

Edge of Doom

By Josh Sykes



Requires *Old School Essentials*

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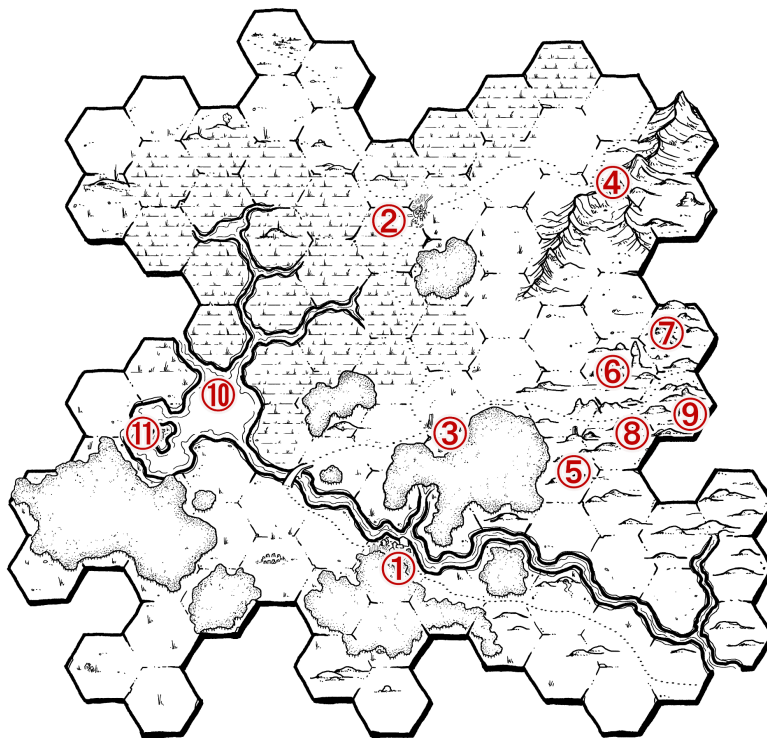
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This is a low to mid level, old school, sword & sorcery sandbox adventure. It is intentionally minimalist so it can be picked up and run with little to no prep. Feel free to season to taste.

The Fiefdom of Raven's Rest

The Fiefdom of Raven's Rest is rough borderland comprised of desolate moorland, craggy mountains, and treacherous swamp, broken up here and there by pockets of dark, ancient forests. It is ruled by the Jarl, Bjørn Jorgenson, a proud warrior in his early 50s, in the fortified motte and bailey settlement of Raven's Rest.



(1 hex = 6 miles)

Locations of Interest

1. Raven's Rest
2. Temple of Doom
3. Logging Camp
4. Lost Mine
5. Barrow Mounds 1 & 2
6. Barrow Mounds 3, 4, 5
7. Barrow Mound 6
8. Barrow Mound 7 & 8
9. Barrow Mound 9
10. Lake of Tears
11. Tower of Sorrow

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History - a fiefdom that teeters on the edge of doom

The fiefdom of Raven's Rest was established by conquest 20 years ago by Jarl Bjørn Jorgenson, after a peace treaty with the elves that controlled the area fell through. The Lady Moonlight Snow, leader of the elves, had relatively peaceful relations with the human tribes who previously lived in the region, and was to marry Jarl Jorgenson, sealing the peace. Instead, out of jealousy, she was murdered by his brother, Duke Hjaldr, sparking war between the Jarl's men and the elves. Hjaldr was banished, and he was followed into exile by the Jarl's sorcerous advisor, Krieg. Together, Hjaldr and Krieg both plot to overthrow the Jarl and take over the fiefdom. A few elves remain in the forests, entirely hostile to any humans they encounter.

Traveling in the Fiefdom of Raven's Rest:

Follow the standard procedure for wilderness exploration in the Old School Essential rules. Each day of travel there is a 1-in-6 chance of a random counter. If there is an encounter, find the result by rolling a d12 on the appropriate table by terrain type below.

Swamp Encounters:

1. 3d4 Bullywugs
2. 1 Catoblepas
3. 1d3 Carcass Crawler
4. 1 Troll
5. 1d6 Crab Spider
6. 3d4 Lizard Men
7. 2d4 Stirges
8. 1d3 Crocodiles
9. 1d4 Snake, Pit Viper
10. 1d4 Will-o'-the-Wisps
11. 1d4 Giant Frogs
12. 1 Flail Snail

Forest Encounters:

1. 1d4+1 Wolves
2. 1d2 Ogres
3. 1 Troll
4. 1d4 Snake, Rattler
5. 2d4 Elves
6. 1d3 Unicorns
7. 1d4 Sprites
8. 1d3 Giant Rat
9. 1 Sabre Toothed Cat
10. 1d3 Pixies
11. 1 Owl Bear
12. 1d3+1 Druids

Mountain Encounters:

1. 1 Manticore
2. 2d4 Wolves
3. 1d4 Dire Wolves
4. 2d6 Goblins
5. 2d4 Hobgoblins
6. 1d4+1 Bugbears
7. 2d6 Orcs
8. 1 Wyvern
9. 1d3 Harpies
10. 1d2 Ogres
11. 1d4 Snakes, Rattler
12. 1 Sabre Toothed Cat

Moorland Encounters:

1. 1 Hill Giant
2. 2d6 Brigands
3. 1d3 Harpies
4. 1 Troll
5. 1d2 Ogres
6. 1d6+1 Goblins
7. 1d4+1 Bugbears
8. 1 Sabre Toothed Cat
9. 1d3 Giant Rat
10. 1d4+1 Wolves
11. 1d3 Dire Wolves
12. 1d4+1 Gnolls

Logging Camp - on the edge of the forest north of the Village, recently attacked by a Hill Giant

The logging camp north of the village houses about 10 normal human loggers. A few days ago the logging camp was attacked by a Hill Giant. The loggers drove the giant off with their axes, but not before it made away with an armful of felled timber. The foreman of the camp, Snorri Anderson, wants the giant taken care of, and will send 3 loggers (treat as normal human retainers) armed with axes, to help.

The hill giant took the lumber because it intends to use it to build a steading, and it intends to come back for more.

If the party explores the moorlands looking for the hill giant, whenever they enter a new hex, they have a 1-in-6 chance to locate him. If they try to track him, he isn't difficult to track, and this becomes a 4-in-6 chance.

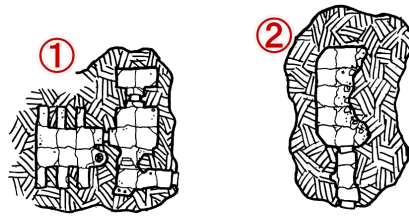
Snorri Anderson will pay the party 200 gp if they bring back the hill giant's head and invite them to stay in the camp overnight and celebrate with them.



The Barrow Mounds - Haunted burial mounds of ancient humans - undead won't stir unless disturbed. Throughout this adventure all map squares = 10ft x 10ft.

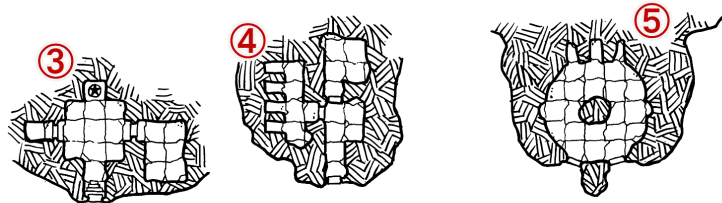
Barrow Mound Random Encounters

1. 3d4 Skeletons
2. 1d6 Ghouls
3. 1d6 Zombies
4. 1d3 Carcass Crawlers



Barrow 1

- 6 Skeletons w/ silver short swords
- Treasure chamber: urns containing 1000 cp

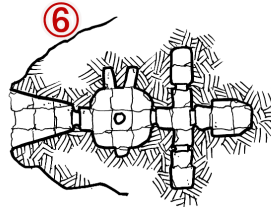


Barrow 2

- Empty

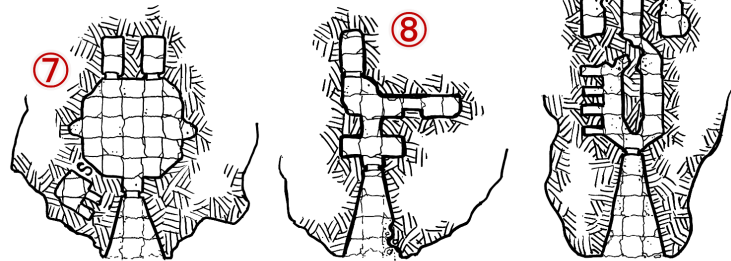
Barrow 3

- 1 Specter
- Treasure chamber: urns containing 1500 sp, 500 gp



Barrow 4

- 4 Skeletons (one has +1 sword)
- Treasure chamber: urns with 1200 gp, 6000 cp



Barrow 5

- 3 Specters (each is buried with a +1 spear and +1 shield)

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Barrow 6

- 2 Wights
- Treasure chamber: urns with 1400 gp, 2000 sp, 5000 cp

Barrow 7

- Helga Eriksdóttir ran away with her lover, Sif Bjørnsdóttir, and they are hiding in Barrow 7 to plan their next move.
- 2 Specters undisturbed, buried with +1 spear and +1 sword
- Secret chamber contains box of jewelry worth 2400 gp

Barrow 8

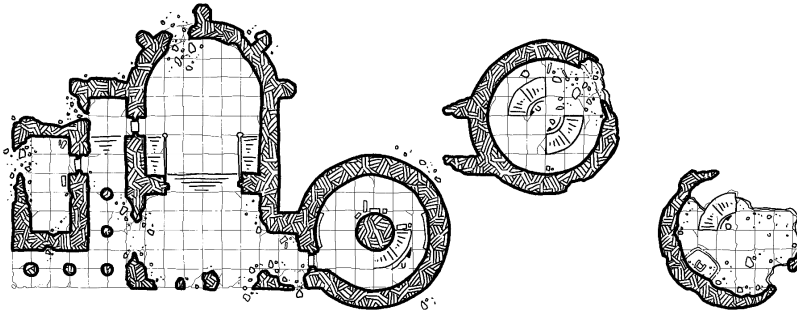
- 2 Specters, buried with a suit of +1 chain mail and a +1 shield

Barrow 9

- A group of 6 ghouls is nesting in this barrow.
- Treasure chamber contains urns with 500 gp, 1200 sp, and 3000 cp.

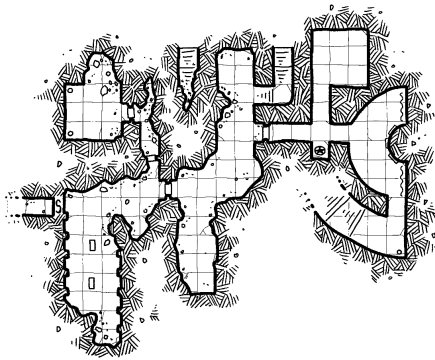
Temple of Doom - ruled over by The All Seeing One (Eye of Terror) with its servitor Lizard Men

Ground Level and Tower

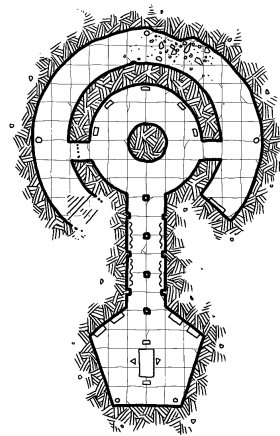


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Lower Level 1



Lower Level 2



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Random Encounters:

Ground Level

1. 2d4 Stirges
2. 1d4 Lizard Men
3. 1d3 Pit Vipers
4. 1d3 Crab Spiders

Lower Level 1

1. 2d4 Lizard Men
2. 1d3 Carcass Crawlers
3. 1d3 Pit Vipers
4. 1d3 Crab Spiders

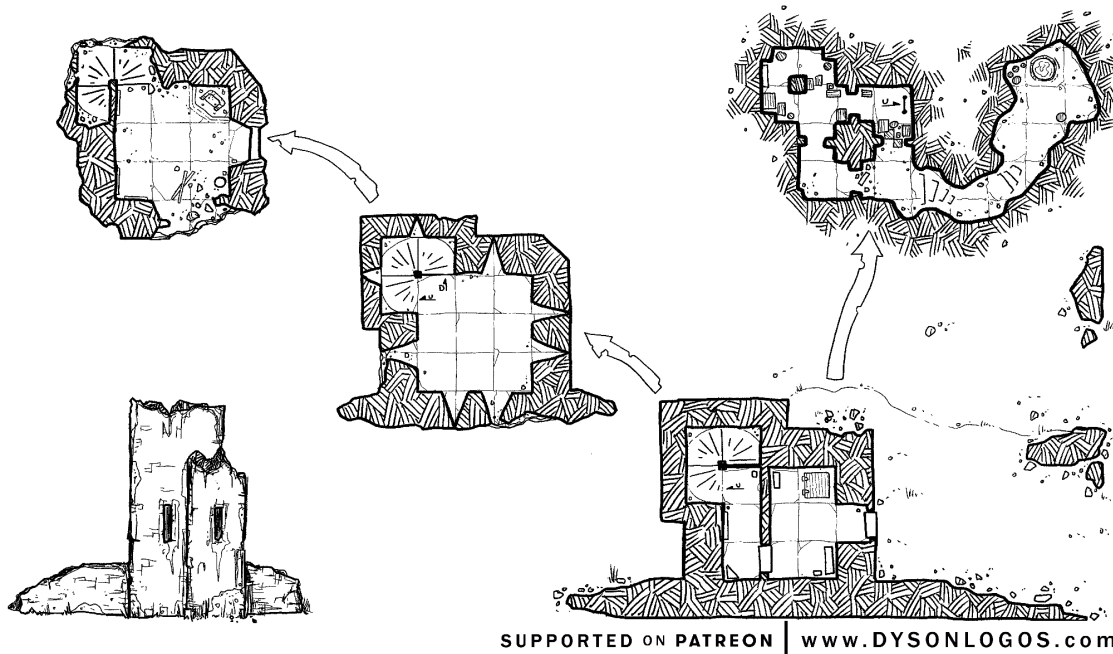
Lower Level 2

1. 1d4 Water Termites
2. 1d3 Grey Oozes
3. 1d3 Pit Vipers
4. 1d3 Crab Spiders

Duke Hjaldr (with his entourage of 6 Orcs) is a guest of the All Seeing One and has come to negotiate an alliance against Raven's Rest. They are camped on the first level in the chapel of the temple. The All Seeing One usually keeps to the tower. He has 3000 gp worth of gems with which he hopes to buy the Eye of Terror's loyalty.

Treasure: In the pentagonal room on the lower level are a number of stone pots containing 10,000 cp, 7000 sp, and 5000 gp.

Tower of Sorrow - Lair of the Banshee



A fisherman and his family live on the southeastern edge of the Lake of Tears and can be persuaded to lend the party a boat, with a deposit. He warns them that mournful wailing is sometimes heard from the tower, which is why it has come to be called the Tower of Sorrow.

The banshee in the tower was once an elf maiden, known in life as Lady Moonlight Snow. She was murdered by Duke Hjaldr just prior to the Jarl's conquest of the fiefdom 20 years ago. She wants nothing more than revenge. Her four handmaidens have become Shadows.

Random Encounters

1. The Banshee
2. 1d4 Crab Spiders
3. 1d3 Carcass Crawlers
4. 1d4 Shadows

Treasure:

- 4 Casks of Elven Wine in the cellar, worth 100 gp each.
- Jewelry worth 3000 gp
- A book of elven poems worth 10 gp
- A golden statue of a hind worth 750 gp
- A chest of jewels worth 1000 gp
- A vase worth 100 gp
- 4 Tapestries of Elven hunting scenes worth 300 gp each.

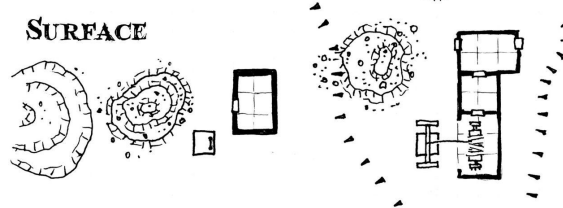
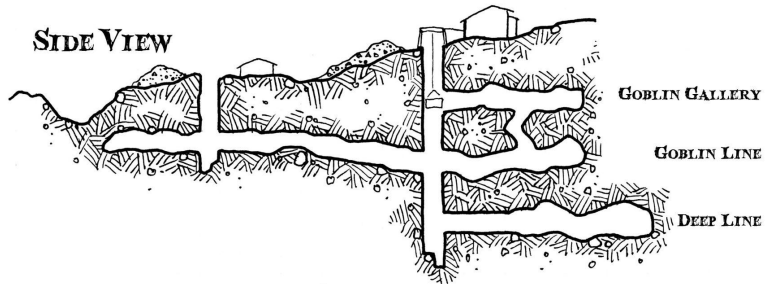
If the PCs try to take anything the Banshee will appear.

The Lost Mine - Iron and Copper Mine taken over by the human Sorcerer Krieg and his tribe of goblins.

This is currently Krieg and Hjaldr's base of operations, though Hjaldr is currently elsewhere (The Temple of Doom). The main purpose of holding the mine is to use it to get the raw material needed to arm a force of goblins and orcs to attack Raven's Rest.

Random Encounter in the Mine:

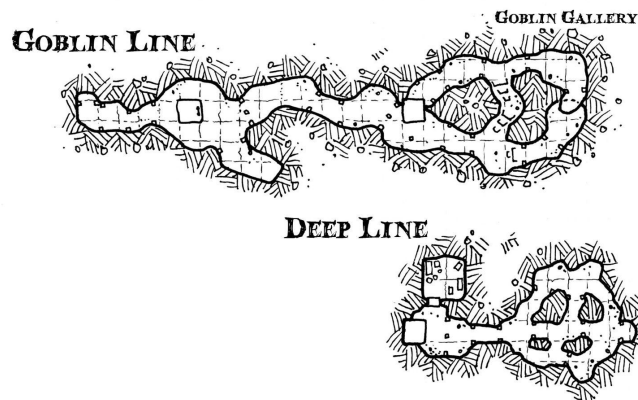
1. 2d6 Goblins
2. 2d4 Hobgoblins (20% with 1d2 Wolves)
3. 2d4 Bugbrears
4. 1d3 Giant Centipedes
5. 1d3 Rust Monsters
6. 1d3 Carcass Crawlers
7. 2d4 Stirges
8. 2d4 captive Human miners + 2 Goblin guards



Patrol: 2 Goblins riding wolves patrol the surface around the mine

Shed: 2 Goblins on lookout

Treadwheel house: 1 Bugbear operates the treadwheel crane, overseen by 1 Hobgoblin.



Krieg's Lair in the Goblin

Gallery:

- Krieg with his dire wolf, Magnus
- 2 Bugbears
- 2 Goblins on the stairs and 2 Goblins at the lift

Goblin Line:

- 12 captive human miners, 6 goblins, 2 bugbears, 2 hobgoblins

Deep Line Storeroom:

- 2 Bugbear guards
- Treasure: Chests: 2000 cp, 1000 sp, 1000 gp + Jewelry worth 2000 gp

NPC Profiles: Krieg the Sorcerer & Duke Hjaldr - a tense alliance, each scheming with and against the other to become Jarl of Raven's Rest.



Krieg, Evil Sorcerer

Level 7 Magic User - Chaotic

Str 15 Dex 10
Int 15 Con 14
Wis 13 Cha 7

AC: 8 HP: 33 THAC0: 16
Saves: D:11 W:12 P:11 B:14 S:12

Weapons: Dagger +1, Wand of Cold (5 charges),
Staff of Striking (12 charges)

Armor: Ring of Protection +1

Spellbook:

1st Level: Charm Person, Magic Missile, Read
Magic, Shield, Sleep

2nd Level: ESP, Knock, Mirror Image, Web

3rd Level: Fireball, Fly, Haste

4th Level: Charm Monster



Duke Hjaldr, Evil Fighter

Level 8 Fighter - Chaotic

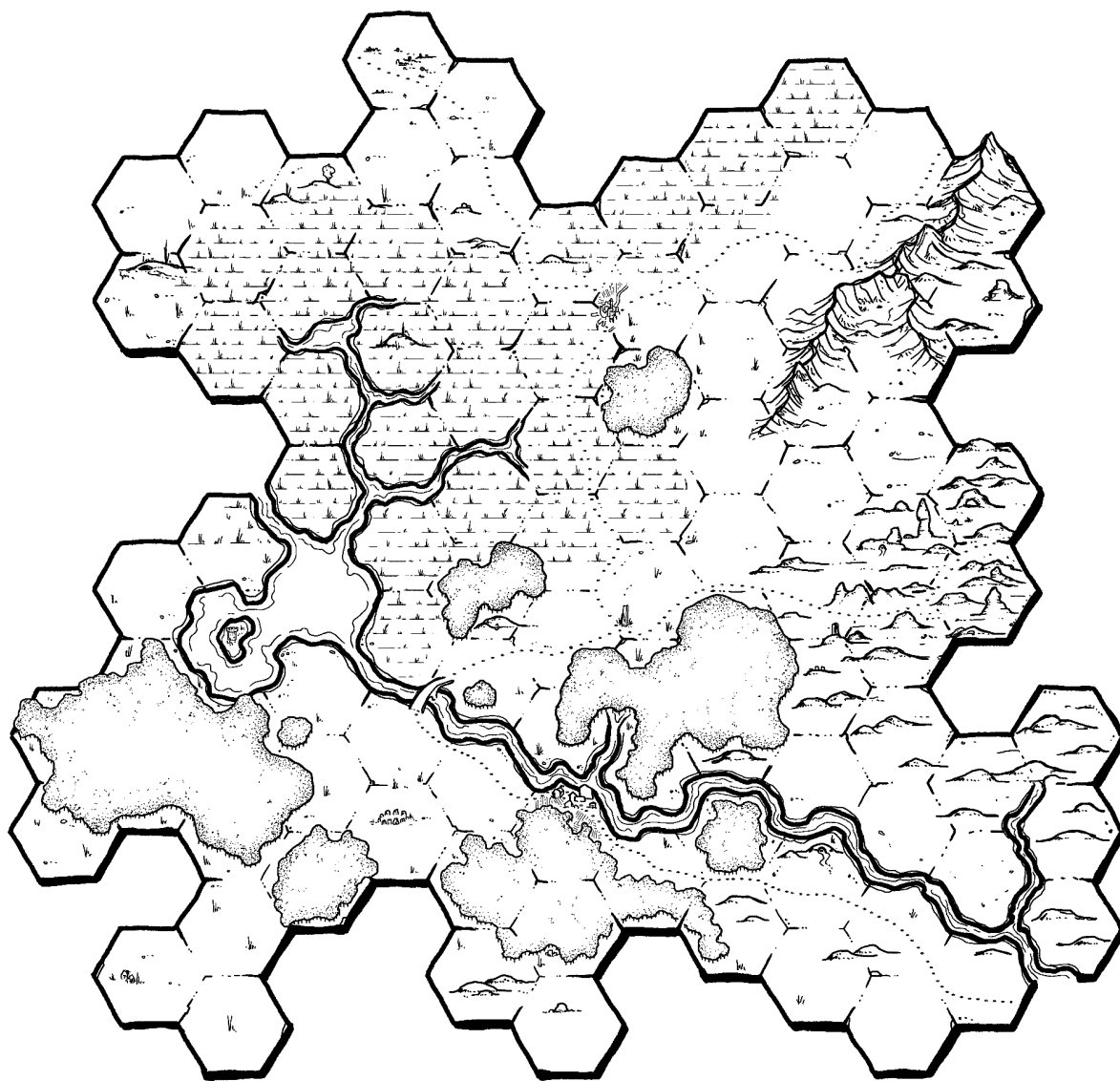
Str 16 Dex 11
Int 9 Con 14
Wis 11 Cha 11

AC: 2 HP: 59 THAC0: 11
Saves: D:8 W:9 P:10 B:10 S:12

Weapons: Sword +1 Flaming (Damage: 1d8+3)

Platemail, Shield, Dreadful Helm (infravision to 60ft
and causes eyes to glow red)

Players Map of the Fiefdom of Raven's Rest



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Notes: