

Mystery At Camp Bellvine



Flooded Realms
Adventure Press

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

MYSTERY OF CAMP BELLVINE

An adventure by Flooded Realms Adventure Press

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INTRODUCTION

A lord is missing from his post. The lumber mill falls silent as workers wander away, either to become vagabonds or disappear forever. Rumors of the dead walking in the fetid swamp, and an ancient evil unsealed. Bellvine Swamp holds many secrets, and not all wish to see the light of day.

The titular mystery at the heart of this module is the disappearance of the lumber camps owner, and lord of the land Thomas Bellvine. He has been missing for weeks. A search party was sent, but never returned, and shortly after their expedition the camp began experiencing nights full of evil whispers echoing in the forest. Common folk have begun disappearing into the swamps, following these whispers to their source.

Finding and ending the source of the whispers will lead to more questions about Bellvine's disappearance. It seems that he left to seek the power rumored to be in the heart of the swamp, and came upon more than he could handle.

This module provides a moderate challenge to parties of 4th level or below. It contains a small regional hex map, a small dungeon and light mystery elements. The region, dungeon, and characters are part of the wider Kingdom of Salmaeus setting. The Kingdom of Salmaeus is a human empire which possesses the largest of a series of micro-continent left over after a calamitous flood covered the world in shallow seas.

This module was designed for use with Old School Essentials™. Text in **bold** denote room descriptions or items and creatures which can be referenced in the Old School Essentials™ Classic Fantasy rulebook. Text in *italics* represent hidden and mechanically relevant details.

AREA HISTORY

In the age before the flooding and reshaping of the world, this area was a moorland claimed by a great empire. On this moorland, a small guild of wizards sought to build a school in which to research all things, both magical and mundane. This school became known as the Ebon Order, due to their bizarre lighting arrangements. They built the largest known collection of books, the Ebon Reliquary. All was fine for a few generations, until a necromancer named Torgal took over. His conduct forced the powerful Clerics of Jaug (a porcine god of nature who was worshipped in the area) to seal the tower, damning all within to a slow and grizzly death. The tower became known as the Belladona Tower, both for the flowers that grew upon it after the sealing, and for the death that was dealt there. Its name passed into myth, and was retained by the scattered remnants of the empire through oral tradition, even as the tower was swallowed by the land.

After the flood, the ecology changed from moorland, to evergreen forest and swampland. As such, Camp Bellvine and the surrounding timber forest is one of the central providers of lumber for the kingdom of Salmaeus. While Salmaeus is the largest of the micro-continent of the known world, it still has very little land suitable for growing lumber. To overcome this, lumber regions, such as the Bellvine region are magically augmented so that trees mature faster. The trees are planted in long almost identical rows. This makes navigation without the aid of a compass, sun stone, or similar wayfinding device. The lumber region is bordered by a wide brackish swamp, dotted with bald cypress groves.

RECENT EVENTS

Lord Thomas Bellvine is unhappy with his current station in life. He wishes to pass from being a simple lord of a small region, to being a noble. In pursuit of this goal, he has been researching the legends surrounding the Belldona tower. After finding the tower itself, he was able to locate the small shrine that held the power of the seal. Breaking it, he entered the tower through a service entrance. He was then guided by inviting whispers to the bottom most room, where he donned a ring made of brass and bone. This ring gave him power over the dead, at the cost of great pain to himself and a curse that makes his arm look as though it is rotting. Paying no heed, he has stayed in the tower attempting to uncover the ring's secrets so that he might re-emerge with the power he needs to ascend.

His meddling has unsealed ancient evil magic from the ground, causing a nearby dryad who was placed by Jaug to guard a portalstone into the tower to become corrupted into a cypress witch. The witch has begun attacking the camp at night, causing the workers to lose sleep or wander off completely.

His elongated absence has been noticed by the camp staff, and more worryingly, a tax collector who is here for the yearly tax and audit. Thomas must be found, either dead or alive, so that the business of the Empire may continue.

ADVENTURE HOOKS

A few simple hooks to help slot this module into any campaign:

- The Lord of a neighboring region is Thomas's family and is concerned for his disappearance.
- Rumors of laborers wandering off into the night
- Rumors about the tower itself

NPC KNOWLEDGE LIST

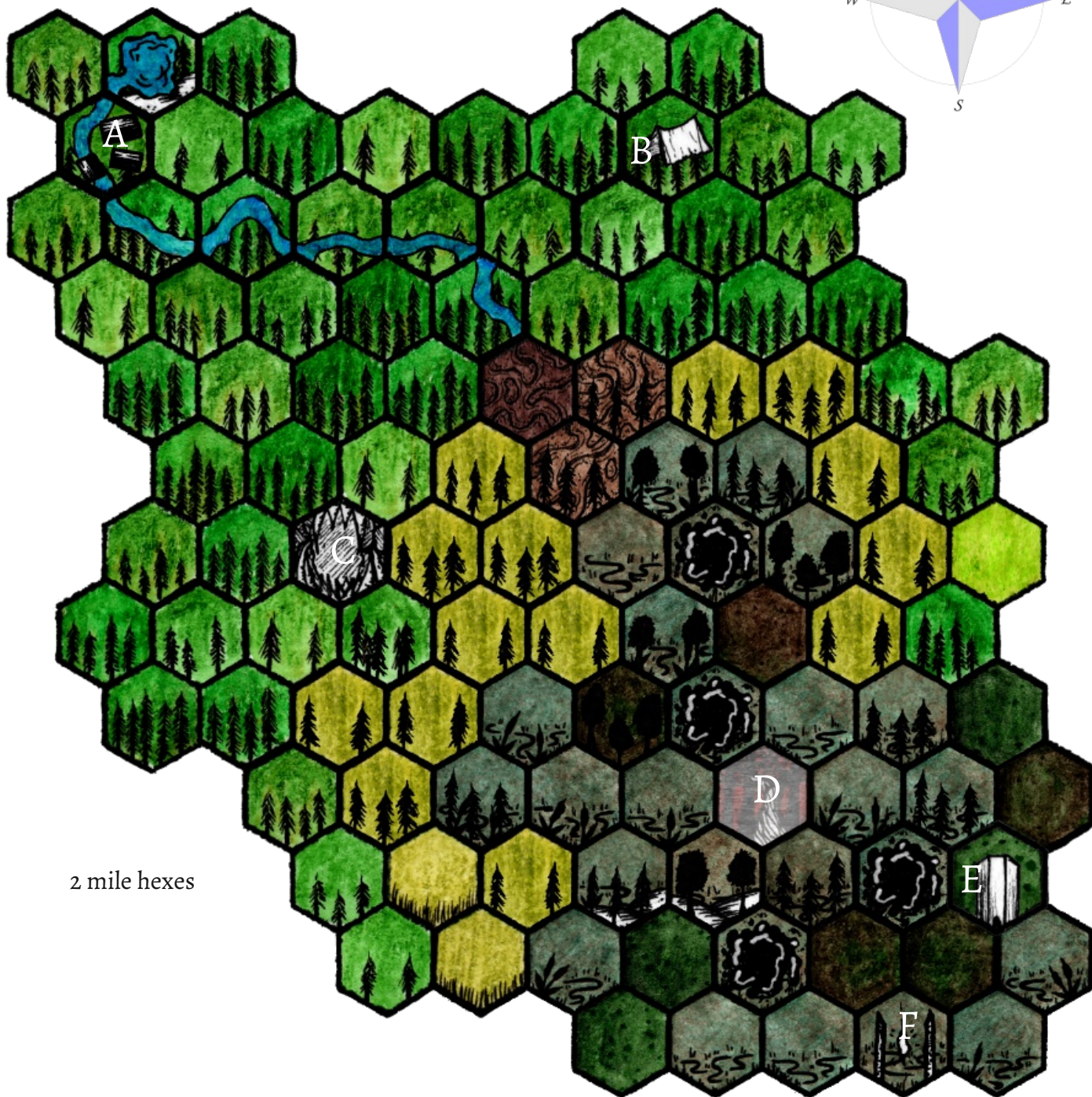
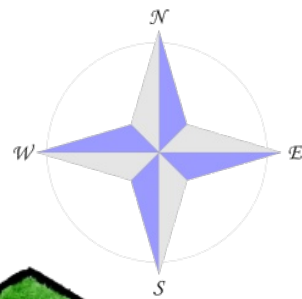
The people who work for Thomas will have some insight into who he is, they will know the following:

- He has always lusted after power and gold
- He has always been a fair, but distracted boss
- He recently brought more furniture into his already furnished house, without removing the old.
- He often took trips to the library at the capital in the off season.

CLEANSING THE CORRUPTED

As the Cypress Witch was turned against her will, she may be saved. Doing so will require the flow of magic to be stopped, and a powerful cleansing from a high level cleric or druid.

REGION MAP



2 mile hexes

REGIONAL OVERVIEW

The presence of a Cypress Witch causes severe changes to the local ecology. Normal monsters and creatures avoid the area one is active in, or are rapidly killed. The one here will need to be dealt with (either killed or restored to being a dryad) quickly. To reflect this, this area has a slightly modified travel procedure:

Travel Procedure

- Players decide a course
- Roll to become lost (3 in 6 unaided, 1 in 6 otherwise)

If the Cypress Witch is active:

- If the party enters a hex within 3 hexes of D, roll an encounter on Table A.
- When the party rests for the night anywhere - roll a Cypress Witch appearance. (1d10 + 1 for every night without an encounter prior to this one. On a 7 or above, the Cypress Witch appears and uses her Whisper of the Witch ability)

If Cypress Witch is dead or a dryad again:

- Use normal wilderness procedures, with Table B.

The Zombified variants of normal creatures use stats as regular, but gain the traits of **Zombies**.

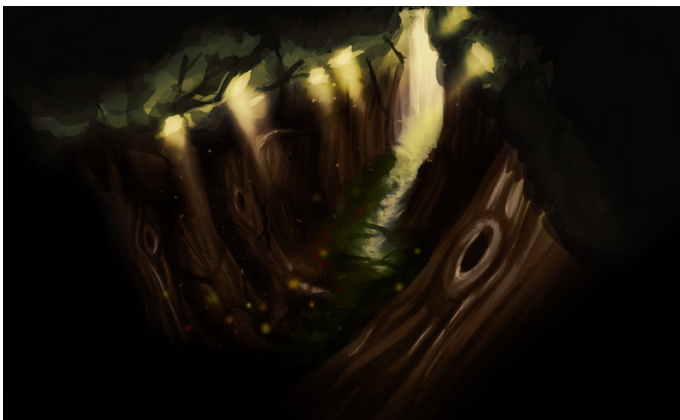


TABLE A

Bellvine Woods Wilderness Encounters (Cypress Witch Active)	
1d4	
1	Zombie Wolf
2	Zombie Boar
3	Zombie
4	Ghoul

TABLE B

Bellvine Woods Wilderness Encounters (Cypress Witch Inactive)	
<i>Roll 2d6 and take the sum. On Doubles, take the sum and the doubled number. I.e a roll of 8 on double 4s results in both Giant Toads and a Goblin Scouting Party</i>	
2*	Hagar , bandit leader, (Brigand) accompanied by 1d10 Bandits , and 1d4 cavalry
3*	Bandit Raiding Party , 1d10 Bandits , 20% chance of having cavalry.
4*	Bandit Scouting party , 1d6 Bandits
5	Wolf
6	Giant Rat
7	Wild Boar
8	Giant Toad
9	Alligator (use Crocodile stats)
10	Driver Ant
11	Alchemist (Searching for reagents, has 4 random potions for sale)
12†	1 Dryad (will reward the party if they healed the Cypress Witch, reaction roll otherwise)

* From the Camp at B, if defeated or driven off, replace with a roll from an appropriate wilderness table for the terrain type.

† One time encounter, replace with a roll from an appropriate wilderness table for the terrain type.

A. CAMP BELLVINE

The camp itself. This lumber camp provides timber for housing, it is quite small and only works seasonally, late spring through early autumn. The camp itself consists of a water powered saw mill, a large building that serves as mess hall and apothecary, Bellvine Manor (the lord's residence) and a scattering of huts and cloth tents for the laborers to reside in. The following NPCs may be found there, as well as 2d10 laborers.

i. Lord Thomas Bellvine - The current lord of the land and owner of the larger Bellvine Swamp. He routinely takes trips to the capital, so his current disappearance did not initially cause much alarm in the camp.

ii. Camp boss Goddard - Runs the camp during Thomas Bellvine's many absences. Has also received all the payments on his behalf, and has taken to keeping Bellvine's portion for himself during this absence. All in all, he has kept the camp running smoothly, since he knows his payday depends on the lord's absence not being discovered.

iii. Dalthia - Head of the kitchen and Apothecary, Dalthia keeps all the workers fed and healthy. She is also rumored to be Thomas Bellvine's mistress. This is not true, but Dalthia does little to discourage it.

iv. Auditor Claude - A recent arrival, only in the camp for the yearly audit and tax collection. Has grown suspicious of Lord Thomas's absence and continued refusal to deal with him directly.

The Bellvine manor is of particular note. It is modest by standards of nobility, more akin to a large house than a palatial estate. Inside, Lord Bellvine maintains a neat study which holds a ledger book containing finances for the camp. It has entries written in two different hands (*the lord's and Goddard's*). There is a secret door in the kitchen, which leads to a hidden basement. In the basement, in the remains of a fire, is a scrap of parchment that simply reads "Tower in the swamp, south of the river's end" in Bellvine's Hand.

B. DESERTER CAMP

Mixed camp of deserters and a few laborers who have left the camp in light of the recent happenings. Led by a man known as Hagar, this band generally makes a living attacking trade caravan's headed from the port to the capital. They do not attack the camp directly, as that would raise the ire of the lord, and possibly bring the royal guard in to investigate.

Gaurded: Hagar, (Brigand, wields a +1 short sword), 2d10 footmen, 1d8 cavalry.

Plunder: 100 Sp and 4 weeks rations.

Hagar
<i>Bandit "King"</i>
AC 6 (13), HD 1, Att 1 x (+1 Short Sword) THACO 19 [0], MV 120' (40'), SV D12, W13, P12, B15, S16 (1) ML 8, AL Chaotic, XP 10, NA 1, TT A
Has a black pearl necklace worth 50GP on his person at all times. Wears a <i>Helm of Alignment Changing</i>

C. DRIVER ANT NEST

Nest of driver ants. The ants stay within a few miles of their nest most of the time, but in winter food becomes scarce. This forces them to wander farther afield, and puts the camp at risk.

Gaurded: 2d8 Driver Ants, 1 Driver Ant Queen

- Plunder: 100 GP, Scroll of Floating Disk

D. CRYPRESS WITH LAIR AND PORTAL STONE

This dryad was tasked by Jaug to guard the portal stone into Belladona Tower. As his influence waned, it became more difficult for her to resist corruption from the necromantic energy leaking out of the portal. The tower's seal being broken and Torgal's spirit reawakened increased the energy's flow from a trickle to a torrent. No longer able to resist, she has finally fully transformed. She retains a vestige of her former self, and only takes blood as necessary, however she has grown resentful of mortals and gleefully leads them to their deaths, and then raises them as undead thralls.

Gaurded: 1 Cypress Witch, 3 Zombies

Plunder: 3 Bottles of Cypress Witch blood.

Waygate: A portal (made of bone, sinew and flickering with a sickly blue light) leads to section **C1** of the Belladona Tower Map.

Cypress Witch
<i>Corrupted spirit of nature</i>
AC 5 (14), HD 2*, Att 2 x Magic Vines (1d8) THACO 18 [+1], MV 120' (40'), SV D10, W11, P12, B13, S14 (4) ML 6, AL Chaotic, XP 100, NA 1, TT D
Bound with tree: Spiritually connected with a single tree. Cypress Witch dies if the tree is cut down and silvered.
Control of Plants: A Cypress Witch controls the growth of its tree, warping it into any shape desired.
Whisper of the Witch: Each night, the witch sends out vile magic, causing dark whispers to echo through the woods for up to 4 miles. All who hear are compelled to exsanguinate themselves upon the witch's tree (save versus spells, with a -1 per each two nights enduring it).
Control of Undead: Any person who is charmed into feeding the tree becomes a zombie under the command of the Cypress Witch. The Cypress Witch can have up to five of these creatures.
Whipping Vines: A Cypress Witch may attack with vines that issue forth from their hands. These vines can be used in melee and up to a range of 20'



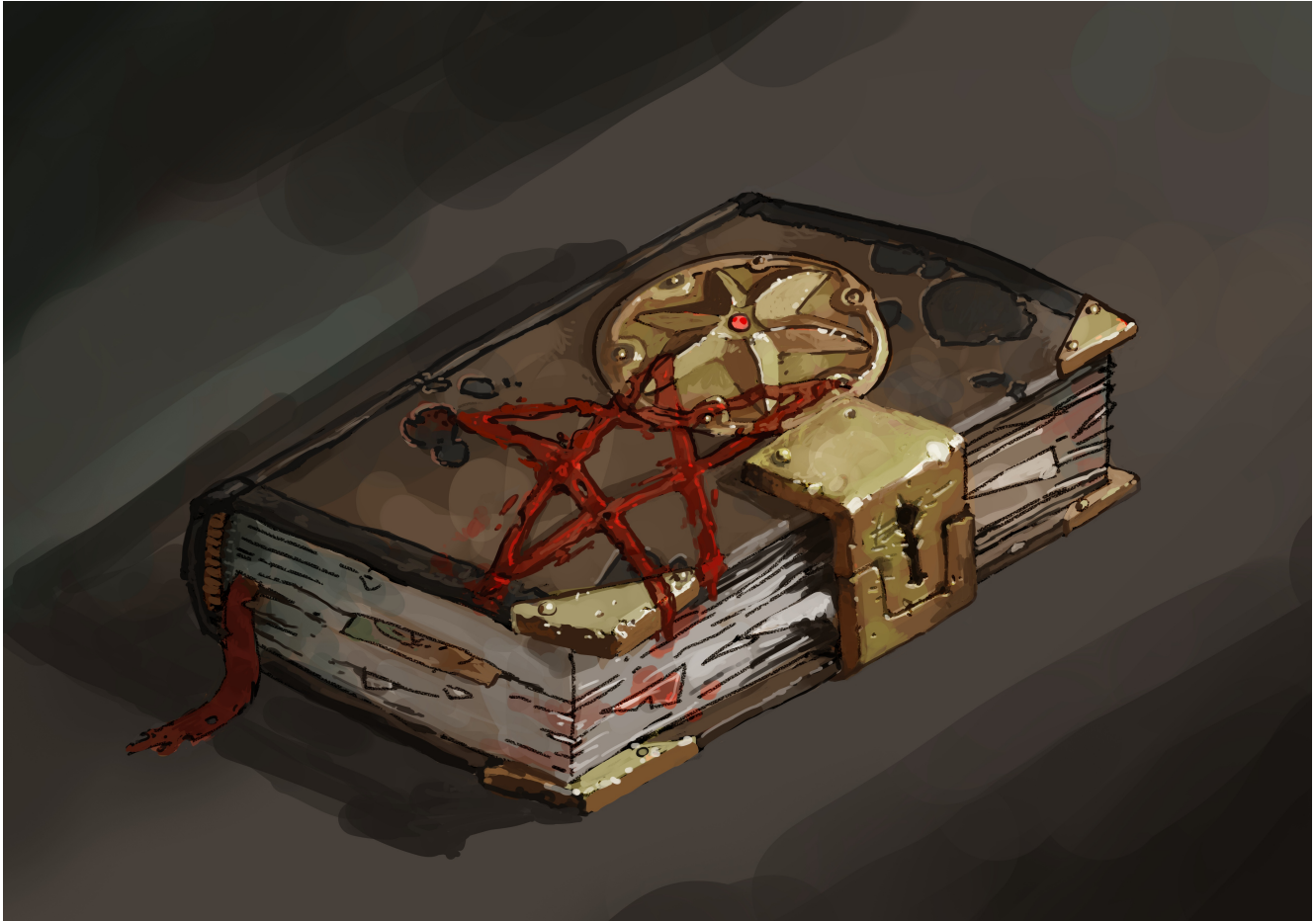
E. BELLADONA TOWER

Bone white tower covered in freshly grown, perpetually blooming deadly nightshade. This tower was Torgal's base of operation. It served as both a school and the headquarters of the Ebon Order.

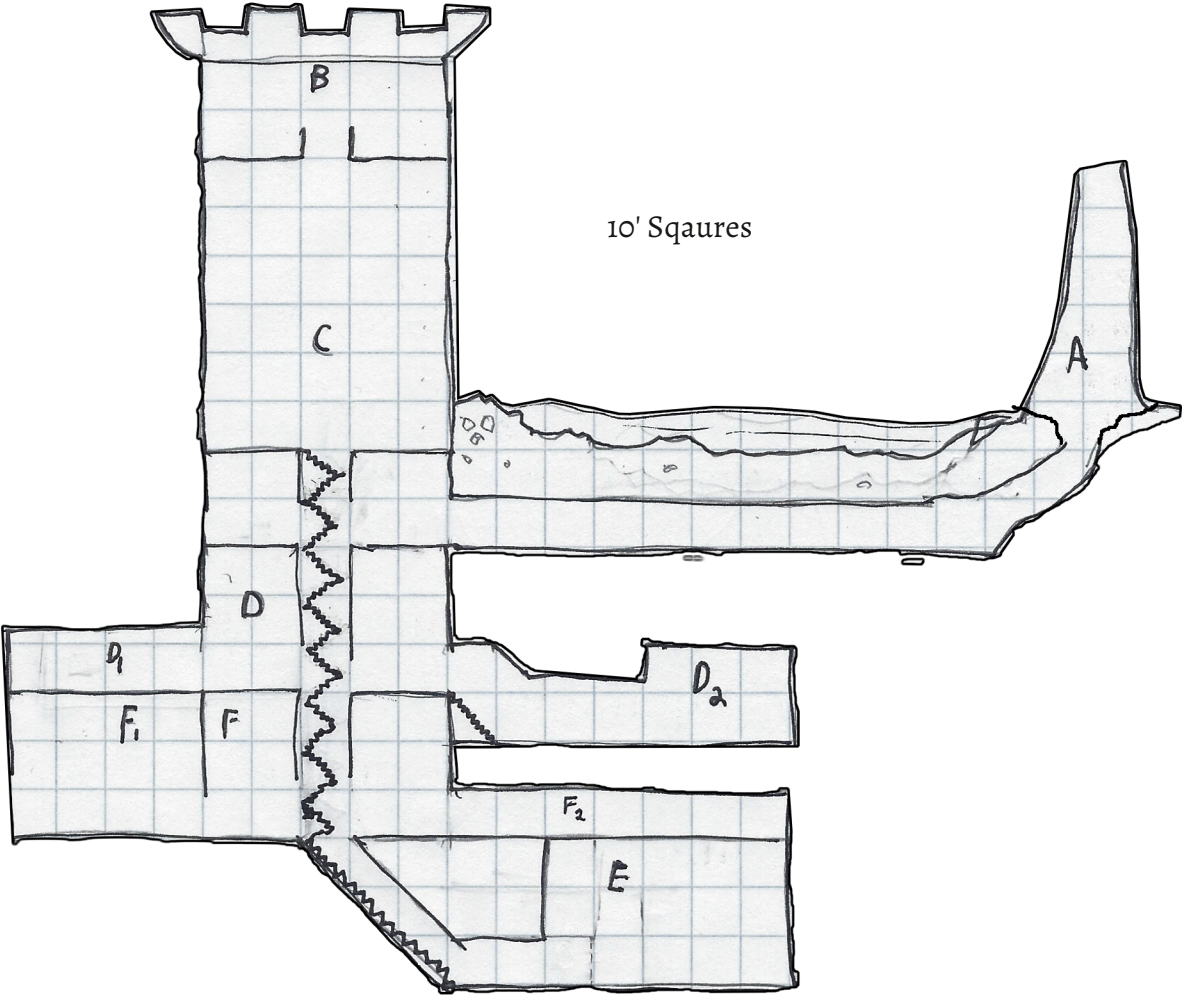
The tower was usually entered via the portal at **D**, but also has a hidden service tunnel guarded by a mummy torso. Jaug's holy symbol is indeliably burned into the eastern wall, and no nightshade will grow there.

F. SEALING SHRINE

This small marble dais and statue were erected by the clerics of Jaug in the pre-Flood age. The statue depicts a man with four arms (two natural and a second skeletal set grafted on his back). The figure has multiple sets of chains lacing his body, all terminating in a central circle on the chest. This circle has an image of a boar carved into it (Jaug's holy symbol). This carving is seared, and now solidified melted gold drips out and down the statue. This is the result of the seal being broken by Lord Bellvine. Restoring the seal will prevent entry into Belladona Tower and cause the tower to sink back into the ground. The seal will be difficult to restore without the help of high level clerics of a non-defunct religion, or restoring Jaug worship in the land.



BELLADONA TOWER, SIDE VIEW



ROOM DESCRIPTIONS

Each room is made of grey flagstone, and lit via blue lamps, shaped like nightshade blossoms. These lamps make a pool of light of exactly 10' in radius, placed every 20'. They do not flicker, and every area outside their radius is pitch black, non-magical darkness.

These halls are haunted by various undead, and the creatures that feed on them. They can be found on the following table.

Skeletons in this dungeon may either be Marked or Unmarked. Marked Skeletons bear a faintly glowing blue sigil on their skulls. It is in the form of a bird's outstretched wings, as if coming into roost or strike. These Skeletons were Torgal's direct students, and will obey anyone bearing his ring (room 12.)

Belladona Tower Wandering Monsters	
1d6, rolled every 6 turns.	
1	Skeleton(Marked)
2	Giant Bat
3*	Carcass Crawler
4	Shadow
5	Insect Swarm (Corpse Flies)
6	Zombie



* Only one of these resides in the Tower, once it is killed, replace with unmarked skeletons.

1. SERVICE TUNNEL ENTRANCE

Hardened clay floor, covered in a thin layer of water which drips from the marshy pool above. Smells of old mud.

This service tunnel was used in the past to deliver dry goods to the tower. The entryway is hidden under a stone pillar on the exterior and runs under the marshy pool.

Gaurded: A mummified torso lies midway down the tunnel. This creature has two jet black onyxes for eyes and counts as a **mummy**, with half the normal **HD**.

Loot: The two onyxes are each worth 200 GP.

2. DRY GOODS STORAGE

Flagstone floor, smells of mold and decay.

Gaurded: 2d6 Giant Rats, feasting on the remains of the grain stores.

3. PORTAL ENTRANCE

A teleportation circle is on the west wall. The ceiling is vaulted and dim, but a circular opening (balcony of 4) can be made out above.

This balcony is 40' up, the ceiling is 60'. The north stairs lead down to 2.

The teleportation circle has a two-way connection to the portal located at the Cypress Witch's Lair (D) on the area map. There is a stone tablet on the southern wall, it reads, in ancient common: "*Welcome, seekers. Those who would claim the riches of the order must learn to rise above their station.*"

Puzzle: The circular balcony is 4. Grappling hooks and other thrown mundane objects are reflected from the balcony's edges. This effect is magical and can be dispelled as a third level spell. Living creatures and magical objects are unaffected.

4. TREASURE BALCONY

This simple stone balcony must be accessed from below at 3. There is a stone chest against the south wall. This chest is trapped, opening it without disabling the trap will cause the contents to fall to the floor below, destroying all but the coinage.

Treasure: 2,000ep, 1,000sp, piece of jewellery (700gp) (Silver Necklace), piece of jewellery (800gp) (Silver and Bronze bracelet), 2 × pieces of jewellery (900gp)(Gold Necklace), piece of jewellery (1200gp)(Diamond ring)

5. COMMON AREA ONE

Mottled Grey stone, rotted tapestries adorn the walls. A few stone benches are scattered about, some with unmarked human skeletons seated atop them.



6. DINING AREA

Mottled Grey Stone, walls adorned with bright torches in the form of glass nightshade blossoms. Stone tables cover the room, some with place settings, the food long since went to ruin.

Secret Door: The door leads into the kitchen. A pair of stationary **Bone Golems** serve as "cooks." Entering the room causes them to reactivate and begin wildly flailing their appendages. This may be treated as a **Scything Blade** trap. They have long been disused, the flailing plus their state of disrepair will cause them to shake themselves apart in 2d4 turns. Their destruction in this manner awards no experience.

7. DORMITORIES

Rooms lined in noise dampening curtains, lined with bedframes in various states of rust and ruin.

Occupied: Each dormitory contains **2d6 Skeletons**, all marked with the Ebon Sigil.

Treasure: The northern dormitory contains 500 GP in personal effects (necklaces, rings etc). The southern dormitory one scroll of each: read magic, dispel magic, and shield.

8. BATHING ROOMS

Flagstone floor, each room has two stone tubs, one full of cool water and one full of scalding hot water.

Gaurded: A **Water Elemental** stands watch outside the doors. It was placed here to not only heat the pools, but to ensure there was no "impropriety" in the baths. Will only allow entry if the party is fully naked.

9. COMMON AREA TWO

Mottled Grey stone, rotted tapestries adorn the walls. A few stone benches are scattered about, some with unmarked human skeletons seating atop them.

10. THE EBON RELIQUARY

Large library, brightly light with red lamps in the form of glass nightshade blooms. A long desk faces the door way, the mummified corpse of a woman seated in the middle, a sushing gesture on her lips. A Bone Golem trundles the aisles, shelving and unshelving books. A skeleton takes them to and from the desk.

This Library was and is the pride and joy of Torgal, and the Ebon Order as a whole. It contains all of the knowledge of the order collected over the years before its downfall. This would represent a great trove of pre-flood knowledge, however, many of the books have molded over the many years underground.

Functional: Upon entry, an adventurer will hear a disembodied voice ask what the wish to know about. Once answered, a relevant tome will be fetched from the stacks and placed on the desk to perused. The creatures will become hostile if a book is removed, or a person travels behind the desk. Otherwise, they will ignore people in the room.

Treasure (Knowledge): Most of the books are destroyed, and the remaining ones are all written in an archaic form of common. The Reliquary contains legible copies of the following books:

- Noble Vultures: The History of the Ebon Order
- A Chronicle of the War of Ice and Dust

- Remembrances (The memoir of the last emperor of a pre-flood empire)
- Collected Poems of the Early High Age
- Mundane Magic (spell book, contains Detect Magic, Read Languages, and Hold Portal)
- Common Plants and Their Uses (this book may be used to identify useful plants in the wild, allowing an adventurer to brew a medicinal potion that heals 1d4. The chance of finding plants in the right amounts are as follows: forest 3 in 6, jungle and swamp 4 in 6, Clear, Grasslands and Settled 1 in 6. All other terrain types do not support growth of the necessary plants.)
- Ascent of the Boar (details the origins of Jaug Worship)
- Physique Vol 2 (anatomical drawings of vivisected elves)
- Tables of Mineral Hardness
- Dwarven Law and Customs
- The Age of Fire (alleged prophetic text, detailed a coming cataclysm of fire)

11. CLASSROOM CORRIDOR

Medium rooms, rows of small chairs with boards in front.

Each classroom is full of inert skeletons, not marked.

Treasure: 200GP worth of personal effects

12. TORGAL'S STUDY

Room is dimly lit with blue torches, the statue in the corner depicts a man with four arms. Hi eyes have been torn out and are no held in his first set of hands. They are being brandished as a lantern.

Gaurded: Lord Bellvine is seated at the desk, his left arm appears to be rotted away and his eyes glow with a malevolent light. He is flanked by two skeletons who bear the Ebon Sigil. Upon his left hand is the Ring of Torgal.

Artifact: Ring of Torgal. This magic ring contains the spirit of the necromancer himself. If worn, it acts as a Ring of Delusion, convincing the wearer that they now can Raise and Command Undead. Any undead marked with the Ebon Sigil will listen to the wearer, continuing the delusion. The ring's

true purpose is to allow Torgal to try and possess the wearer's body. The wearer must save versus spells once per week, with each failed save causing rot to creep farther up their body. After the third failure (cumulative), the wearer's spirit is destroyed and replaced by Torgal (who will immediately Teleport back to his study if not there). Torgal will go about trying to restore his school and researching necromancy.

Treasure: Scroll of Ascending Disk (similar to floating disk, except capable of 100' vertical movement, locked in a horizontal location). Scroll of Stone to Flesh, 96 GP in coins.



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Cypress Witch description and stat block (page 2)

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