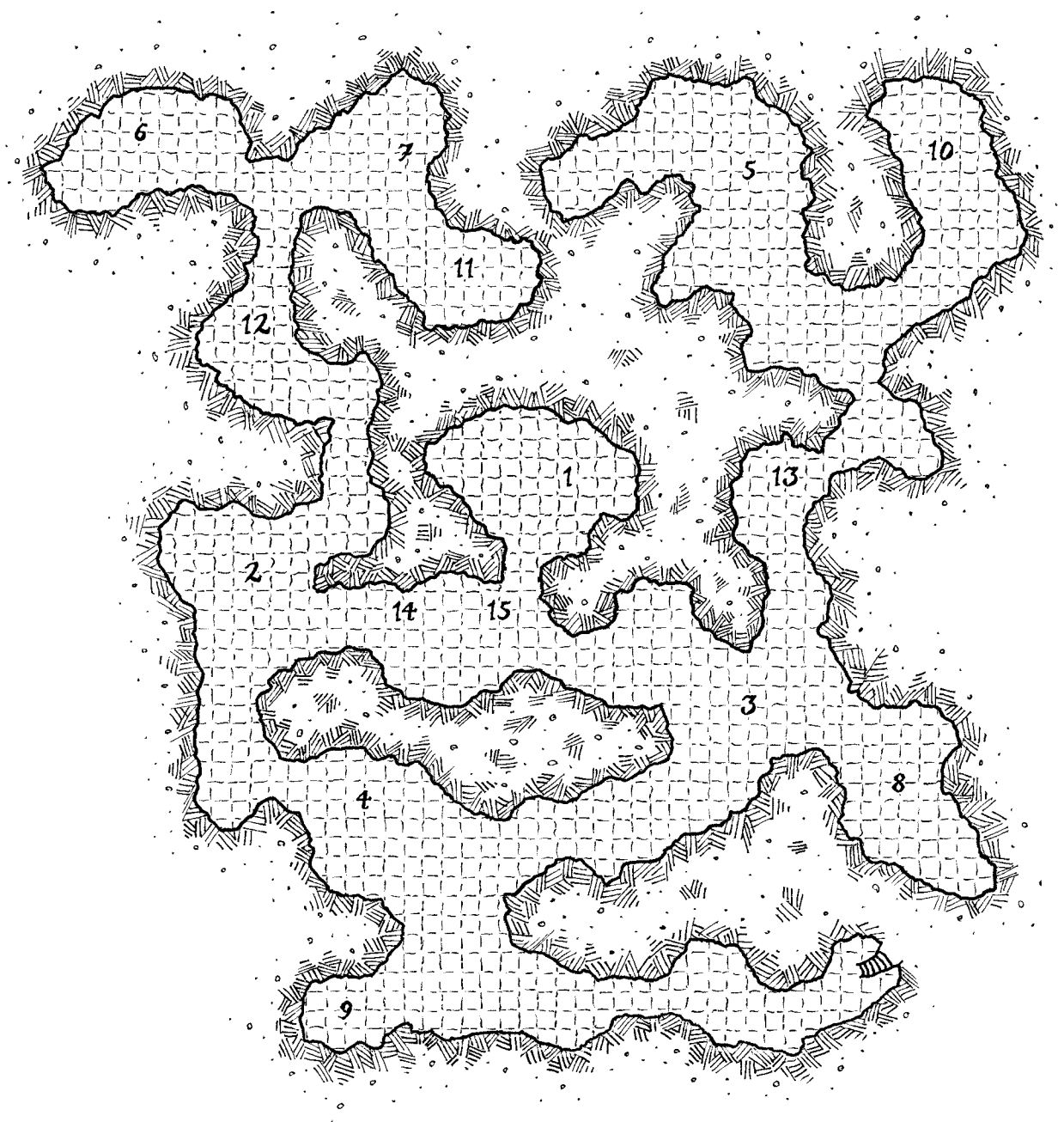
Additional Notes

If the PCs exit the lair and return later, they will see the messenger being escorted into the lair by three guards. If they kill the two remaining guards quickly and follow the messenger and his escorts, they will be led to area 6 and see them climb the rope. If the PCs kill the messenger and his escort, a seal from the former baron will be found on the messenger.

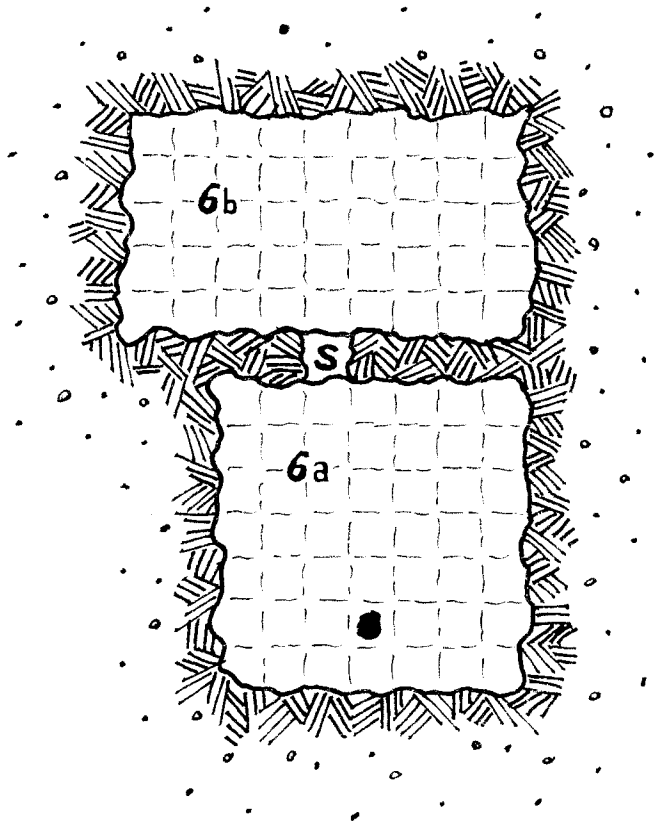
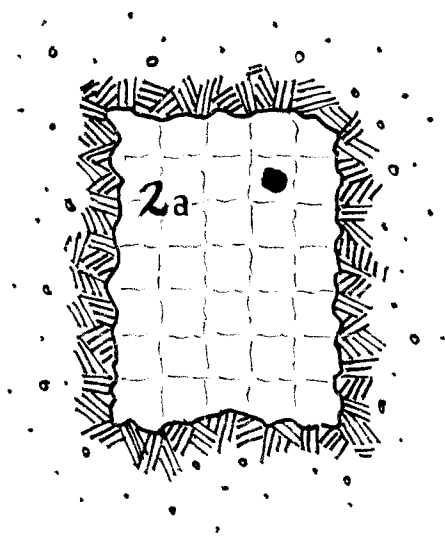
Hobgoblin patrols will be heavier in the lair this second time: 1-2 on 1d6 goes to the Hobgoblin Patrol table (disregard the other wandering monster table).

Successfully completing this adventure will garner an enemy for the party in the form of the former baron. Who is he really? Perhaps he is a higher-level Magic-User or Necromancer...

Main Map



Additional Maps



Open Game License

Designation of Open Game Content: The entire text of **Adventure Anthology Three** (except the Open Game License, as explained below) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Basic Fantasy Role-Playing Game; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including the "eye" logo, which is the personal trademark of Chris Gonnerman for his various products; (C) logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

More information on the Open Game License can be found at:

<http://www.wizards.com/d20>

The terms of the Open Game License Version 1.0a are as follows:

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. **Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. **The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. **Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. **Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. **Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. **Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. **Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in

conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. **Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. **Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. **Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. **Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. **Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. **Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. **Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support, Copyright 2005, Troll Lord Games.

Basic Fantasy Role-Playing Game Copyright © 2006-2016 Chris Gonnerman.

The Basic Fantasy Field Guide Copyright © 2010-2019 ChrisGonnerman, R. Kevin Smoot, James Lemon, and Contributors.

The Basic Fantasy Field Guide 2 Copyright © 2015-2020 ChrisGonnerman, R. Kevin Smoot, James Lemon, and Contributors.

Fire Mountain Copyright © 2015, 2017, 2020 John Dutton.

The Mystery of Drakestein Island Copyright © 2015-2017, 2020 John Dutton.

A Temple of Slides and Stairs Copyright © 2017-2020 Ollie Oberg.

The Search of Grimfall Copyright © 2017-2018, 2020 Alan Vetter.

The Halls of Finley Manor Copyright © 2016-2017 James Lemon.

Cult of the Green Skull Copyright © 2018, 2020 Seth "Parseth" Parsons.

The Crypt of the Forgotten Lord Copyright © 2018, 2020 Ian Kinkley.

The Ruined Sawmill Copyright © 2019-2020 Sean Wellington.

Reclamation of Castle Devyn Copyright © 2015-2018 James Lemon.

The Assassin's Conundrum Copyright © 2019-2020 Jobend.

The Grave of Gareth Copyright © 2019-2020 Clinton L. Robison.

The Village of Brebury Copyright © 2015-2019 Paul R. Cottrell and Zach Duncan.

Unbaronable Circumstances Copyright © 2019-2020 Paul R. Cottrell.

Adventure Anthology Three Copyright © 2020 James Lemon, Chris Gonnerman, and Contributors.

END OF LICENSE