

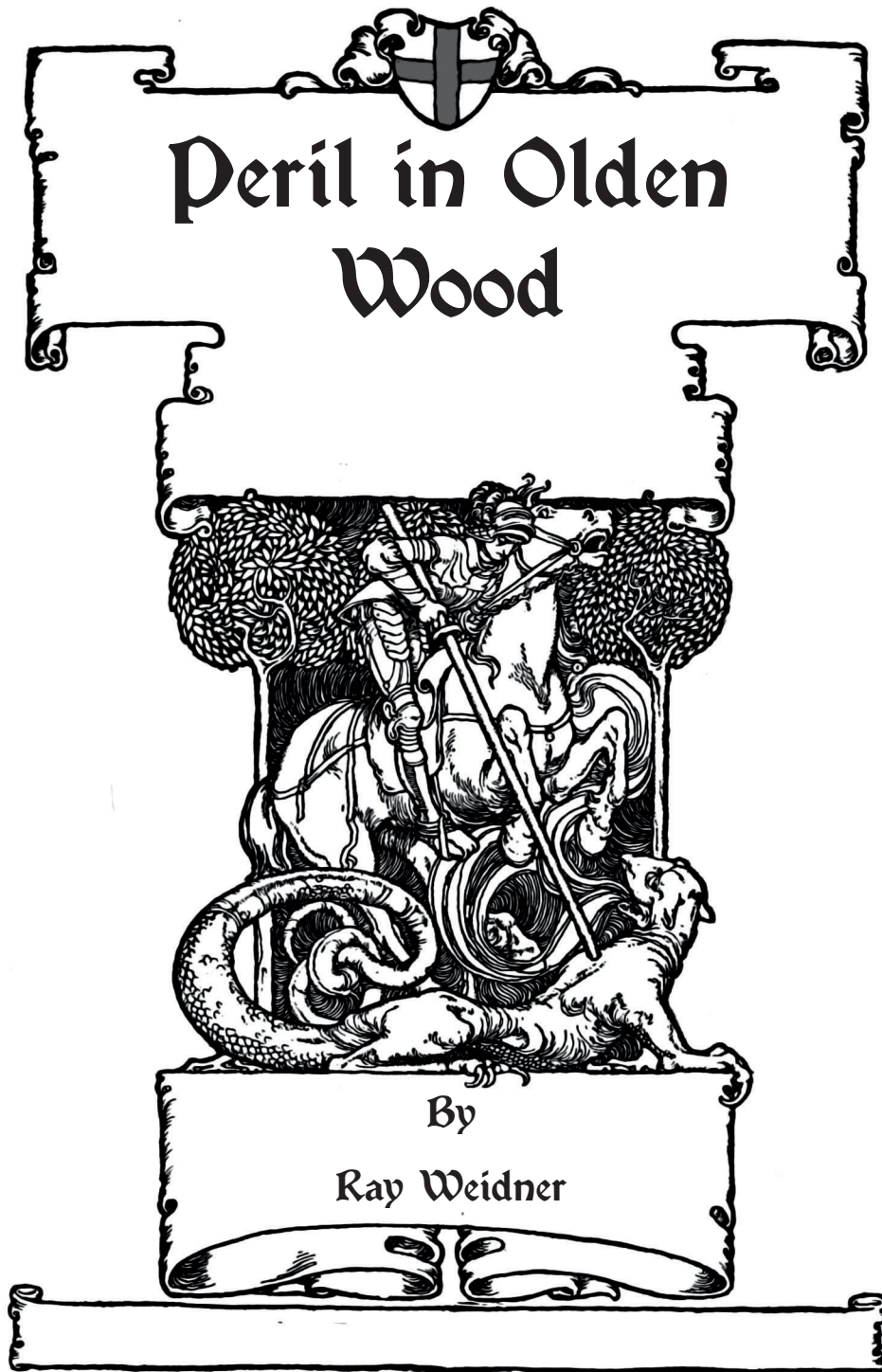
# Peril in Olden Wood

By  
Ray Weidner



Olden Wood...verdant and dense with thicket and tree. Dangers lurk under shaded boughs, nurtured by wilderness and bloody history. Long ago, it was the domain of faeries and pagan tribes, but civilization arrived at its fringes generations back. Prosperous trade passed easily on roads guarded by holy knights. But in the last generation, the wilderness has slowly reclaimed Olden Wood and traffic has become ever more perilous. Will brave adventurers reestablish man's domain, or will it be swallowed by dark shadows? For levels 3-5.

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# Introduction

Olden Wood...verdant and dense with thicket and tree. Dangers lurk under shaded boughs, nurtured by wilderness and bloody history. Long ago, it was the domain of faeries and pagan tribes, but civilization arrived at its fringes generations back. Prosperous trade passed easily on roads guarded by holy knights. But in the last generation, the wilderness has slowly reclaimed Olden Wood and traffic has become ever more perilous. Will brave adventurers reestablish man's domain, or will it be swallowed by dark shadows?

## Background

Olden Wood and the surrounding region is part of the domain of Duke Tarnkast. However, the area has been neglected for a long time due to lack of manpower and valuable income. As a result, the village of Bridgeham is effectively independent, and has not paid any taxes in many years.

A tribe of kobolds, the Bone Eaters, has recently arrived in Olden Wood. This band is dwelling within the ruins of Fort Hope, which was built by an order of crusading knights. Therein, they discovered a terrible thing: the Twilight Altar, a dark artifact that can be used to raise the dead under the control of the one who wears a vile amulet, the Twilight Amulet. Led by a savvy chief and his dreaded shaman, the band is growing in power, even bringing a rowdy tribe of goblins under their sway. This band recently waylaid a spice caravan passing through Olden Wood.

There are other dangers in Olden Wood and deep within the ruins of Fort Hope itself. A history of bloodshed looms over the tangled dark forest, and adventurers are likely to become entangled in conflict between that which is new, and that which is very old.

## Hooks

Several possible patrons can enlist the party to travel to Olden Wood, and several quests are available which PCs could be hired to complete. If the referee uses these elements, it is recommended that one patron and one or more quests are selected. Some quests suit certain patrons more than others, and not all quests are compatible with each other. Finally, patrons need not be trustworthy.

## Patrons

**The Spice Guild:** The Spice Guild is concerned that an important trade route through Olden Wood has become progressively more dangerous. One of their caravans recently vanished while passing through. The trading post in **Bridgeham (1)** may have more information; see page 19.

**Duke Tarnkast:** The Duke technically owns Olden Wood and the surrounding territory, but for many years, he has lacked the manpower to assert control. His wayward reeve is in **Bridgeham (1)**; see Seth Darby on page 26.

**Church of the True Faith:** This religious order is the official religion in the region, but it is naturally concerned with the rise of dark powers and ancient heresies. The priest of **Bridgeham (1)** may be helpful; see Felicitous on page 25.

**Order of Druids:** Their traditions have been on the wane for several generations, so Olden Wood slipping away from the True Faith represents an opportunity. Septus the Druid can be found in the forest, and can assist the party; see **The Stones (7)** on page 39.

**Morham, Bringer of Merriment:** This nearly forgotten god whispers in the dreams of many people, seeking revenge for the slaughtered tribes of Olden Wood. He is fond of chaos and mayhem, and his schemes may contradict each other. Morham can appear in the dreams of any who have touched his altars or statues. See the **Morham, Religion** on page 6.

**People of Bridgeham:** The village of Bridgeham lies on the fringes of Olden Wood, and has seen its fortunes decline with the danger increasing in the forest. Several children were recently kidnapped from the village. The patrons could be the leaders of the village (the reeve, militia captain and priest) or someone close to a PC who lives there. See Important People in **Bridgeham (1)** on page 25.

## Quests

**Drive out the kobolds:** It is widely believed that a tribe of kobolds in Olden Wood is responsible for the disappearance of a recent spice caravan. Drive them out of the region and return with their scalps. They sell for 1,500 GP at **Fort Hope (10)** on page 46.

**Recover the spice:** The PCs are asked to recover the missing spice shipment that was being transported by the caravan that vanished in Olden Wood. Many suspect it was stolen by kobolds; this is true. See **Underfort (17)** on page 59. **1,000 GP.**

**Rescue the caravan leader:** The missing spice caravan was led by a man named Kriss the Younger. If he is alive, rescue him. If he is dead, return with his body, or at least proof of his demise. His bright red velvet hat would be sufficient. See **Underfort (13)** on page 57. **1,000 GP for rescue, 500 GP for his body, 250 GP for his hat or other proof.**

**Eliminate threats to river traffic:** The Copperwine River passes through Bridgeham and along the western edge of Olden Wood. It used to be a profitable trade route, but in the last few years, many boats which passed through Bridgeham did not make it to their destination. Nobody knows why. The party is hired to find the cause, stop it, and return with proof. The cause is the river wreckers who live in Borlig. See **Borlig (4)** on page 31 and **Ruined Bridge (5)** on page 34. **1,500 GP.**

**Purge the cultists:** The Olden Wood has long harbored followers of the Old Ways, the heathen traditions that preceded the True Faith. They are tolerated, but there are rumors that something darker has arisen. The party is employed to uncover this cult and root it out. The priest of Bridgeham on page 25 can provide a letter to certify their success. **500 GP.**

**Remove the priest:** The new priest of Bridgeham is very intolerant, having persecuted followers of the Old Ways for several years. Many seek his removal, although he also has many friends. See Felicitous on page 25. **500 GP.**

**Subjugate the reeve:** The reeve of Bridgeham is supposed to serve the Duke, but he has long acted on his own authority. The Duke has lacked the manpower to bring him to heel. The party is hired to force him to pledge his loyalty in person to the Duke, or surrender his station without upsetting the rest of the village. See Seth Darby on page 26. **500 GP.**

**Rescue the children:** Recently, six children were kidnapped from Bridgeham. Residents (correctly) blame the local faeries. Parents want their children returned, and fear further abductions. Return the children and ensure that no further abductions occur. See the **Old Mound (6)** on page 35. **500 GP.**

**Remove the seals:** Deep in Olden Wood are the ruins of Fort Hope, a former citadel of the True Faith. Cursed seals lie underneath, allowing the shadow of evil to spread through the region. Eliminate them and end the evil. **Note:** this is not true; the seals actually hold back a terrible darkness. See **Underfort (15,16)** on page 58. **1,500 GP.**

**Recover the altar:** It is said that deep underneath the ruins of Fort Hope, there is a sacred altar that is trapped in darkness. Recover the altar and bring it to the patron. **Note:** this is not true; the altar is actually foul, and its recovery will corrupt whoever receives it. See **Catacombs (13)** on page 68. **2,000 GP.**

**Retrieve the armor of Ragnar the Gold:** Ragnar was a renowned knight who traveled to Olden Wood many years ago on a quest. He never returned. His gilded armor was a famous treasure that inspired envy. See **Lake Saison (8)** on page 41 for its final resting place. **Finders/keepers, or 1,500 GP.**

**Resume the Solstice Festival:** Before the coming of the True Faith, the village of Bridgeham regularly celebrated the solstice, giving their respect to the old gods and the faerie of the forest under the auspices of the druids. Some say that the village's current misfortune is a direct result of their cessation. See the **Old Mound (6)** on page 35 and Festivus' Longhouse in the **Ruined Village (9)** on page 43. **500 GP.**

## Game Mechanics

This adventure is designed for use with the Old-School Essentials rule set, including elements of both Classic Fantasy and Advanced Fantasy. For this reason, it is recommended that *Old-School Essentials Advanced Fantasy Referee's Tome* and *Old-School Essentials Advanced Fantasy Player's Tome* are used for reference.

The challenges in this adventure are appropriate for a party of approximately 4-6 characters of 3rd-5th level.

If Peril in Olden Wood is being played as a one-off, the referee should consider using the character creation mechanics provided in **Appendix D**.

In addition, **Appendix C** provides the referee with optional rules for wilderness travel. These are slightly different from the standard wilderness travel rules for *Old-School Essentials*; most of all, they provide mechanics for hour-by-hour activity, rather than day-by-day.

# Important Situations

Situation	Locations	Threats	Complications	Opportunities
Kobolds creating zombies	10	Combat	Informed by Morham	Goblins will betray them, Secret passages in lair
Old god Morham creating mayhem	all	Hidden schemes, Misleading info	Secret cultists, Pretends friendship	Cultists can be identified, Unable to act directly
Ghouls seek freedom	10	Combat, Disastrous if freed	Must first pass kobolds	Lots of treasure
Children kidnapped by faeries	6	Theft, Charm	Require a favor to return kids, Mummy guards kids	Rescue the children, Lots of treasure
River wreckers preying on boats	4 and 5	Ambush at Ruined Bridge (5)	Spy in Bridgeham, Prone to betrayal	Want kobolds driven away, Can provide help and lodging
Septus the Druid forbids fire	Forest	Combat	He's tough, He knows if a fire was lit	Will heal respectful PCs
Troll extorts tolls from travelers	3	Loss of resources, Combat	Septus will be furious if fire is used to kill him	Nice treasure, Rewards for killing him
Wolves and boars attack on sight	Forest	Combat	None	Making an offering at The Stones (7) will (mostly) prevent this
Witch sells potions	2	Betrays overnight guests	Poisons rude patrons, Secret Morham cultist	Potions are useful, Lots of good info
Deadly wraith in ruined village	9	Combat	Wraith is hard to kill, Cursed treasure	Only comes out at night, Reward for killing wraith, Smashing jars makes easier



# Religion

## The Old Ways and the True Faith

Seven generations ago, the True Faith was declared the official religion of the kingdom. This consists of a pantheon of civilized gods, and it supplanted the syncretic traditions of the Old Ways. Those were a patchwork of folkways that revered Neutral heathen gods and taught followers to find balance between man, nature, and faerie.

In many places, an uneasy detente exists between the True Faith and the Old Ways, but in the Olden Wood, independent tribes resisted its adoption. Crusader knights of the True Faith fought pitched battles with heathen warriors, and in the end, the druids and their followers were purged. The old chieftains were put to the sword, and those who remained were brought under the aegis of a new king and the True Faith.

The people of Bridgeham are ostensibly citizens of the king and pious followers of the Truth. In reality, some villagers have embraced the True Faith with fervor, while a few secretly harbor the practices of the Old Ways. Most are somewhere in between. Roll on the following table for the disposition of a random villager:

Roll 1d10	Religious Disposition
1-3	Pious follower of the True Faith
4-7	Ambivalent practitioner of both traditions
8-9	Secret follower of the Old Ways
10	Super-secret follower of Morham (see below)

**Pious followers of the True Faith** are extremely suspicious of the following: bards, magic-users, illusionists, demi-humans, druids and barbarians. On the other hand, they are extremely welcoming to clerics and paladins of the True Faith.

**Ambivalent practitioners of two traditions** are wary of magic-users and elves, but they can recognize their value if proven. They appreciate the presence of bards and druids, and tend to trust clerics and paladins.

**Secret followers of the Old Ways** publicly act much like their ambivalent neighbors, but are apt to be friendly to elves and halflings, and even more so to druids and bards. They are very wary of clerics and paladins of the True Faith, and may covertly undermine them.

**Followers of Morham** act much like other followers of the Old Ways. However, they are also drawn to Chaotic characters, and secretly work against anyone who threatens denizens of the forest.

Modify reaction rolls according to these prejudices, when warranted.

## Morham, Bringer of Merriment

Morham is one of two surviving local gods of the Old Ways (his brother Festivus, Lord of Feasts, also remains but is less of a factor). Morham was originally a trickster, but after the extermination of his followers, he has taken a dark turn. Morham is now a patron of vengeance and treachery, and the source of much chaos in the region.

A small number of locals secretly revere this god. Through them, he spreads mayhem and chaos, and plots to unleash wholesale bloodshed upon the region. His followers keep him apprised of events, and he whispers secrets in return. The covert sign of his cult is to have something red on one's left hand but not the right. Nevertheless, there is no organized worship of Morham; each follower belongs to a cult of one.

Morham will visit the dreams of anyone in the region who has touched a symbol or likeness of him. He can only appear in up to one PC's dream per night, and he targets those he can easily incite to mischief. Morham appears as a smiling old man in a robe of bright flowers with a mischievous twinkle in his eyes. In dreams, he cannot tell a lie, but he tells many misleading truths.

Morham tells the sad tale of how his people were put to the sword by the wicked crusader knights of the True Faith for the indignity of living free in the forest. He explains that the secret to immortality lies sealed beneath the fortress, because the overweening clerics could not bear to lose their hold on their flock.

Morham is a promoter of sheer chaos, and has no problem with his followers fighting each other, or with adventurers plundering. If anything, he loves to light the spark that brings about a conflagration.

The referee should have him appear in the dreams of susceptible PCs and gently nudge them towards acts of violence. Likewise, he may dispatch other minions to make their lives more difficult, or to open the way for more mayhem. Here are some possible acts of chaos by Morham:

- Telling the party that the faeries are hiding a king's ransom in the **Old Mound (6)** on page 35.
- Getting Skeeve to frame them for a theft in **Bridgeham (1)** on page 15 and getting reeve Seth Darby on page 26 to search in exactly the right place.
- Informing Veccio of **Borlig (4)** on page 31 that wealthy travelers are headed their way, to set-up an ambush at the **Ruined Bridge (5)** on page 34.
- Telling the party that the best way to overcome the troll Brod at the **Old Bridge (3)** on page 29 is by copious use of fire.
- Alerting the kobolds at **Fort Hope (10)** on page 46 to the party's imminent arrival, so that they have kobold archers and goblin netters ready to ambush them from the battlements.
- Telling the party that the hetman of **Borlig (4)** on page 31 offers a great reward for anyone who eradicates the kobolds at **Fort Hope (10)** on page 46.
- Telling the party that Seth Darby of **Bridgeham (1)** on page 26 serves an evil god and keeps potent magical treasure in a secret space behind his mirror. Then telling Seth where to find his property, if they steal it.
- Having the kobold chieftain at **Fort Hope (10)** on page 57 send a party of zombies to attack the party.
- Compel Grumjin the butcher of **Bridgeham (1)** on page 18 to gruesomely murder the boy Garvey, throwing suspicion on the PCs.

# factions

## Kobolds

The kobolds call themselves the Bone Eaters. They paint their faces with white chalk, and their leather caps are adorned with frills of raven feathers. Some of them hang cords threaded with teeth from their spears tips, like beaded strings. Although savage, they are terribly cunning, and tenacious for their race.

Bone Eaters are infamous among their own kind for their use of blade venom. They use an anticoagulant harvested from giant leeches to cause their adversaries' wounds to resist closure.

## Goblins

The goblins who live in the shadow of the kobolds are a nameless group who were forced to flee their own kind after a failed coup. These goblins are led by a drunken hobgoblin who abuses them. They wear hodgepodge armor that's falling apart, and since they don't have access to the kobold blade venom, they coat their weapons in filth.

## Zombies

The zombies are slain humans who have been placed on the Twilight Altar. The kobold chieftain possesses the Twilight Amulet, which grants him control over any who have been raised in this fashion. These zombies are in pretty good condition because the kobolds use giant leeches to drain their blood before replacing it with embalming fluid. The stench of the fluid can be overpowering when the zombies are wounded.

## Bridgeham

This bustling village sits at the crossing of the Imperial Highway and the Copperwine River, and used to be quite prosperous. The reduction in trade and growing dangers of the forest have led to a reversal of its fortunes. Several generations ago, these people followed the Old Ways, but now they are ostensibly members of the True Faith. Six children were recently kidnapped by faeries, and they are eager to have them returned.

## Faeries

A small band of faeries occupies the Old Mound. In times past, they were celebrated in Bridgeham along with the god Festivus in the Solstice Festival. Since the arrival of a new priest, these feasts have been halted. This outraged the faeries, so they have kidnapped six children from Bridgeham, who will not be released until the festivals are resumed.

## Borlig

This ramshackle village lies near the banks of the Copperwine River, downstream from Bridgeham. The people here are wreckers who set traps for river traffic and scavenge the wreckage. Several villagers have relatives in Bridgeham, so there is some reluctance of the latter folk to speak much of this disreputable place.

They're afraid of the kobolds, and eager to employ anyone who will get rid of them.

## Septus

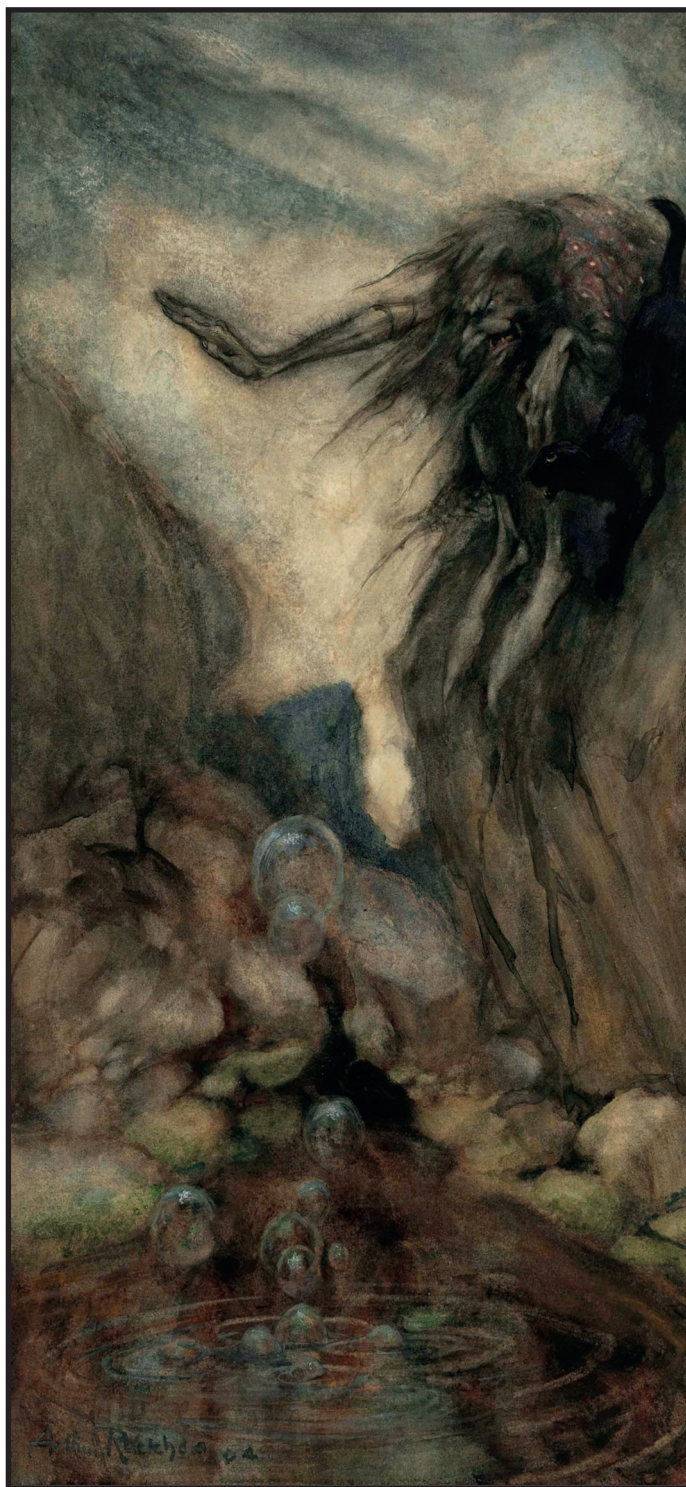
This druid maintains the Stones, a henge of monoliths that is sacred to the Old Ways. He also watches over Olden Wood to preserve it from catastrophes, especially forest fires. Septus is no longer welcome in Bridgeham since the arrival of the new priest.

## Ghouls

Underneath the ruins of Fort Hope, the remnants of the corrupted knights exist as wretched ghouls. They have been sealed inside the Catacombs, and are led by a ghastly priest named Zariel. If the seals are removed, they will be free to resume their reign of terror. They would use the Twilight Altar to make an army of zombies, and the Midnight Altar to promote some to ghouls. All other men would be meat to them.

## Morham

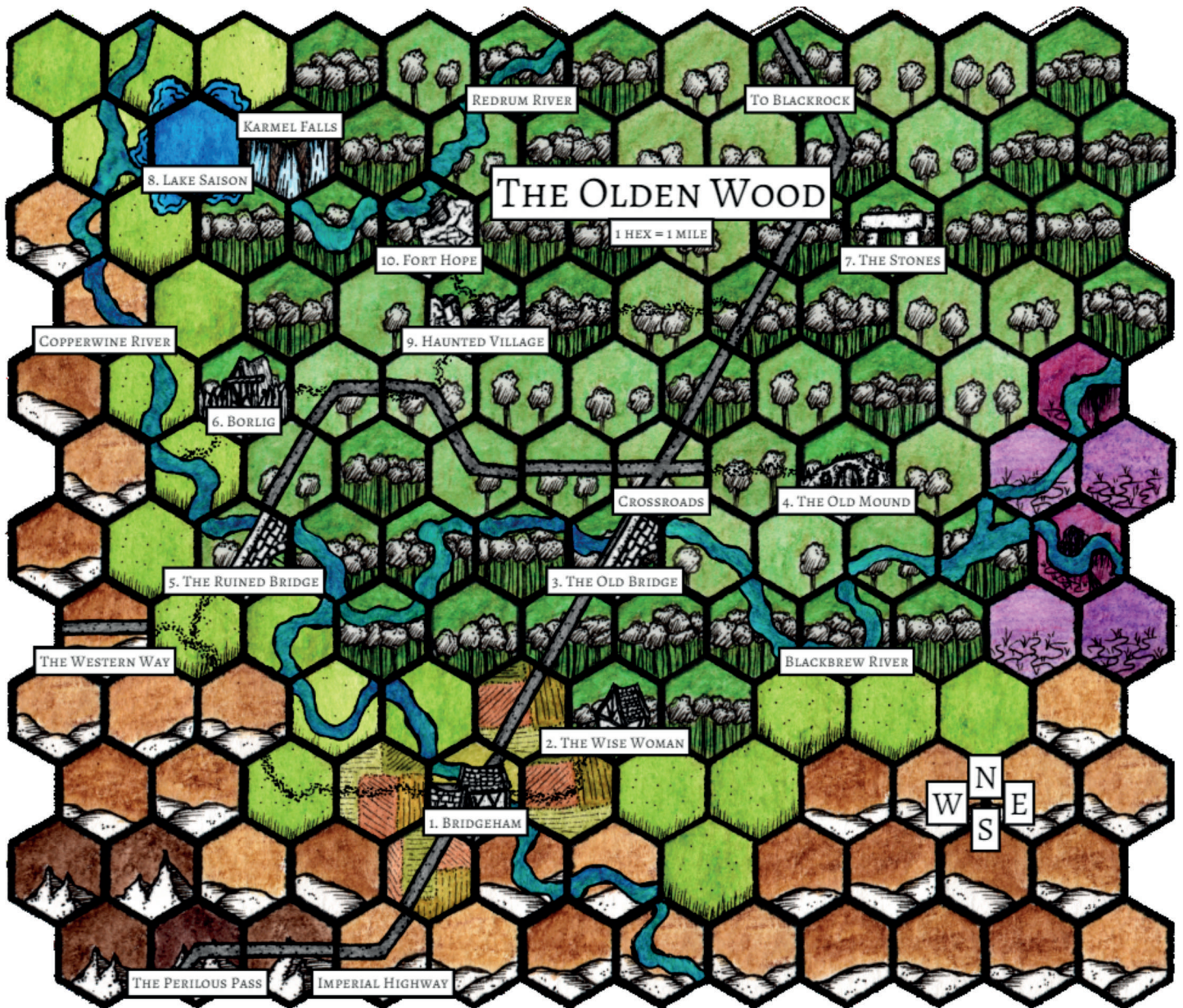
As described earlier, the old god Morham is an agent of chaos. His ultimate end is to spread misery through the lands of the True Faith, but his means are the general promotion of mayhem.



# Olden Wood

## Overview

It is assumed that the adventure is taking place in the spring or summer. In these seasons, Olden Wood is abundantly green, overgrown with wide trunks of oaks, elms, ashes, willows, pines and spruces, as well as dense clusters of thistle and undergrowth. The forest floor is covered in dead leaves and perpetual shadow, and at night it is pitch black under the hanging boughs. The Imperial Road is in grave disrepair, ruptured by saplings and tufts of grass, while the trails threaten to vanish completely. The Olden Wood is on the verge of being reclaimed by wilderness.



# Monster and NPC Stat Blocks

**Ghast:** AC 3 [16], HD 4\* (18hp), Att 2 × claw (1d4 + paralysis), 1 × bite (1d8 + paralysis), THAC0 16 [+3], MV 150' (50'), SV D10 W11 P12 B13 S14 (4), ML 9, AL Chaotic, XP 125

- **Carriion stench:** Those within 10' must save versus poison or suffer -2 to hit, while in melee with ghaists.
- **Paralysis:** For 2d4 turns (save versus paralysis). Creatures larger than ogres are unaffected. After paralyzing a target, ghaists will attack others.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

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**Ghoul:** AC 6 [13], HD 2\* (9hp), Att 2 × claw (1d3 + paralysis), 1 × bite (1d3 + paralysis), THAC0 18 [+1], MV 90' (30'), SV D12 W13 P14 B15 S16 (2), ML 9, AL Chaotic, XP 25

- **Paralysis:** For 2d4 turns (save versus paralysis). Elves and creatures larger than ogres are unaffected. After paralyzing a target, ghouls will attack others.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

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**Goblin Netter (6 in Ruined Fort):** AC 6 [13], HD 1-1 (3hp), Att 1 x spiked club (1d6) or 1 x net (see below), THAC0 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 7 (9 with king), AL Chaotic, XP 5

- **Infraivision:** 90'.
- **Hate the sun:** -1 to hit in full daylight
- **Filthy weapons:** When damaged by a goblin weapon, save vs. poison or become infected with sepsis. Infected characters lose 1d2 hp per day and cannot recover hp from rest. Each day, save vs. poison again to throw off the infection.
- **Net:** Each carries one net, which can be thrown to entangle a single character. The net has the same range as a thrown dagger, double when thrown from above. If a character is hit, save vs. paralyzation or become entangled, unable to move, attack or cast spells. Characters can try to escape each round, succeeding if a successful DEX at -5 is made. Or a character with an edged weapon can escape by rolling damage each round, escaping when 6 hp total have been inflicted.

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**Human [child or shopkeeper]:** AC 9 [10], HD 1 (2hp), Att 1 × dagger (1d4), THAC0 20 [-1], MV 120' (40'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Neutral, XP 5

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**Human [laborer]:** AC 8 [11], HD 1 (3hp), Att 1 × club or dagger (1d4), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 8, AL Neutral, XP 10

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**Human [militia]:** AC 7 [12], HD 1 (3hp), Att 1 x spear (1d6) or 1 × bow (1d6), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 8, AL Neutral, XP 10

**Kobold [archer]:** AC 8 [11], HD ½ (2hp), Att 1 × dagger (1d4) or 1 x bow (1d4), THAC0 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 7, AL Chaotic, XP 5

- **Infraivision:** 90'
- **Hunters:** Surprise on 1-3, surprised on 1.
- **Anticoagulant venom:** When hit by a kobold weapon, save vs. poison or lose 1 HP per turn for the next 2d8 turns. The poison is like a mucus, and it can be rinsed off with alcohol, vinegar or soap, but not water.

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**Kobold [soldier]:** AC 7 [12], HD ½ (2hp), Att 1 × spear (1d6) or 1 x dart (1d4), THAC0 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 7, AL Chaotic, XP 5

- **Infraivision:** 90'
- **Anticoagulant venom:** When hit by a kobold weapon, save vs. poison or lose 1 HP per turn for the next 2d8 turns. The poison is like a mucus, and it can be rinsed off with alcohol, vinegar or soap, but not water.

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**Kobold Underboss:** AC 6 [13], HD 1 (6hp), Att 1 × sword (1d8), THAC0 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 7, AL Chaotic, XP 5

- **Infraivision:** 90'
- **Anticoagulant venom:** When hit by a kobold weapon, save vs. poison or lose 1 HP per turn for the next 2d8 turns. The poison is like a mucus, and it can be rinsed off with alcohol, vinegar or soap, but not water.

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**Leprechaun (6):** AC 7 [12], HD ½\* (hp2 each), Att None, THAC0 19 [0], MV 150' (50'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 6

- **Surprise:** Acute hearing prevents surprise. Always surprise others, if invisible.
- **Magic resistance:** +4 to saving throws.
- **Magic powers:** Usable without limit: a. Illusion: Visual and audial. No concentration required. Remains until touched or dispelled. b. Invisibility: In combat: cannot be attacked in the first round; in subsequent rounds, may be attacked at -2 to hit (locatable by faint shadows). c. Polymorph objects: Turn a non-living object into another object of similar size. d. Ventriloquism: Throw voice 60'.
- **Theft:** Sneak up on PCs, snatch valuable objects, and run away. 40% pickpocket, 1-in-4 chance per round of dropping objects if chased.

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**Zombie:** AC 8 [11], HD 2 (9hp), Att 1 × weapon (1d8 or by weapon), THAC0 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 20

- **Initiative:** Always lose (no roll).
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Embalmed:** Those who injure a zombie with a cutting or piercing weapon must save vs. poison or be overwhelmed by the chemical odor of their blood, receiving -1 to attack rolls for 1d4 rounds.

# Random Encounters

Once every two hours of daylight in the Olden Wood, the party has a one-in-six chance of such an encounter. Traveling at night requires a check every hour. Roll on the Encounter Table appropriate for their mode of travel (i.e. land or water).

## Land Encounters

Roll 1d8 by day and 1d4 at night	Encounter
1	Kobold Hunters
2	Kobold Patrol
3	Wolves
4	Boars
5	Leprechauns
6	Hunters
7	Septus the Druid
8	Lumberjacks

### #1 Kobold Hunters

Kobold hunters, faces white with chalk and dressed in skins. If they don't surprise the party, then the PCs come upon them arguing about who will drag a bloody stag carcass home. If they surprise the party and have at least equal numbers, they launch an ambush from both sides. Otherwise, they flee to fetch a party of 12 more warriors (see encounter #2) to attack the PCs in 1d4+1 hours. If things go against them, they scatter into the forest and regroup at **Fort Hope (10)**. In such cases, the lair is on alert for the next day.

**Kobold [archer] (2d6):** see page 10.

### #2 Kobold Patrol

A white chalk-faced kobold patrol jostle in leather caps with frills of raven feathers, sneering at travelers. They are unusually brave for the little gits. If they surprise the party, they set-up an ambush, with several attacking from the front while others hurl war darts at the rearmost party members. If things go against them, they scatter

into the forest and regroup at **Fort Hope (10)**. In such cases, the lair is on alert for the next day.

**Kobold [soldier] (3d6):** see page 10.

### #3 Wolves

Black-furred snarling wolves, standing nearly as tall as a man stalk the PCs. Unlike most wolves, these automatically attack the party unless the PCs obtain favor of the druid Septus at the **Stones (7)**. Once the PCs gain favor, the wolves howl in the distance but otherwise leave them alone.

**Wolf (2d4):** AC 7 [12], HD 2+2 (11hp), Att 1 × bite (1d6), THAC0 17 [+2], MV 180' (60'), SV D12 W13 P14 B15 S16 (1), ML 6, AL Neutral, XP 25

### #4 Boars

Boars, snorting, pawing the ground, with long tusks and hunched shoulders. These ill-tempered swine certainly attack if the party has not paid their respects to Septus at the **Stones (7)**. Even if they have, these unpredictable beasts may still attack if they have a hostile reaction to the party.

**Boar (1d4):** AC 7 [12], HD 3 (13hp), Att 1 × tusk (2d4), THAC0 17 [+2], MV 150' (50'), SV D12 W13 P14 B15 S16 (2), ML 9, AL Neutral, XP 35

### #5 Leprechauns

Leprechauns, giggling with thick beards and tunics of moss. These inhabitants of the **Old Mound (6)** are on a hike when they come upon the party. They remain invisible and use Ventriloquism to tease and spook the party, while one of their number tries to steal something valuable on a dare. If they get away with the theft, they take it back to the **Old Mound (6)**.

**Leprechaun (1d6):** see page 10.

## #6 Hunters

Sharp-eyed hunters, dressed in buckskin and carrying bows. They are from **Bridgeham (1)** or **Borlig (4)**, depending on which is closer. Bridgeham hunters are willing to warn PCs about dangers in the forest if they have a positive reaction, and Borlig hunters tell dangerous lies if they have a negative reaction. If Borlig hunters outnumber and surprise the party, they ambush the PCs if they have a hostile reaction. Either way, they are upset if the party makes too much noise and startles the game.

**Hunter (1d4+2): AC 8 [11], HD 1 (4hp), Att 1 × bow (1d6) or 1 x dagger (1d4), THAC0 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15 (Thief 1), ML 8, AL Neutral or Chaotic, XP 10**

## #7 Septus the Druid

The druid Septus, bald, tattooed and wild-eyed in furs, accompanied by his hulking grizzly bear companion, Smoky. He sternly warns travelers to avoid causing fires and entreats them to visit **The Stones (7)** to make an offering if they seek favor. If the party had started a fire of any kind in the forest, he summons 1d6 wolves with a silent whistle, to arrive in 1d4 rounds, and he attacks when they arrive.

**Septus the Druid:** see page 39.

**Smokey the Grizzly Bear (1):** see page 39.

## #8 Lumberjacks

Burly lumberjacks from Bridgeham, clad in dirt-caked boots cradling their axes. These fellows are either embarking to work in the forest or returning with a cart of wood, depending on the time of day. They are wary of danger in the woods and a little brusque, but glad for armed company. If offered ale or spirits, they are friendlier, and may pass rumors or provide other information, as described at the lumber mill in Bridgeham.

**Human [laborer] (2d6):** see page 10.

## River Encounters

Roll 1d6 by day and 1d4 at night	Encounter
1	Electric Eels
2	River Termites
3	Hippopotamuses
4	Zombies
5	Bridgeham Fishermen
6	Borlig Fishermen

### #1 Electric Eels

Long black eels, swimming languidly, hypnotically pulsing with light. These giant electric eels are considered a delicacy, worth 100 GP each if preserved in salt. Local fishermen are careful to use wooden stakes to skewer them, if at all. They loiter around boats for a few minutes hoping to steal caught fish, but do not molest anyone who stays out of the water.

**Giant Electric Eel (1d4): AC 9 [10], HD 2\* (9hp), Att 1 × bite (1d4), electric shock, THAC0 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 25**

- **Electric shock:** Characters in the water or touching metal in the water within 5' suffer 3d8 damage; those within 5'–10' suffer 2d8 damage; those within 10'–15' suffer 1d8 damage. (No attack roll or saving throw.)
- **Electric shock frequency:** May be used at most once per hour.
- **Electrical immunity:** Unharmed by electrical attacks.
- **Hard to target:** -4 to hit with missile weapons due to narrow body and water refraction

### #2 River Termites

River termites, with yard-long pale chitinous bodies, bulbous abdomens and wriggling antennae. Usually first noticed by the sounds of gentle scraping from the hull, or the sudden appearance of small leaks.

**Freshwater Termite (1d3): AC 6 [13], HD 2+1 (10hp), Att 1 × bite (1d4) or 1 × spray (stun), THAC0 17 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 8, AL Neutral, XP 25**

- **Irritant spray:** Above water; maximum once a turn. Can spray one target: save versus poison or stunned for 1 turn.

Continued

- **Ink cloud:** Underwater; maximum once a turn. When escaping, can emit a cloud of black ink to confuse attackers.
- **Eat ships:** Cling to bottom of vessel. Each individual inflicts 1d3 hull damage then drops off.
- **Noticing ship damage:** 50% chance per round of spotting leaks.

### #3 Hippopotamuses

Hippopotamuses, bloated and bellowing with huge yawning mouths sporting yellowing tusks. A mother protects her two calves with an enraged fury from anyone attempting to pass. She can inflict hull damage (1/5 damage), and each attack that hits a skiff or rowboat requires anyone standing to save vs. paralyzation or be thrown into the water. The mother focuses her rage on PCs in the water. Patient PCs can wait 1d4 hours for the hippos to leave. Only the mother attacks.

**Mother Hippo (1):** AC 5 [14], HD 8 (hp36), Att 1 × bite (2d6), THAC0 12 [+7], MV 90' (30') / 120' (40') swimming, SV D10 W11 P12 B13 S14 (4), ML 9, AL Neutral, XP 650

### #4 Zombies

Zombies, dressed in beggar's rags, expressionless faces with an unhealthy pallor. Emerging from the mists and shadows of the forest are the walking dead, standing mutely near the river's edge, staring at the passing boat of the party. However, if the PCs come ashore, they attack. They do not show signs of rot, but emit an unpleasant odor of overripe blossoms.

**Zombie (1d6):** see page 10.

### #5 Bridgeham Fishermen

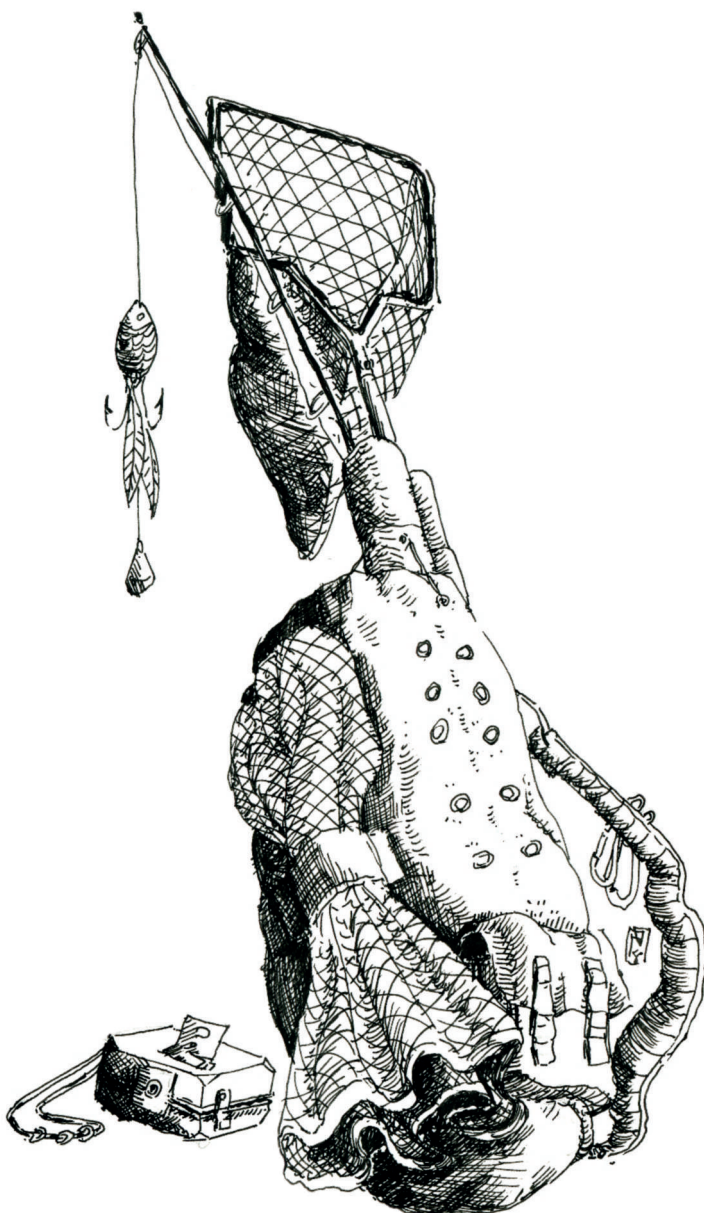
Fishermen from Bridgeham, dour mustached men with long boots and oil-skin cloaks. A taciturn lot but rarely unfriendly. If they take a liking to the party, they may warn them of dangers on the river such as the mother hippo (see #3 encounter) or the **Ruined Bridge (5)**. However, they grow irritable if the party is loud as they may "scare the fish."

**Human [laborer] (1d4+1):** see page 10.

### #6 Borlig Fishermen

Fishermen from Borlig, sharp-eyed with big floppy hats and heavily-patched clothes. These men are quick to greet and ask a man his business. After learning about the party, they insist that they must rush if they are to travel downstream and get back before nightfall. The fishermen then race downstream to alert the folk of **Borlig (4)** to set-up the ambush at the **Ruined Bridge (5)**.

**Human [laborer] (1d4+1):** see page 10.



# Location Overview

Location	Overview	Denizens	Treasure	Traps	Notes
1. Bridgeham	Home base	Various	Various	Trapped chests	Secret cult, Religious intolerance
2. Wise Woman	Witch's house	Witch	Potions, Hidden cache	None	Sells potions, Has useful information, Betrays those who stay the night
3. Old Bridge	Troll toll bridge	Troll	Bag of Holding, Bag contents	None	Troll levies toll, Uses bag as trick, Eats horses
4. Borlig	Village of river wreckers	Veccio (hetman), ne'er-do-wells	Hetman's possessions	None	Squalid and unfriendly, Will hire party to kill kobolds, Betrays party if they eliminate kobolds
5. Ruined Bridge	Trap for river boats	Bandits from Borlig (4)	None	Boat wrecking trap	Destroy boats and ambush, Must prepare ahead of time
6. Old Mound	Faerie mound	Satyr, Leprechauns, Mummy	Burial hoard, Kidnapped children	None	Use illusions to trick party, Children guarded by mummy in mound, Will return the children for favors
7. The Stones	Druid's home	Septus the Druid, Smokey the Bear	Druid's magic items	None	Attacks those who light fires, Heals and protects those who show respect
8. Lake Saison	Home of lake serpent	Old Brute	Swallowed plate armor +1	None	Usually attacks boats
9. Haunted Village	Ruined village with undead	Ghost of child, Pagan god Festivus, Wraith	Cursed gold, Reward for killing wraith	Cursed gold, Enchanted feast	Ghost child warns party, Wraith comes out at night, Souls trapped in jars give wraith "extra lives"
10. Fort Hope	Main dungeon	Kobolds, Goblins, Undead, etc.	Various	Various	Ruined fort on top, Kobolds lair in Underfort, Ghouls currently sealed in Catacombs

## 1. Bridgeham

### Overview

The village of Bridgeham is prosaic and on the verge of being a town. It has relied upon its lumber mill, passing traders and sheep herding for modest wealth, but the first two of those have faltered in recent years. Kobold bandits and river wreckers have increased their nefarious activities, reducing trade and logging. Outlying farms, the temple orchard, and fishing supplement the local fare.

**Note:** Garvey (see p. 25) approaches the party and offers to be a guide for 1 SP per day.

### General Knowledge

1. Two months ago, a spice caravan set forth to the northeast on the Imperial Highway, and they never made it to the other side of Olden Wood. Nobody knows why.

2. **Septus the Druid** (see p. 39) forbids the lighting of fires in the forest, and woe unto those who ignore this restriction.

3. **A Wise Woman (2)** (see p. 27) dispenses good advice, and sometimes magical potions. All know where she can be found. Opinions of her vary.

4. River wreckers inhabit **Borlig (4)** (see p. 31). Most residents are uncomfortable discussing that with outsiders.

In addition, when the PCs seek information from a resident of Bridgeham, the GM can roll on the **Bridgeham Rumors** table (see p. 16), or just pick one.

## Law and Order

Any major disturbance in the village is met with a hastily-assembled militia consisting of  $1d10+25$  men armed with spears and bows, led by the veteran Jarge. In times of serious threat, they are accompanied by the cleric Felicitous.

At night, the watchtower (see p. 24) is occupied by a single sentry, who sounds the bell if he detects any trouble. Meanwhile, a pair of militia members lazily patrol the village bearing torches. The place is otherwise unlit, but if an alarm is sounded, the militia assembles as above.

Any mysterious crimes committed in the village immediately brings suspicion on the party, since they are currently the lone outsiders. In such cases, they are likely to be arrested by Jarge (see p. 23) and a party of ten militia (see p. 10) as a matter of course. Lacking a formal jail, they would be disarmed and detained in the basement of the inn, with the locked door being guarded by two militia men. Impromptu courts and other important decisions are generally made in an open forum of citizens, presided by Jarge (see p. 23), Felicitous (see p. 25), and Seth Darby (see p. 26).

Since the village won't keep prisoners in the inn forever, possible punishments are a day in the stocks, flogging, ejection from the village, fines, and death. Or any appropriate combination of these.

## Missing Children

In addition, there is currently a pall over the village due to the fact that the faeries at the Old Mound have abducted six children. Their parents are desperate to have them returned, and other parents are fearful that theirs could be next, so many will point adventurers towards the Old Mound. Felicitous is especially adamant in this regard.

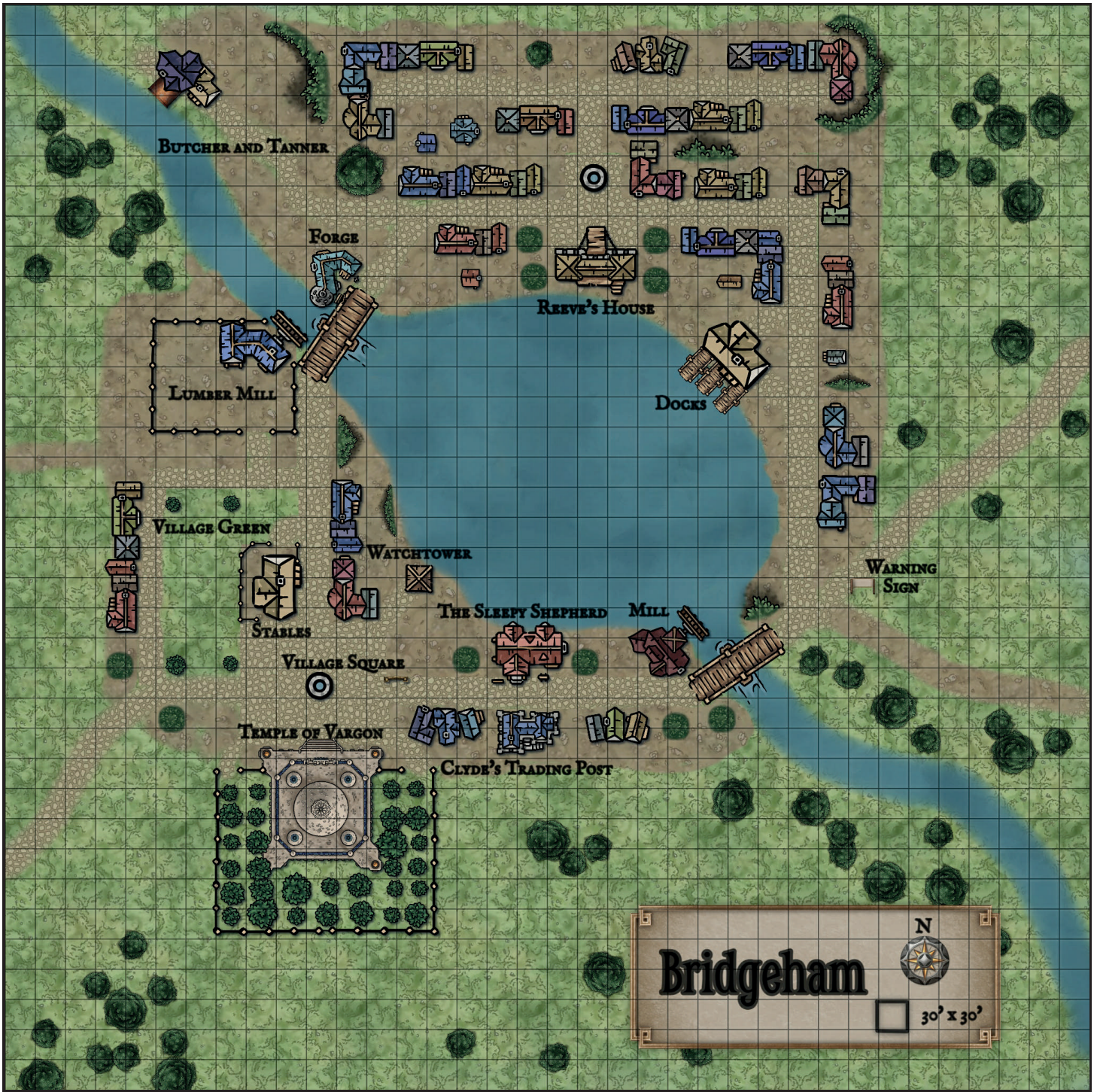
The village will reward anyone who returns the six missing children with a massive rotting chest filled with 510 SP and 85 GP, as well as innumerable pieces of jewelry of middling value worth a total of 350 GP. This reward is collected from the people of Bridgeham, and is everything of value that many of them own.

The innkeeper Yettel's son (see p. 22) was one of the abductees. All children were stolen from devout members of the True Faith.



# Bridgeham Rumors

ROLL 1d20	RUMOR
1	Seth Darby is a good leader, but he keeps to himself, and I think he has more money than he lets on. (True; see Important People in <b>Bridgeham (1)</b> on p. 26)
2	Felicitous has cleansed Bridgeham of evil. When he ended the Solstice Festival, it saved us from the wrath of the gods. (False)
3	Fort Hope was a beacon of peace in the region, but something in the forest turned the knights to evil. Duke Tarngast led an army to drive them out, but the place has been going downhill ever since. (True; see The Old Ways and the True Faith on p. 6)
4	Those who seek safe passage in the woods must seek out the druid Septus. He'll provide for those who pay homage to The Stones. (True; see <b>The Stones (7)</b> on p. 39)
5	A wicked troll lives under the Old Bridge. He levies a toll, and he's trickier than he looks. (True; see the <b>Old Bridge (3)</b> on p. 29)
6	Felicitous should have never driven out the Wise Woman. She has never been anything but sweet and helpful, and the village has been cursed by the old gods ever since. (False)
7	The kobolds aren't the only ones to watch out for in the woods. People here don't like to talk about it, but up the river is Borlig village, populated by wreckers and bandits. (True; see <b>Borlig (4)</b> on p. 31)
8	The kobolds have been seen lurking around the ruins of Fort Hope. It can be reached by the forest road, but it's also not far from the Copperwine River. (True; see <b>Fort Hope (10)</b> on p. 46)
9	There's a ruined village at the foot of Fort Hope. I've heard that a wealthy man lived there, and his fortune's never been found. (False)
10	The people of Borlig live in fear of the kobolds, and will handsomely reward anyone who saves them from those foul creatures. (True/False; see <b>Borlig (4)</b> on p. 31)
11	There's a dark heathen spirit that has cursed this land. It visits men in their dreams, and it gathers servants to spread evil. I've heard they have a secret sign. (True; see Morham, Bringer of Merriment on p. 6)
12	Beware Old Brute, the serpent of Lake Saison. Ragnar the Gold boasted that he would slay the creature, but he never returned. (True; see <b>Lake Saison (8)</b> on p. 41)
13	The leader of the spice caravan, Kriss the Younger, was clearly a wizard. He wore no armor but was utterly fearless. He may still live! (False)
14	The kobolds are a nasty lot, known for using poison. (True; see Kobolds on p. 7)
15	The Wise Woman is a necromancer who speaks with dead spirits and can make their corpses awaken to unlife. (False)
16	Nobody's ever seen the giant of Olden Wood, but occasionally woodsmen come across enormous footprints. (False)
17	The faerie of the Old Mound have always been wicked, hoarding ancient gold and bringing doom to the land. They are behind all the badness in Olden Wood. (False)
18	The men who returned from laying waste to Fort Hope found something evil buried underneath. (True; see <b>The Old Ways and the True Faith</b> on p. 6.
19	They say Fort Hope was bequeathed great treasures by the Duke when it was founded. Word is that they're still there. (True; see <b>Catacombs (12)</b> on p. 67)
20	There's both light and darkness in the Old Ways. Sometimes, it's hard to tell them apart. (True; applies in many places!)



# Important Places

Location	People	Notes
Butcher and Tanner	Grogni, Grogno, Grumjin	Place to buy leather goods and meat
Clyde's Trading Post	Clyde, Marny	Not much for sale
Docks	[fishermen]	Boats for sale Fishermen can dispense advice
Forge	Dilbun	Most weapons must be ordered in advance Ordered weapons are excellent
Lumber Mill	Drendel, [lumberjacks]	Guides available Maps available
Stables	Tangus	Can arrange sales of mounts and pack animals
Temple of Vargon	Felicitous	Location of secret letter from Muriel
The Sleepy Shepherd	Cutter, Skeeve, Muriel, Yettel	Location of secret letter from Felicitous
Village Green	[farmers]	Good place for bartering Laborers may be available
Village Square	Felicitous, Garvey, Jarge, Skeeve	Central gathering place in Bridgeham
Warning Sign	[nobody]	Warning to refrain from lighting fires in the forest
Watchtower	[sentry]	Watches the village at night Alarm bell summons militia Barred door, hard to hit sentry

## Butcher and Tanner

### *Description*

This sprawling ramshackle shack reeks of rot and ordure. Inside, the tanner sells leather goods amidst a gallery of amateurish taxidermied forest animals. In an adjoining shop, the butcher hawks mutton amidst a cloud of flies.

### *Occupants*

#### **Grogno, tanner**

- Gaunt black-haired unshaven man, always smiling, dressed in a clean oilskin smock and hip boots.
- Asks a lot of creepy questions about what sort of things the PCs have killed.
- Open follower of the Old Ways who provides discounts to elves and halflings (20%).

#### **Grogni, son of tanner**

- Shy tow-headed young boy who is always underfoot playing with taxidermied mice in a piping voice.
- Will try to pickpocket (30% skill) bystanders who aren't talking with his father.

#### **Grumjin, butcher**

- Burly bald man wearing a gore-spattered white smock, always scowling.
- Hover and stare at anyone doing business with Grogno without speaking.
- Disturbed, secretly hears voices.
- Worships Morham faithfully. Left palm is always stained purple with berry juice.

Goods and Services	Price
<ul style="list-style-type: none"> <li>• 3x man-sized leather armor</li> <li>• Slings</li> <li>• Bags</li> <li>• Rations (salted mutton)</li> </ul>	Standard
Will taxidermy <b>anything</b>	20 GP per foot

**Fighter [Grumjin]:** AC 7 [12], HD 1 (7hp), Att 1 x cleaver (1d6+2), THAC0 17 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Chaotic, XP 15

In the back of the butcher shop under a sheepskin cover, Grumjin has a small altar to Morham. It consists of a taxidermied rabbit with its ears removed, twisted to stand on its hind legs, its body wrapped in dried brambles. The rabbit's left forepaw is covered with clotted blood, and a maggot-infested lamb fetus is dissected at its feet. Any PC that touches the horrid tableau may be contacted by Morham (see **Religion, Morham** on page 6).

### *Treasure*

In a hidden compartment in the rear of a stuffed boar, there's a small tin box with 205 SP and 35 GP. Also, all the stuffed animals (15) have cat's eye agates for eyes, each pair worth 10 GP.

## Clyde's Trading Post

### *Description*

The trading post is a tidy blue-painted wooden building with a whitewashed sign proclaiming the establishment as "Clyde's." A pair of hired guards in chainmail, lazily cradling polearms, wait outside the door and insist that visitors leave their weapons outside. The interior is clean but dusty with nearly empty shelves. A nearly-bare storeroom and a living space are attached.

### *Occupants*

#### Clyde and Marny, married owners

- Clyde has mutton chops and pointy-toed red boots. Marny wears turquoise jewelry and a matching blue dress.
- Clyde is an insatiable gossip and effete. Marny is extremely sarcastic but very flirty.

- Tired of backwater Bridgeham, and they openly despise Borlig (see p. 31) and Skeeve (see p. 26).
- They met Kriss the Younger, who led the spice caravan, and thought he was totally unprepared.

Goods and Services	Price
<ul style="list-style-type: none"> <li>• 2x 50' rope</li> <li>• 16x iron spikes</li> <li>• 12x torches</li> <li>• 3x flint and tinder</li> <li>• 1x lantern</li> <li>• 3x flasks of oil</li> <li>• 1x suit of plate mail</li> </ul>	Standard
6 crates of port (100 bottles per crate)	50 GP each
2 crates of brass fixtures	25 GP each

**Guards (2):** AC 4 [15], HD 1 (hp5,6), Att 1 × polearm (1d10), THAC0 19 [0], MV 90' (30'), SV D12 W13 P14 B15 S16 (1), ML 8, AL Neutral, XP 10

### *Treasure*

There is a wooden coffer in the trading room containing 350 CP, 230 SP and 45 GP. In their bedroom, there is a bulky iron chest with a cunning lock (-15% chance to pick) that is protected with a poison dart trap that triggers on a failed pick attempt (save vs. poison or take 4d6hp damage). It has a slot on the top for inserting profits. The key is kept within the lantern that hangs in the room. In the chest are 3,600 SP and 215 GP, plus bank notes that can be redeemed for 4,200 GP at a distant bank.

## Docks

### *Description*

Three piers hosting piles of netting and a dozen modest boats that reek of fish guts.

### *Occupants*

#### Fishermen (2d6 + 2)

- Taciturn folk, busy mending sails and painting hulls, responding with one word answers until one expresses a commercial interest.
- They sell their boats at a 10% markup.

- Warn outsiders to steer clear of Lake Saison because of the serpent “Old Brute.”
- Advise boat buyers to keep an eye out for sparkling eels, which they will buy for 100 GP each. They pickle this delicacy and sell it to cityfolk.

Goods and Services	Price
<ul style="list-style-type: none"> <li>● Rowboats (treat as canoes)</li> <li>● Well-made rafts (10’x10’)</li> <li>● Sailboats</li> </ul>	Standard + 10%

**Human [laborer] (2d6+2):** see page 10.

## Forge

### Description

The village forge is cramped, almost unbearably hot, but extremely orderly, with rows of oiled tools carefully laid out. The air is filled with the scent of burning coal and the sound of ringing hammer blows.

### Occupants

#### Dilbun, the smith

- Bulging biceps and red-faced, with a jangling toolbelt.
- Waxes philosophical about acts of creation and destruction as a follower of the Old Ways.
- Highly skilled, but very sensitive about his work.
- Won’t sell to dwarves because a pair of dwarven traders mocked his work years ago.

Goods and Services	Price
<ul style="list-style-type: none"> <li>● Spears</li> <li>● Arrows</li> </ul>	Standard
Other weapons*	Standard

\*Dilbun has plenty of spear points and arrowheads on hand. Other weapons must be made on commission. This takes three days for most of them, but a week for a sword. Quality is exquisite. Roll 1d8+1 for descending AC or 1d8+9 for ascending AC for such a weapon; it is +1 to hit targets with that AC.

**Human [laborer]:** see page 10.

## Treasure

Dilbun keeps his wealth in a locked metal chest which is visible, the key hidden under an anvil (Strength 16+ to lift, or two with Strength 13+). The chest, bolted to the floor, contains 900 SP and 160 GP.

## Lumber Mill

### Description

A long wooden structure surrounded by carts, workers, sawdust and the sound of labor. A water wheel is used to power a massive saw located in its dark interior. A circle of the laborers idly pass a bottle of applejack while grousing about there not being enough work.

### Occupants

#### Lumberjacks (1d8 + 6)

- Rugged, bold and hard-working men, prone to boasting competitions.
- Quick to issue friendly logging-related athletic challenges (e.g. tree-climbing, log splitting, caber tossing, etc.).
- Also quick to brawl over an insult.

#### Drendel, overseer

- Short man with red hair and sun-burnt skin.
- Always speaks LOUDLY, a little hard of hearing.
- Impatient, grouchy and humorless.
- Offers 250 GP to slay Brod the Troll at the **Old Bridge (3)**; see p. 29.
- Father of Garvey (see p. 25); considers his son an idle fool.

Goods and Services	Price
<ul style="list-style-type: none"> <li>● 10’ poles</li> <li>● Quarterstaves</li> <li>● Torches</li> </ul>	Standard
Forest guides and laborers	5 SP per day
Map of the forest (see p 76)	20 GP

At night, the grounds are patrolled by four heavy-framed mastiffs. They let out a terrific baying before attacking detected intruders.

**Human [laborer] (1d8 + 7):** see page 10.

**War dog (4):** AC 8 [11], HD 2+2 (11hp), Att 1 × bite (2d4), THAC0 17 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 11, AL Neutral, XP 25

### *Treasure*

In Drendel's office, a thick-walled safe is built into the floor, with a slot for inserting profits. It has two keys; one is held by Drendel, another by the foreman. Inside are 240 SP in loose coins. Under a false bottom is a lacquered puzzle box (40 GP) with 320 GP.

---

## **Mill**

### *Description*

The mill is a dimly lit place full of bags and barrels of flour and grain. Flour dust fills the air, and the perpetual creaking of the waterwheel and rumbling of the grindstone make conversation difficult.

### *Occupants*

**Seth Darby, reeve and miller of Bridgeham**

- See p. 26

### *Treasure*

In the office, Seth keeps a lockbox (key in right boot) that contains 600 CP and 170 SP.

---

## **Reeve's House**

### *Description*

Seth Darby and his family live in a large two-story white-painted house at the edge of the pond. The furnishings and walls are simple but well-constructed of clean and polished wood.

### *Occupants*

Seth Darby, reeve and miller of Bridgeham  
See p. 26.

**Family of Seth Darby**

- Wife (Talarika), two young sons and a daughter
- Happy, comfortable and well-adjusted

**Harn, guard of the reeve's house**

- Stout blonde young man with dull eyes
- Occupies the house at night, staying awake and alert
- Slow-witted and incurious, but good at his job.

In the bedroom, there is a **secret door** behind the mirror in his wardrobe. Beyond is a small shrine to Morham containing a statuette with a red-painted hand. This rests upon a locked wooden chest (key in left boot) with a poison gas trap (all within 5' save vs. poison or be paralyzed for 1d4 turns, dying of suffocation after 1 turn) which must be disabled with a secret latch before opening.

**Guard [Harn] (1):** AC 5 [14], HD 2 (hp9), Att 1 × poleax (1d10 + 1), THAC0 18 [+1], MV 90' (30'), SV D12 W13 P14 B15 S16 (1), ML 8, AL Neutral, XP 20

### *Treasure*

Seth's wife Talaric has a jewelry box with 120 GP worth of silver bracelets with fake glass stones.

Inside the secret chest are 700 GP worth of gold ingots, a **Wand of Paralyzation** (6 charges; ebony, carved with a kindly old face) and two **Potions of Human Control**, which look and smell like vials of saliva. The command word for the wand ("Morham") is inscribed on the bottom of the chest.

---

## **Stables**

### *Description*

Well-kept stalls with whinnying mounts, smelling strongly of dung and horse sweat.

### *Occupants*

**Tangus, stablekeeper**

- Tall with a massive black handlebar mustache
- Has Tourette's Syndrome; people say he was "faerie touched." Makes popping sounds and inappropriate comments.
- Wry sense of humor, uses his Syndrome to get away with rude interjections.
- Can arrange for purchase of mounts etc. for 10% fee.

Goods and Services	Price
<ul style="list-style-type: none"> <li>● Riding horse</li> <li>● Draft horse</li> <li>● Mule</li> <li>● Bridle and saddle</li> <li>● Wagon</li> <li>● Cart</li> </ul>	Standard + 10%

- Refuse to deal with anyone who mistreats livestock that he sold them i.e. gives to the troll (see p. 29).

**Human [laborer] (5):** see page 10.

## Temple of Vargon

### *Description*

A dour two-story trapezoidal structure constructed of massive basalt blocks, with thick oaken doors. The temple is surrounded by a thriving apple orchard. The interior is dominated by a massive central chamber, with a wide gallery facing into it from the second floor. Narrow windows ring the chamber, with wrought iron silhouettes of martyrs. Statues of the True Gods occupy niches, the central one containing the figure of Vargon, Lord of Watchful Judgment; a bearded sentinel with hollow eye sockets, wielding a spear and bearing a shield with the insignia of an unblinking eye.

### *Occupants*

#### **Felicitous the priest**

- See page 25.

### *Treasure*

Silver candle holders and alabaster icons throughout the main chamber are worth a total of 400 GP and 650 GP, respectively (total weight: 50 lbs and 200 lbs). A large chest at the foot of Felicitous' bed contains silk vestments worth 180 GP, and cones of incense worth 320 GP. Under a false bottom in the chest, Felicitous stores the ledgers for the temple, 1,200 GP of gold ingots and 500 GP of silver ingots.

At the bottom of a chest of clothing, there is a letter from Muriel, eldest daughter of the innkeeper:

“Father Felicitous, I hope this finds you well. I fear that the fruits of our special friendship are beginning to show. I shall keep my silence, but I will be unwed and disgraced. I do not know what my father shall do. I beg for your support in the years to come. Please do not regard this as a veiled threat; I shall remember your warm touch with fondness no matter what may come. Yours truly,  
Muriel”

## The Sleepy Shepherd

### *Description*

A cheery inn with a vast fireplace. The common room, kitchen and larder are downstairs while the private rooms of family members are upstairs. Passing shepherds and idle lumberjacks play games of chance and may challenge newcomers to drinking contests. At night, the place comes alive with locals who gather to play music, dance and drink cider.

In the rear of the cellar is a disused storeroom behind a stout iron-bound door. It can be converted into an impromptu prison. It has a massive padlock and Yettel keeps the key behind the counter.

### *Occupants*

#### **Yettel, the innkeeper**

- Unkempt salt-and-pepper beard, stained apron.
- Fawning and ready to offer the shirt off his back, but he'll charge you for it later.
- Desperate to have his toddler Mayhew, kidnapped by faeries, returned.
- Devout follower of the True Faith, ejects anyone who casts arcane spells within.

#### **Muriel, the innkeeper's daughter**

- Demure in shapeless frocks, but exceedingly pretty.
- Secretly had an affair with the priest, Felicitous, but she miscarried the fruit of their union.
- Very loyal to both her father and the priest.

#### **Cutter, the town drunk**

- Rheumy-eyed, smelling of vomit and ale.
- Constantly belches, even mid-word.
- Tells tall tales, especially of Dread John, the cannibal giant who lives in a gold tower.
- Angry atheist whose family died in fire.

Goods and Services	Price
1 night in common room with 2 basic meals	1 SP
1 night in private room (master bedroom, fits 4) with 2 nice meals	1 GP
1 mug of cider or ale, or 2 fingers of applejack	5 CP
1 nice meal (spicy mutton and fresh bread)	1 SP

### Skeeve, ne'er do well

- See page 26.

**Human [shopkeeper] (6+):** see page 10

**Human [laborer] (1d4+1):** see page 10

**Skeeve:** see page 26.

### Treasure

Yettel keeps a purse with 35 CP. In the cellar within a fake cask, he has a locked chest (key on his person) containing 720 SP, 45 GP, a set of fine silverware worth 150 GP and a tea set of delicate bone china worth 210 GP.

At the bottom of a chest of keepsakes in the bedroom of Muriel, the innkeeper's eldest daughter, is a letter from Felicitous. It reads as follows:

“Dearest Muriel, my condolences for your loss. Remember that the gods endow all things with purpose. I have ejected the foul witch woman from fair Bridgeham. Her ungodly sorcery was to blame. Even though your child did not come to term, I have enclosed a sum of silver to see you through hard times. I hope I can trust that you will not speak of our indiscretion. The gods will forgive us our sins if we repent with acts of piety.

Yours sincerely,  
Felicitous”

---

## Village Green

### Description

In this meadow of trampled grass, every morning, country squires gather here to hire laborers and trade with each other.

Goods and Services	Price
<ul style="list-style-type: none"> <li>• Adventuring gear (not weapons)</li> <li>• Spears</li> <li>• Quarterstaves</li> <li>• Bows</li> <li>• Arrows</li> <li>• Slings</li> </ul>	Standard
Laborers (1d4-2 available)	1 SP per day

### Occupants

#### Farmers and shepherds (2d6 + 4)

- Serious, hardworking, no-nonsense men, women and boys

Villagers don't have much currency, so bartering is necessary for anything that costs more than 1 SP. Adventurers can barter away their own possessions, or buy goods from places like **Clyde's Trading Post** (see p. 19) to swap. This takes an entire morning, and there is only (50 + CHA)% chance of being able to find what they want for whatever they are willing to barter.

**Human [laborer] (2d6+4):** see page 10.

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## Village Square

### Description

The village square is a bustling cobbled nexus with a large well in the center. Several buildings surround it, including the impressive Temple of Vargon. Wooden stocks stand empty...for now.

### Occupants

#### Garvey, garrulous youth

- See page 25.

#### Jarge, militia captain

- Smiling man with wispy blonde hair in a breastplate
- Drilling boys with oversized helmets and spears.
- Friendly back-slapper who subtly interrogates newcomers.
- Devout member of True Faith with strong prejudices that he rarely voices.
- Highly-respected by neighbors.

**Jarge:** AC 4 [15], HD 4 (25hp), Att 1 × sword (1d8), THAC0 16 [+3], MV 120' (40'), SV D10 W11 P12 B13 S14 (F4), ML 9, AL Lawful, XP 75

**Garvey (Human [child]):** see page 10.

**Human [child] (1d8+1):** see page 10; armed with spears



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## Warning Sign

### *Description*

At the side of the road heading northeast into the woods is a large polished wooden sign with the following message cut and stained upon it:

**“Light no fires in Olden Wood outside of a dwelling lest you incur the wrath of Septus the Druid!”**

---

## Watchtower

### *Description*

A skinny whitewashed wooden edifice, about 30' tall, with a door made of thick iron-bound wooden planks. At the top is a cupola with battlements and narrow metal bars. Above the cupola is a modest bell tower. It is occupied at night by a single sentry who sits by a hanging lantern.

### *Occupants*

#### **Sentry (at night)**

- Wears a helmet, hard to hit with missiles (AC 0 [19])
- Rings bell if he hears or sees any disturbances, summoning the militia
- The village is mostly unlit at night, but the sentry can see if ill befalls the militia patrol

**Human [militia] (1):** see page 10.

# Important People

## Felicitous (village priest)

The village priest was sent by authorities of the Faith to run the temple at Bridgeham and keep an eye out for signs that the evil in Fort Hope is re-emerging. The barrel-chested cleric has soulful eyes and a burn scar across the left side of his face, and he wears thick blue robes over a shirt of chainmail. Felicitous served the Faith as a witch hunter and inquisitor before this appointment.

Felicitous can usually be found at the **Temple of Vargon** (see p. 22).

The cleric is eternally suspicious, and he will interrogate the party about their purpose in the village. Felicitous greatly distrusts magic-users, illusionists, druids, barbarians and demi-humans.

Felicitous urges adventurers to confront the faerie of the **Old Mound (6)** (see p. 35), claiming that they are wicked godless creatures who have stolen several children from the village (the last part is true). He opines that they are responsible for attacks on caravans. If anyone mentions visiting Fort Hope, he'll warn them to leave any wards untouched, and demand that they return to him afterwards for debriefing.

Any attempt to sway Felicitous to permit the heathen Solstice Festival is met with a stony refusal. If told that the faeries will return the children if resumed, he insists that the wicked creatures cannot be trusted, and he would never betray his faith. His spiritual authority is such that the villagers do not rebel against this proscription.

One thing that could sway him would be blackmailing him with proof of his tryst with Muriel (see p. 23), the innkeeper's eldest daughter. If he is accused without evidence, he haughtily denies the charge, and ensures that his accusers are driven from Bridgeham.

**Felicitous [4th level cleric] (1): AC 5 [14], HD 4\*\* (20hp), Att 1 × mace (1d6) or 1 × spell, THAC0 18 [1], MV 90' (30'), SV D11 W12 P14 B16 S15 (C4), ML 10, AL Lawful, XP 125**

- **Spells:** *Cure Light Wounds, Protection From Evil, Hold Person*
- **Turn heretics:** Use the cleric's turn undead chart for arcane, fae and ungodly folk (faerie, magic-users, illusionists, druids, demon-worshippers,

elves, halflings, atheists and those who scorn the gods.)

- **Possessions:** mace (head shaped like a weeping martyr), chainmail, bulging pouch with 50 SP and 10 GP, silver necklace with the holy symbol of Vargon, worth 50 GP, and the key to the temple.

## Garvey (helpful youth)

Garvey is a lanky hyperactive fourteen year-old boy. Garvey spends a lot of time loitering in the village square and offering to help anyone for a few coins. He is well-liked, but considered a little "off." His father is the lumber mill overseer, Drendel (see p. 20).

Garvey can usually be found in the **Village Square** (see p. 23).

When the adventurers arrive in Bridgeham, Garvey approaches them, offering to be their guide for 1 SP per day. Accepting his offer, he can guide and provide two random rumors to pass on. Garvey talks non-stop and asks endless questions. If he likes them, the boy invites the party back to his parent's home to savor his mother's (in)famous fish stew. Here are establishments that Garvey will direct the party to:

Party seeks...	Garvey recommends...
Lodging	The Sleepy Shepherd (see p. 22)
Arms/armor	Forge (see p. 20)
Provisions	Butcher and Tanner (see p. 18)
Leather goods	Butcher and Tanner (see p. 18)
Miscellaneous gear	Clyde's Trading Post (see p. 19), Village Green (see p. 23).
Mounts	The Stables (see p. 21)
Boats	The Docks (see p. 19)
Hirelings	Lumber Mill (see p. 20), Village Green (see p. 23)
Authority	Seth Darby, the reeve (p.26), Felicitous the Priest (see p. 25), Jarge the Militia Captain (see p. 23)
Advice	The <b>Wise Woman (2)</b> (see p. 27), Felicitous the Priest (see p. 25)
Rumors	The Sleepy Shepherd (see p. 22)
Blessings	Temple of Vargon (see p. 22)
Magic	The <b>Wise Woman (2)</b> (see p. 27)

In addition, Skeeve (see below) later asks the boy everything he knows about the party, which he readily recounts. Skeeve then advises Garvey to tell the PCs that they can travel by river a mile past **Ruined Bridge (5)** (see p. 34), which brings them close to **Fort Hope (10)** (see p. 46) while allowing them to circumvent the forest. The unscrupulous fellow then rows upriver to pass his information to the people of **Borlig (4)** (see p. 31), so they can set-up a river ambush for the adventurers.

**Human [child]:** see page 10.

- **Possessions:** pouch with 15 CP and 1 SP, knife

### Seth Darby (reeve)

A stout and serious-looking man with clean homespun clothes and a balding pate. He wears a wedding ring set with a small ruby but no other adornments. Seth has a strong lisp, and he is very friendly to children.

Seth Darby can usually be found at the **Mill** (see p. 21).

Seth Darby is the reeve by blood, but it has been two generations since any lord has bothered with Bridgeham. Seth is always wary of anyone representing the local nobility. He is also the village miller (see p. 21) and known for honest dealing, so the villagers respect his opinion.

**Seth is a follower of Morham**, so after a night's sleep, he is charged with learning more about them. If they're still around, Seth invites them to dinner. If they state that they are looking for the bandits who attacked the spice merchants, he'll steer them towards the faeries of the **Old Mound (6)** (see p. 35). If they urge him to pledge loyalty to the Duke, he says he'll do that when the Duke can be bothered to protect the village, and he's far too busy to leave town.

**Seth [2nd level fighter] (1): AC 6 [13], HD 2 (hp10), Att 1 × sword (1d8), THAC0 19 [0], MV 120' (40'), SV D10 W11 P12 B13 S14 (F2), ML 9, AL Chaotic, XP 20**

- **Possessions:** ruby wedding band (**Ring of Protection +2**), silver sword (worth 110 GP), pouch with 25 SP and 10 GP, key to chest in each boot

### Skeeve (ne'er do well)

Skeeve is a grubby, scrawny fellow with graying hair and one milky-white eye. He's dressed in heavily-patched clothes little better than rags, and smells faintly of beer and piss. Skeeve has painted nails (black on all except for a red-painted left pinky). He has the habit of answering questions with questions.

Skeeve can usually be found at The Sleepy Shepherd (see p. 22).

Most folk leave Skeeve alone because he's a representative of **Borlig (4)** (see p. 31). They would have driven him off long ago, but several members of Bridgeham have family in Borlig, and the villagers are wary of their shady neighbors. Most are reluctant to talk about him.

Skeeve pays great attention to newcomers, because he's supposed to keep an eye out for potential river-borne prey. However, he is willing to sell thieves tools, fence stolen goods, and offers a vial of blade venom (type II) for 100 GP. If he notes any unscrupulous party members, he mentions that the Temple of Vargon (see p. 22), Clyde's Trading Post (see p. 19) and Reeve's House (see p. 21) are all good targets for theft, and he can fence any ill-gotten gains. Skeeve only pays 1/3 the value for these.

If he learns that the party intends to travel north along the Copperwine River, Skeeve quickly grabs a skiff and heads to Borlig, warning them to set-up an ambush. Skeeve is also a follower of Morham.

**Skeeve [3rd level thief] (1): AC 7 [12], HD 3\*\* (9hp), Att 1 × dagger (1d4), THAC0 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S16 (T3), ML 7, AL Chaotic, XP 65**

- **Backstab:** +4 to hit and 2x damage
- **Thief skills:** As 3rd level thief
- **Blade poison:** See possessions
- **Possessions:** dagger, sling, 5 stones, money belt with 35 SP and 5 GP, 2 vials of type II blood poison, 3 kits of thieves' tools, flask of wretched whiskey

**Treasure:** Outside town, Skeeve has a sack of 600 GP under the roots of an old gnarled oak. It is very difficult to find without Skeeve's guidance, and he is careful to ensure he is not followed to it.

# 2. The Wise Woman

A decrepit cottage waits at the end of a rambling trail. It is flanked by a crumbling well and a stinking outhouse. An overgrown garden to the side of the cottage is being tended by a gaunt figure.

The Wise Woman is wizened beyond reckoning, her skin brown as bark. She wears a tattered gray cloak that sometimes reveals too much, her sole accessory a string of crimson beads wrapped around one arm (left). If asked her name, with a croaking laugh she declares that she forgot it because names are power.

**Cottage Interior:** The interior of the cottage is cluttered but cozy. The scent of bitter herbs brewing in the bubbling cauldron fills the air. Clothes and herbs hang on racks, and a padded rocking chair sits before the fireplace. In one corner of the room is a table covered with scattered animal bones, and beside that is a small stone idol.

## Potions

The Wise Woman brews magic potions, which outsiders must pay for. She charges 200 GP for most of her potions. The Wise Woman also sells experimental potions for 50 GP if the purchaser promises to return and tell her what happened. She only has one of each potion, and it takes weeks to brew another.

Standard Potions	Experimental Potions
Animal Control*	Flying*
Healing	Invisibility*
Treasure Finding	Polymorph Self

\* The **Potion of Flying** is actually a **Potion of Levitation**. The **Potion of Invisibility** is actually a **Potion of Delusion**. Using the **Potion of Animal Control** angers Septus the Druid (see **The Stones (7)** on p. 39), and he refuses to do any favors for anyone who drinks one in Olden Wood (he somehow knows).

Followers of the Old Ways, like druids and bards, may bargain the Wise Woman down to 100 GP for one of her standard potions. However, if a customer offends her, there is a 50% chance she gives them a **Potion of Poison** instead of their purchase.

## The Idol

The stone idol is worn smooth with time, but appears to be a smiling old man in a patterned robe, his left hand raised in greeting. That hand is colored brown by a rusty stain.

This is an effigy of Morham, whom the Wise Woman follows. If asked about the idol, the Wise Woman says that he brings her luck, and invites the asker to rub the statue for good fortune. Doing so makes the character subject to contact by Morham (see **Religion; Morham** on p. 6).

## Conversation

The Wise Woman gossips and provides advice to all who seek it. This is free of charge, but she insists that those who do so must stay for tea. It takes her three hours to make tea and conversation, since she moves slowly and rambles when speaking. Those who stay for this learn the following things:

1. **The Old Bridge (3)** (see p. 29) is guarded by a troll; best bring an extra mule to pay his toll.
2. The faeries at the **Old Mound (6)** (see p. 35) are tricksters that should be approached with caution. However, they are not attacking the caravans.
3. The caravan raiders could be the miscreants living at **Borlig (4)** (see p. 31), a village deep in the forest along the Copperwine River.
4. She believes that the miscarried child for whom she was ejected from Bridgeham was the product of the union between Muriel (see p. 22) and Felicitous (see p. 25). But she has no proof because the girl would not name the father.
5. She knows nothing about the missing spice caravan.

## Overnight guests

If the party arrives or stays after midday, the Wise Woman suggests they spend the night, as it is best to start a journey in the morning. She cooks a hearty rabbit stew for those who accept, and offers each a blanket and pillow for sleeping on the floor.

When the Wise Woman dreams, she is instructed by Morham to ensure that the party sleeps, and to leave the cottage in two hours. At this time, she casts *Sleep* on any PC who remains awake, replaces the **Potion of Healing** with a **Potion of Poison**, and slips out the door. Shortly after that, five zombies arrive to attack anyone still in the cottage. If asked about her disappearance later, she claims to have left to use the outhouse at just the right time.

**Treasure:** In addition to the potions, the Wise Woman has a battered coffer of blackened metal (actually silver, worth 150 GP if restored) filled with 220 CP, 85 SP, 16 GP and a scroll of *Phantasmal Force*. This is concealed under a loose floorboard in the corner of the domicile. The Wise Woman has a spellbook with *Sleep* in it, which she carries on her person in the form of hides bound with leather cord.

**Wise Woman [medium] (1):** AC 9 [10], HD 1\*\*, hp 3, Att 1 × dagger (1d4) or 1 × spell, THAC0 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15 (MU1), ML 7, AL Chaotic, XP 16

- **Spells:** *Sleep*

**Zombie (5):** see page 10



# 3. The Old Bridge

A narrow wooden bridge made from thick oaken beams crosses the swiftly flowing Blackbrew River (7' deep at its center). The bridge has no rails or cover and on each side is a crude plank nailed to a gnarled branch draped with horsehide. Stained on the hide is a barely-legible message in Common: **“Wait here and call Brod.”**

Calling for Brod summons a towering and gaunt form with rubbery green skin and sunken eyes, clambering up from under the bridge. It wears dirty patched clothing, and a comically small cap adorns a lone thatch of black hair. It grumpily flexes its long yellowed talons, and grunts in Common: **“You pay toll!”**

## The Toll

Brod is a troll, more clever than most, who spends his time sleeping in a hammock under the bridge and extorting passersby. He demands one of three possible payments to cross the bridge: a plump halfling, a horse, or gold. If asked how much gold, he sullenly doffs his cap and points to it. **“Fill hat!”**

The cap looks as though it has a capacity of about 30 coins. However, it is actually a **Bag of Holding**. Brod chuckles at the consternation of those who try to fill it. Fortunately, the bag is nearly full, so it only requires another 300 coins, and Brod accepts any type of coin.

If the party cannot pay the toll, Brod allows them to pass if each PC submits to a spanking. He applies this with a massive handful of willow switches, inflicting 1d6 damage. As they leave, he bellows **“No short again!”**

Brod charges his toll in both directions. Also, if he has a negative reaction to a passing boat, he insists that it pays as well.

## Avoiding Payment

It's difficult to sneak across the bridge without alerting Brod, and impossible with mounts or pack animals. If Brod hears someone trying to cross without paying, he reaches from under the bridge to strike the foremost party member at the halfway point. This is a talon attack, and if it hits, the defender must **save vs. paralysis** or fall into the river for 1d4 damage.

If a PC falls into the river, Brod leaps down to attack. Otherwise, he climbs upon the bridge in one round to attack whoever he can reach first.

Anyone using fire in the forest (i.e. to slay Brod) incurs the wrath of Septus the Druid (see **The Stones (7)** on p. 39).



## Spice Caravan

Brod remembers the passage of the missing spice caravan; he managed to obtain many coins and a mule from them. He reveals this to anyone who asks after paying the toll.

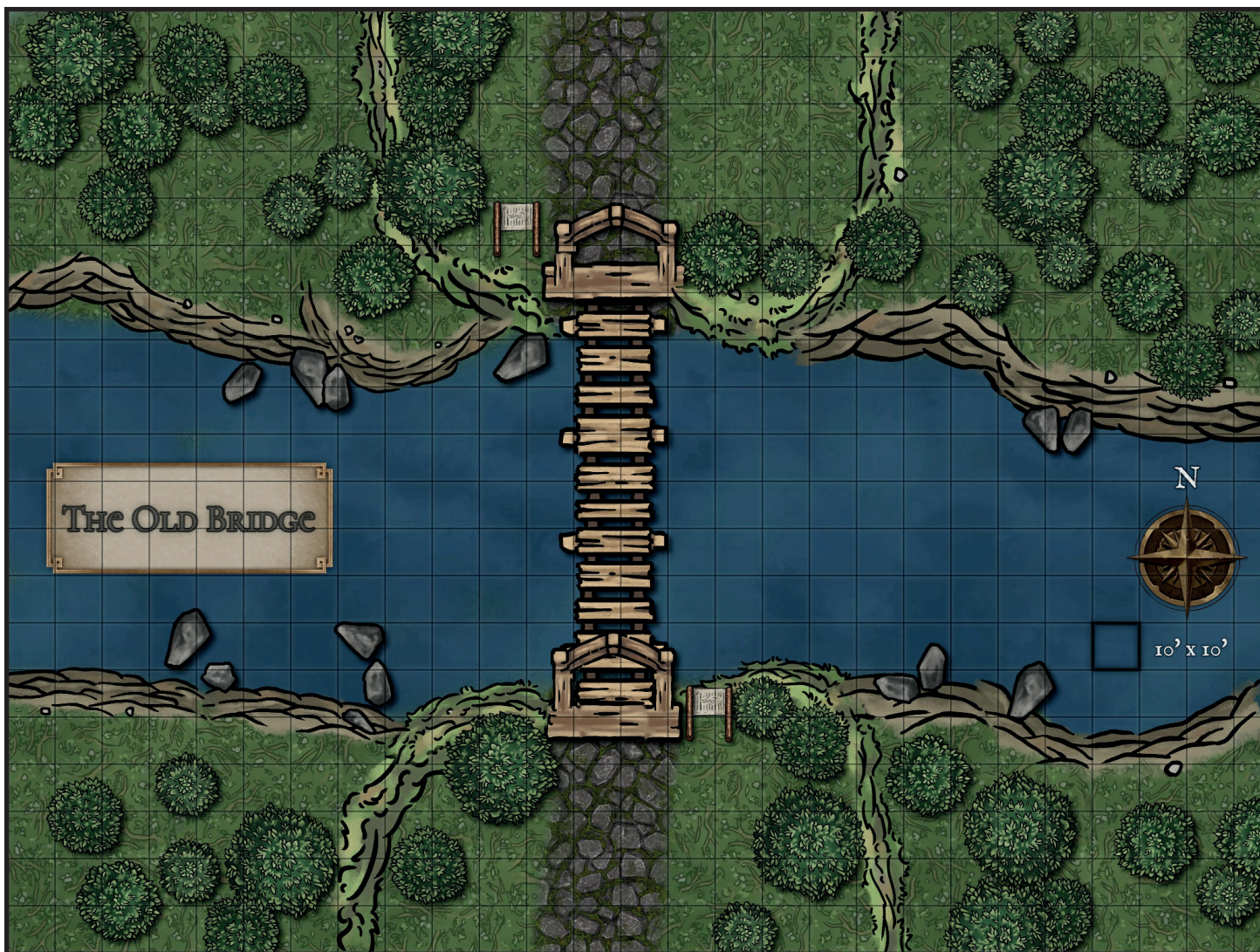
**Troll [Brod] (1): AC 4 [15], HD 6+3\* (35hp), Att 2 × talon (1d6), 1 × bite (1d10), THAC0 13 [+6], MV 120' (40'), SV D10 W11 P12 B13 S14 (6), ML 10 (8 fear of fire), AL Chaotic, XP 650**

- **Regeneration:** 3 rounds after being damaged, start regaining 3hp per round. Severed limbs reattach.
- **Return from death:** If killed (0hp), will regenerate and fight again in 2d6 rounds.

Continued

- **Fire and acid:** Cannot regenerate damage from these sources. The only way to permanently kill a troll.
- **Fear of fire:** Morale 8 when attacked with fire or acid.

**Treasure:** Brod's **Bag of Holding** contains 9700 CP, 1400 SP, 500 GP, a fine sword and shield with the emblem of an owl (worth 75 GP as a set) a suit of elven chainmail (weighs as much as leather; fits elves, and humans with STR less than 13; upsets some elves when worn by non-elves; worth 250 GP), matching silver necklace and earrings each set with an emerald (worth 50 GP each or 250 GP as a set), 4 saddles with saddlebags, a doll-sized set of bright motley, and innumerable chunks of meat that are mostly rotten.



# 4. Borlig

Straddling a well-traversed muddy trail is a wooden palisade consisting of 10' tall sharpened tree trunks bound with thick rope. Those who approach the wooden gates are hailed brusquely by one of two sentries nervously peering over the edge of the wall. Each is soon joined by two more helmeted comrades.

The sentries turn away travelers unless they have something to trade, or they mention the kobolds. In either case, they fetch the hetman, a black-haired man with gold teeth and colorful tattoos named Veccio. He invites them in to parlay if they are peaceful.

## Entering Borlig

Inside the palisade is a sorry collection of shabby shacks and huts. Platforms with ladders lean against the outer wall at regular intervals. Everyone is grubby, and there are few women. Two men pull a cart of rank fish between a longhouse and a simple wooden platform mounted on cut tree stumps. There are gates at both ends of the bisecting trail.

Anyone who attacks Borlig or causes trouble within is attacked by Veccio, 1d6+6 brigands and 1d8+8 sentries.

**Veccio (1): AC 5 [14], HD 2 (9hp), Att 1 × two-handed sword (1d10) or dagger (1d4+1), THAC0 19 [0] (18 [+1] with dagger), MV 90' (30'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Chaotic, XP 20**

- Envenomed: When Veccio hits with a natural 20 with his dagger, the defender must save vs. poison or die.
- Items: **Venomous Dagger +1, Potion of Gaseous Form** (he drinks if the situation turns dire) and gold teeth studded with pearls (150 GP).

**Sentry (number varies): AC 7 [12], HD 1 (4hp each), Att 1 × bow (1d6) or 1 x dagger (1d4), THAC0 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15 (T1), ML 6, AL Neutral, XP 10**

**Brigand (number varies): AC 6 [13], HD 1 (5hp each), Att 1 × shortsword (1d6), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 8, AL Chaotic, XP 10**

## Parlay

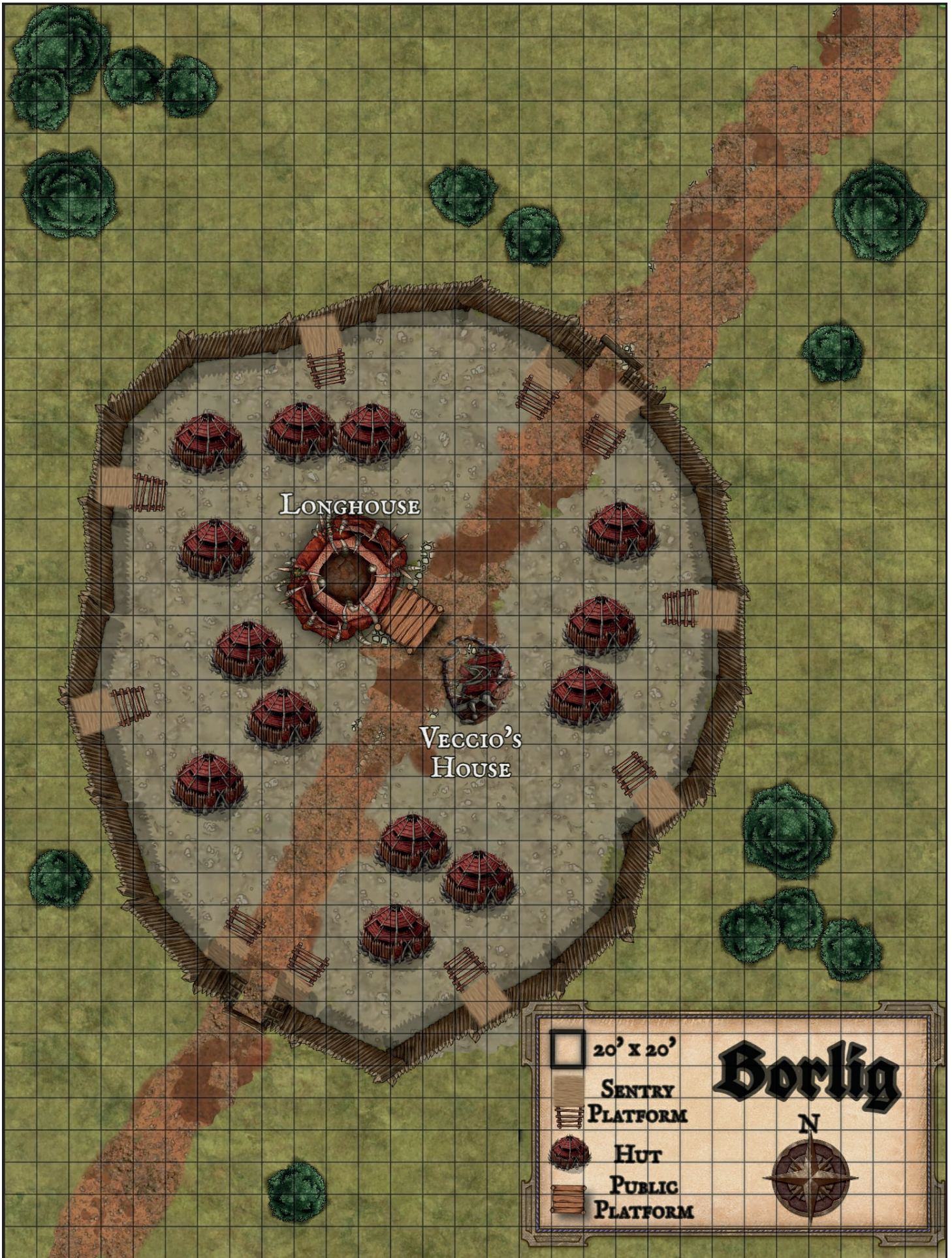
Veccio welcomes the party to Borlig. He is a follower of Morham and has a tattoo of an eye weeping tears of blood on his left hand. Clerics recognize this symbol as blasphemous to the True Faith. If the party mentioned kobolds, Veccio brings them to the longhouse to talk.

Veccio explains that for several years, the wreckers and the kobolds have left each other alone. However, two months ago, the kobolds came to Borlig and demanded a tribute. They were turned away with jeers and arrows. Soon after, a hunting party of four men disappeared, and a week after that, they returned to attack the village as zombies. Two villagers were slain before they were put down. The next day, another group of kobolds arrived to demand double the tribute. This time, Veccio paid.

Veccio and the wreckers now fear the kobolds. Veccio offers the PCs 500 GP to return with the head of the kobold leader, and provides the PCs with the following information and assistance:

- The kobolds have taken residence in the ruins of **Fort Hope (10)** (see p. 46), and his people can draw a map of the way there.
- The party is warned of ruins of a nameless village on the way to Fort Hope. This village is haunted, and perilous at night!
- Veccio can refresh supplies of arrows, torches, ropes, and other cheap adventuring equipment. He can also provide spears and man-sized leather armor for anyone who needs them.
- Veccio also offers a pair of foul-smelling tarry "healing potions." These are actually just opium, granting 1d6 temporary HP for 1d4 hours at the cost of -3 **DEX** for the duration.
- Finally, Veccio offers free room and board in Borlig, meager as it may be.

Veccio never saw the **spice caravan**, although he did hear about it from Skeeve (see p. 26) in **Bridgeham (1)**. They did not travel by river, so Veccio didn't concern himself with them.



## Lodging

If the party agrees to eliminate the kobolds and accepts Veccio's offer of lodging, they are given a rundown hut to occupy. The villagers are standoffish and the fare is boiled leeks with roasted squirrel, but Veccio orders comely lasses (and/or lads) to serve it to the party every day. They are instructed to set the PCs at ease and tell Veccio anything that they learn.

The adventurers can obtain rumors from the servants. If the party treats them extremely well, a servant may warn them not to trust Veccio.

Roll 1d8	Servant Rumor
1	Veccio talks to the gods; that's why he's always so lucky. (T)
2	That druid is a nasty bastard who has turned the beasts of the forest against men. (F)
3	Old Brute makes it impossible to travel further north on the Copperwine. (F)
4	I heard there are goblins working for the kobolds, not the other way around. (T)
5	They say the kobolds have a secret entrance to their lair in the haunted village. (F)
6	The Fort looks abandoned during the day, but it's actually safer at night. (T)
7	My cousin lives in Bridgeham. She says that the priest is actually a devil worshiper. (F)
8	If you approach Fort Hope from the road, your skull will join the others on a stake! (T)

## Defeating the Kobolds

Defeating the kobolds and showing proof, the PCs are greeted as heroes, and Veccio invites them to a feast in their honor at the longhouse. Seven brigands attend the feast with him, and the ale is drugged. Anyone drinking it must save vs. poison or fall into a helpless stupor for 1d4 hours; those who succeed suffer -3 **DEX** for the duration. Veccio then tries to murder and rob the party.

# Locations

## Longhouse

A place for formal occasions, as well as celebrating a successful wrecking party. There's a banquet room with a single table that stretches across the room, and several smaller ones. There is also an attached kitchen.

## Platform

A place for general announcements, as well as punishments (i.e. whipping and execution).

## Veccio's House

The largest shack in Borlig. It consists of two rooms. The main room is where Veccio rests, consisting of a messy bed with silken pillows, a dresser full of clothes and a sideboard containing 11 bottles of fine spirits worth 20 GP each. The side room is locked with a crude mechanism (+15% chance to pick), but the door is rigged to tip over a massive gong when opened, alerting anyone in the vicinity.

The side room is filled with clutter, including piles of dirty dishes, chipped wine bowls, and soiled clothing. Past all this is a crude shrine decorated with melted wax and animal bones. On a broken plank of wood is a simple icon of an old man in a green robe with a red (left) hand.

**Treasure:** A thorough search of the side room clutter locates a chest with 3,500 SP and 240 GP. There are also three crates full of plundered silken pantaloons, each worth 100 GP and weighing 500 coins.

# 5. The Ruined Bridge

Formerly a wide stone bridge that spanned the Copperwine River, sections of once cracked stone have collapsed into the water, although the ruins themselves have been cleared by the swift current. It cannot be crossed on land, but it may be easily bypassed in the water.

If aware of boat travelers, the river wreckers of Borlig set-up a trap meant to wreck passing vessels.

**The Boat Trap:** 60' before the bridge, several rusty portcullises, anchored upside-down to the riverbed with sharpened tines just under the surface point diagonally upstream. Any boats striking the portcullis at full speed are torn open and immediately capsized, throwing anyone on board into the water. Swimmers are carried another 30' downstream and may be struck by a row of pikes (**The Person Trap**) that **attack as THAC0 14 [+5] and inflict 2d6 damage**. Those wearing armor also risk drowning.

Cautious and perceptive PCs have a 40 + WIS % chance of spotting the trap before it's too late.

Wreckers wait on the bridge and raise nets, anchored to heavy weights, and attempt to capture wreckage and survivors. Survivors are attacked by six wreckers armed with bows. A character caught in the nets has a chance to free themselves every round with a successful **STR** check, and taking an additional round to climb up the nets to the part of the bridge where the wreckers stand.

**Bandits (6):** AC 7 [12], HD 1, hp 6, 5, 4, 4, 2, 2, Att 1 x bow (1d6) or 1 x club (1d4), THAC0 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15 (T1), ML 6, AL Chaotic, XP 10



# 6. The Old Mound

Flowers line the trail, ending at a bright, sunlit meadow containing a vast earthen mound (250' across, 30' high). A massive oak tree stands at its base, its leaves shading a simple stone table and chair blocks. On the table stands a naked leering satyr with a long snowy white feather tied to his horns, gaily playing his pipes for a circle of five thick-bearded leprechauns cavorting about the trunk in moss tunics.

## Meeting the Faeries

Six leprechauns and a satyr named Dandy Jim are watching from the lower boughs of the trees; the ones that the party sees are illusions created by the leprechauns. They use *Ventriloquism* to speak from the illusions in their piping voices, and the illusionary satyr does not speak.



The band of faeries mock the adventurers but do not initiate acts of violence. During a long conversation, they try to pickpocket the PCs, one at a time, until one of them fails.

The leprechauns saw the missing spice caravan resting at the crossroads. They played some pranks on the traders, but Kriss the Younger was alert and irritable, so they kept their distance.

## The Children

The kidnapped children from Bridgeham are slumbering within the mound under the spell of the satyr. The faeries will return the children if the reeve of Bridgeham swears to resume the Solstice Festival.

In an extended negotiation, Dandy Jim may propose to return the children if the PCs can provide proof that they have slain Brod the Troll from the **Old Bridge (3)**. If the party accomplishes both favors, Dandy Jim rewards them with his Swan Boat Feather Token.

If the party engages in violence or attempts to enter the mound, Dandy Jim plays a song to charm party members to oppose their fellows, leave behind their treasure and depart. If that doesn't work, he plays an eerie song to induce magical fear (save vs. spell or flee for 2d6 rounds) while the leprechauns create illusions of rising Shambling Mounds.

## Departing

Before the party departs, the leprechauns insist that each PC leaves a gift of something pretty. It doesn't have to be expensive, but they won't mention that. The faeries also accept alcohol. If anyone refuses, or if the leprechauns are dissatisfied with any of the gifts, they invisibly follow the party and create an illusion that causes the adventurers to wander into a ditch. The lead PCs must save vs. spell or take 1d4 damage, and if mounted, their horses go lame (see p. 72).

**Leprechaun (6):** see page 10.

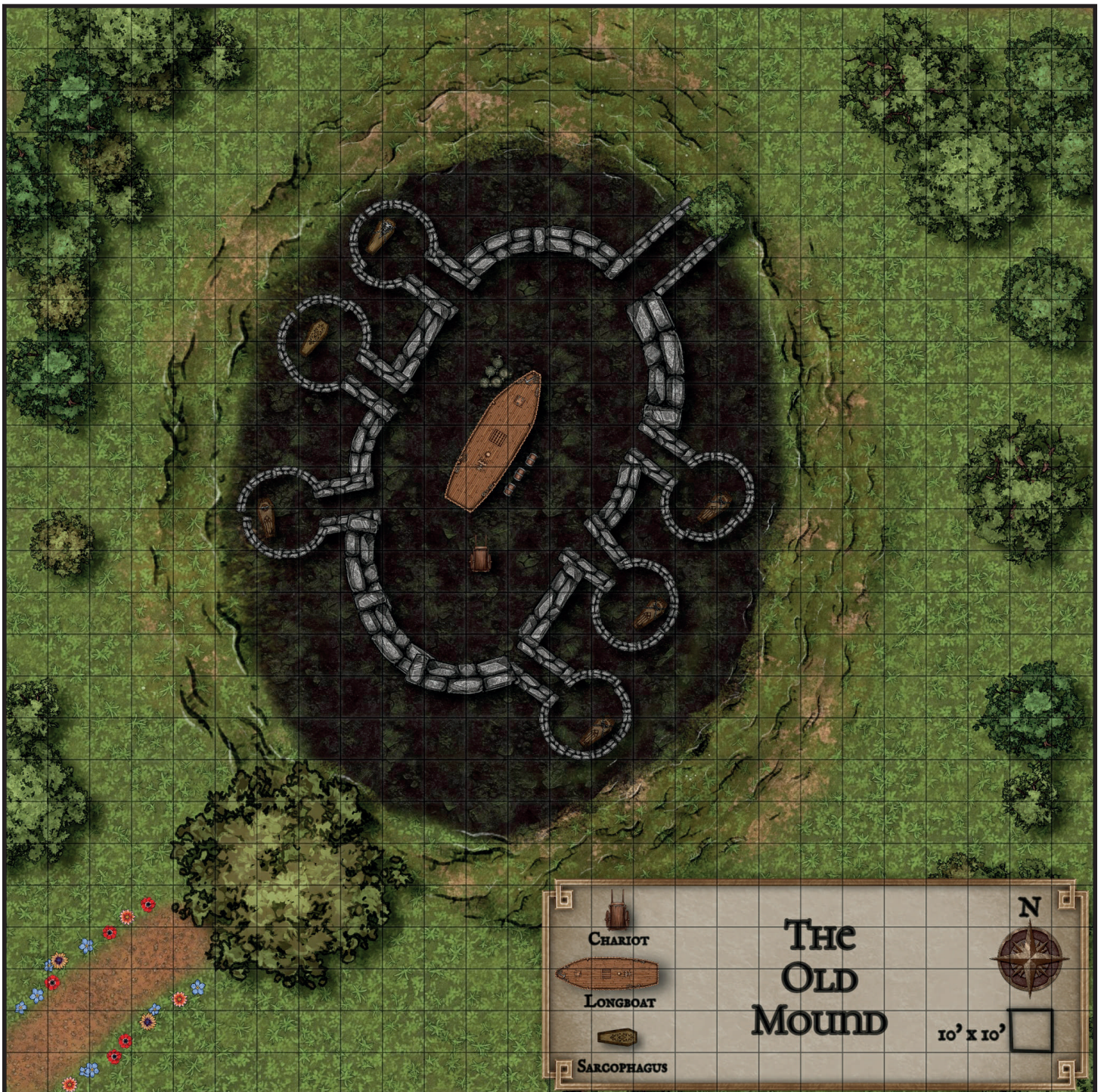


**Satyr (1):** AC 5 [14], HD 5 (20hp), Att 1 × horns (2d4) or magic pipes, THAC0 15 [+4], MV 180' (60'), SV D6 W7 P8 B8 S10 (10), ML 9, AL Neutral, XP 300

- **Surprise:** Only surprised on a 1.
- **Hide in woods:** 90% undetectable when hiding.
- **Magic pipes:** May be played for one of the following effects: A. Charm: Anyone within 60' who hears the song must save versus spells or be charmed: move towards the satyr (resisting those

who try to prevent it); defend the satyr; obey the satyr's commands (if understood); unable to cast spells or use magic items; unable to harm the satyr. A character who saves is unaffected for the rest of the encounter. Killing the satyr breaks the charm. B. Fear: All within 60' must save versus spells or flee for 2 turns. C. Sleep: All within 60' must save versus spells or fall asleep for 4d4 turns.

- **Items:** Swan Boat Feather Token (worn by satyr).



## Entering The Mound

Forty man-hours of excavation is needed to gain entrance to the mound. There is also an illusion concealing an entrance halfway up the rear slope; treat this as a secret door for searching, and a ranger can roll his tracking skill to spot the footprints of faeries and children leading to it. After passing through a 40' tunnel, it emerges into a vast and dark burial chamber.

## Inside The Mound

The main burial chamber contains a rotting longboat, mummified horses, and a large collection of urns, figurines, chests, and other artifacts. There is also a fine bronze war chariot that has resisted corrosion.

Six side chambers are connected by short tunnels. Each side chamber holds a stone sarcophagus upon which rests a sleeping child, who may be roused with a single touch. The sarcophagi are mortared rectangular slabs of stone. It takes six turns for one person with tools to break one open. Within each are dry bones and withered scraps of cloth.

## The Guardian

The burial chamber is guarded by a mummy dressed in the regalia of a barbarian king. It rests within the longboat, and waits until the party has split up to search the tomb before attacking. If the party never splits up before waking a child, it waits to attack in the main chamber. When it's advantageous, the mummy mounts the chariot. See the **Chariot of the Night** in **Appendix B** for details.

The mummified chieftain does not leave the mound. Every moonrise, if it has not been slain, it recovers from any damage it has taken. It assists the faeries due to having sworn eternal allegiance to the Unseelie King.

**Mummy (1):** AC 3 [16] (1 [18] when mounted on the chariot), **HD** 5+1\* (25hp), **Att** 1 × touch (1d12 + disease) or 1 x sword (1d8), **THAC0** 14 [+5], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Chaotic, **XP** 400

- **Paralyze with terror:** Anyone seeing a mummy must save versus paralysis or be paralyzed with terror. Paralysis is broken if the mummy attacks or goes out of sight.

- **Disease:** Anyone hit contracts a horrible rotting disease. Magical healing is ineffective; natural healing is ten times slower. The disease can only be removed by magic.
- **Damage immunity:** Only harmed by fire or magic. All damage is reduced by half.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Items:** Golden regalia of the king, consisting of finely spun wires and amethysts in a dragon motif (600 GP). An ivory crown carved with scenes of old gods, including Morham. Acts as a cursed **Helm of Alignment Changing**, as well as making the wearer susceptible to being contacted by Morham (500 GP).

### Treasure:

- One chest full of 2000 iron coins worth a mere 20 GP (or 100 GP to the smith Dilbun).
- One chest full of 1600 GP of ancient coins.
- Four urns of scented oils, worth 120 GP each.
- Four urns of embalming fluid, worth 80 GP each.
- Four bone tubes containing scrolls with these magic-user spells:
  - *ESP*
  - *Web*
  - *Protection From Normal Missiles*
  - This scroll is trapped with glyphs that explode with fire when read, inflicting 3d6 damage to all within 10' radius (save vs. spells for half damage) and incinerating any exposed paper. The scroll is bound with a wax seal imprinted with ancient runes that mean "danger."
- **Chariot of the Night;** see **Appendix B** for details.

# 7. The Stones

The forest opens to a grassy hilltop meadow with a ring of ancient stone blocks. On six of the menhirs are the remains of shattered statues, with two mounting intact figures. The gray slabs (8' tall x 4' wide x 2' thick) bear the traces of fading runes under draperies of moss. A rough granite cube with a blood-stained circular depression atop, a mere 3' high, is situated in their center. Beside the ring is a hut made of wooden hoops and skins, with a finger of smoke emerging from a hole at the top.

This spot is a sacred temple for the Old Ways, so there are no random encounters at this location. Within the hut is Septus the Druid, and his companion, a hulking grizzly bear named Smoky. The druid is a bald tattooed man with wild eyes, dressed in furs. He wears a rattling necklace of teeth and bones. Septus walks with a stout polished staff with elaborate carvings, stained with wild berries.

Septus always says what he thinks and asks pointed questions. He warns travelers in the woods to refrain from lighting fires, or he will visit his wrath upon them. If he recognizes any PC that has started a prior fire in the forest (e.g. against Brod the Troll; see **The Old Bridge (3)** on p. 29), he becomes enraged, summoning a group of wolves to join an attack on the party.

## Blessing of Olden Wood

Septus invites visitors to show their respect for the Old Ways and receive the blessing of Olden Wood. To do so, they must fill the bowl in the central altar with their own blood. Five HP of blood are required. Doing so prevents all attacks by wolves, and some attacks by boars (see **Random Encounters** on p. 11).

Septus only answers questions once an offering is made. He tells them about the remaining statues on the blocks if asked; they are of Morham, Bringer of Merriment (an old man in a robe of flowers with a wry smile), and Festivus, Lord of the Feast (a bearded pot-bellied fellow with arms thrown wide in greeting). **Note:** PCs touching Morham's stone receive dreams from Morham (see **Religion; Morham** on p. 6).

Septus briefly met the **spice caravan** just south of the crossroads, warning them about lighting fires. They were

respectful, and promised to visit this place, but never arrived.

Septus provides healing for characters who bring him useful gifts. He cares not for treasure, but appreciates alcohol.

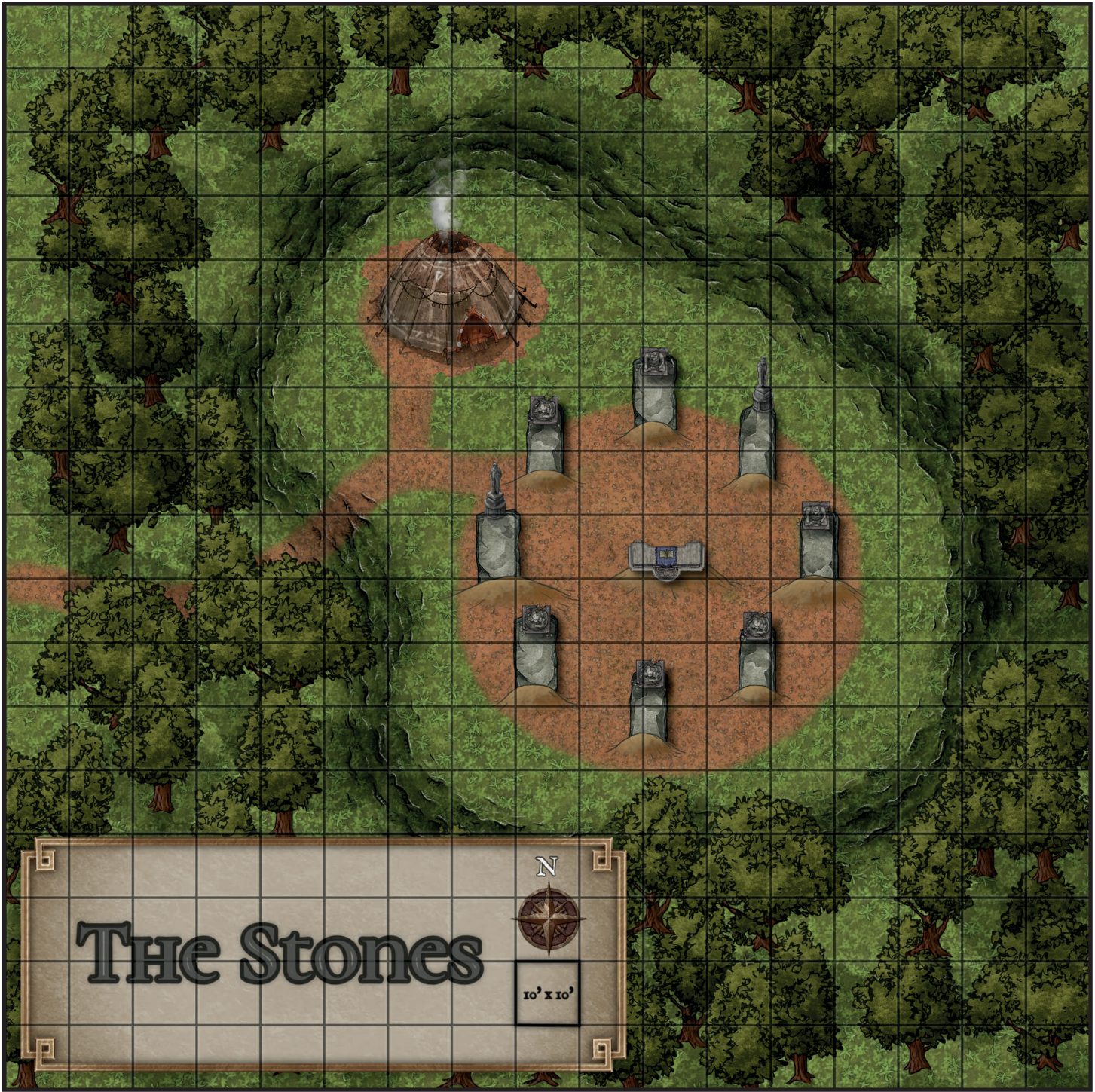
**Septus the Druid:** AC 7 [12], HD 5 (22hp), Att 1 × staff (1d4) or 1 × spell (see below), THAC0 17 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (3), ML 9, AL Neutral, XP 425

- +2 saving throws vs. energy (fire, electricity, etc.)
- **Pass without a trace:** Untrackable when moving through the wilderness.
- **Spells:** *Entangle x 2, Cure Light Wounds, Heat Metal, Growth of Nature, Cure Serious Wounds*
- **Summon wolves:** Silent wooden whistle calls 1d6 wolves to arrive in 1d4 rounds, once per day. If anyone else blows this whistle, the wolves arrive but attack the blower. It's not a magic whistle; it's just a signal to Septus' lupine friends.
- **Items: Staff of Striking** (16 charges): By spending one charge when an opponent is struck, the staff inflicts 2d6 damage. Command word is "Smite!", in which the staff sprouts magical thorns at the instant of impact. **Potion of Fire Resistance** in robe.

**Smokey the grizzly bear:** AC 6 [13], HD 5 (25hp), Att 2 × claw (1d4), 1 × bite (1d8), THAC0 15 [+4], MV 120' (40'), SV D9 W10 P12 B14 S12 (D5), ML 8, AL Neutral, XP 175

- **Bear hug:** If a victim is hit by both paws in the same round, the bear hugs for an extra 2d8 automatic damage.
- Tracking by scent.

**Treasure:** In his hut is a silver knife (40 GP), and a copper bowl (10 GP) filled with herbal ashes.



# 8. Lake Saison

Shortly after the Redrum River splits from the Copperwine River, it widens into a vast glittering body of water about one mile across. Lake Saison is surrounded by lush trees and rolling green meadows, and as the Redrum continues on the far bank, it spills over the three stages of the Karmel Falls. The water is cool, deep, and flush with pike and trout.

## Old Brute

The lake is inhabited by a foul-tempered serpent. Smaller than its greatest saltwater cousins, it is known to locals as “Old Brute.” Fortunately, Old Brute is too large to leave the lake.

Old Brute is a 50’ long black scaly monster with five massive unblinking eyes, a rust-colored frilled crest, and six sets of flippers. It attacks any boat that strays more than 40’ from the shore. Before attacking, a mist

risers and the wind dies down. It attacks with surprise 3-in-6 times, and by spending a round withdrawing to deep water, it renews its opportunity to surprise.

**Old Brute:** AC 4 [15], HD 10 (45hp), Att 1 × bite (2d8) or 1 × squeeze (2d6 hull damage), THAC0 12 [+7], MV 195’ (65’), SV D10 W11 P12 B13 S14 (5), ML 8, AL Neutral, XP 900

- **Lunge:** Up to 30’ out of water to deliver a bite.
- **Squeeze:** Coil around and crush a vessel 50’ long or less.

**Treasure:** If Old Brute’s guts are cut open and searched (which takes four man-hours), a suit of **Plate Mail +1** can be retrieved. This fluted armor is adorned with elaborate gold filigree, with a helmet shaped like a dragon’s head. If sold, it is worth 2,500 GP even without considering its enchantment. This is the armor of the deceased Ragnar the Gold.





# 9. The Haunted Village

The muddy road to Fort Hope passes through a burned and abandoned village. Most of the buildings have collapsed and trees have sprouted from within the rubble. The fresh footprints of kobolds crowd the road. Nothing can be heard but the wind.

Watchful PCs spot the rising column of smoke from Festivus' longhouse at the east end of the settlement. The crumbling battlements of Fort Hope may be observed atop a hill to the north.

## After Sunset

After the sun sets, anyone within the village perimeter is attacked by the wraith from the Ruined Temple (see below).

## Festivus' Longhouse

This is the only intact building in the village. It is a longhouse of red-and-white painted timbers and a thatched roof, with smoke rising from an opening in the center. The warm glow of a hearth is seen through cracks of the shuttered windows, and smells of roasting viands and rich seasonings waft in the air.

Inside, a roaring hearth greets visitors, with a huge swine haunch and a side of mutton roasting on spits. A broad table with pewter settings, green cloth napkins and flickering tapers awaits. Trays of glazed meats, tender potatoes and turnips, tureens of gravy and flagons of wine await consumption. Standing before the table is a massive pot-bellied man with a broad smile on his bearded face, arms thrown wide in greeting.

## Festivus' Hospitality

The man welcomes them to the house of Festivus. He sadly declares that this is his last haven in a land that has forgotten his kindness. Festivus declares that his house is a sanctuary from danger (which is true). He begs them to tell him news of the world beyond, and to fill their bellies.

Festivus is saddened if PCs don't stay, and bids them to return someday if they can. He remains here until he is forgotten.

Those who partake of the meal find it extremely delicious, and all of their HP is restored. However, participants must save vs. spells or be compelled to keep eating and drinking without becoming sated. If the entire party succumbs to this, then their journey has reached its end, although they spend their remaining days in pleasant feasting.

A *Remove Curse* spell releases anyone affected. Affected characters will violently resist attempts to remove them from the table, but if they are kept away for an entire day, they are freed from the curse.

If anyone tries to attack the old god, he smiles and fades from sight, and the longhouse becomes a desolate ruin. Anyone under his spell disappears with him.

## Festivus' Quest

If any PCs resist the charm of Festivus, he offers to release their compatriots from his enchantment if they agree to restore the Solstice Festival to Bridgeham. Festivus will not relent on this point unless the PCs come up with something particularly clever.

Agreeing to Festivus's terms allows the release of trapped adventurers, but they are all placed under a *Geas*. None of them are able to take any sustenance until the reeve of Bridgeham earnestly swears to resume the Solstice Festival. A character temporarily reduces *all* ability scores by one point for every two days without sustenance, and does not heal naturally. They become incapacitated when any score drops below three, and die when **CON** drops to zero. Once they can eat again, ability scores recover at one point per day. Only the *Remove Quest* or *Remove Geas* spells free characters from this curse.

In addition, when their quest is fulfilled, characters receive Festivus' boon: once per month, if the PC toasts Festivus while eating a meal, they are fully healed of damage and poison.

# Village Square

As the party passes through the village square, one of them (randomly determined) spots a young slip of a girl with a dirty face wearing a tattered blue dress and holding an unlit candle. Upon being sighted, she screams in alarm and flees.

Only an unencumbered character can keep up with her. She eventually enters one of the collapsed hovels. If more than one PC follows her, she wriggles through a narrow gap between ruined timbers and disappears.

If a single character approaches her with kindness, the shy terrified girl will speak. She reveals that her name is Flute, and tells the village's sad tale. When the priests of Fort Hope went bad, the villagers were taken hostage and guarded by a wicked knight, and monks would come to take them away one-by-one.

Eventually the Duke's knights rode into town, and the people thought they were saved. But the riders razed the village and rode down anyone who fled. Everyone she knew was slain. Flute ran into the woods and survived by eating berries and bugs.

Flute warns the character that a wicked knight is still here, residing in the buried cellar of the Ruined Temple. He keeps the souls of all who died as his prisoners in jars of clay. She says that the villagers will be so grateful if brave men can free them. The knight comes out after sunset, murdering anyone in the village and taking their souls below.

After relating this, Flute begins to weep piteously, her cries rising in volume. Eventually, the tears turn to blood, and her form becomes emaciated before their eyes. And then she vanishes. The character who is present for this must save vs. spells or age ten years and flee for 2d6 turns.

Until Flute is able to relate her tale, she can be spotted once per day when passing through the village square.



# Ruined Temple

The grand temple is now ruined and composed of shattered beams and heaps of ash. A small heap of stinking kobold corpses is piled beside it. All of their dead faces are frozen in a rictus of terror. PCs approaching closely spot a glint in the dirt. This turns out to be a golden emblem of a face contorted in terror, worth 200 GP.

## Excavation

Excavation reveals gold coins. Each character finds 1d20 in the first hour of digging, 2d20 the second hour, 3d20 the third hour, etc. If the characters excavate seriously, they finally uncover a trapdoor just after sunset. If the PCs leave before sunset and return the next day, all of their labor is undone, and they must start from scratch. A maximum of 400 GP may be found per character, and it does not provide XP.

PCs who keep the gold they find are unknowingly cursed; they receive -1 to all saving throws for each 200 GP they keep (or fraction thereof), and -2 for the amulet. The bane is removed for any character who returns their gold to the temple foundations or receives a casting of Remove Curse. Those who receive the money in a transaction also obtain the curse.

## The Cellar

Proceeding through the trapdoor allows descent down an earthen staircase into a 40' x 40' low-ceilinged chamber of dirt and stone supported by wooden beams. Stone is piled all about, and upon the flat surfaces are thick unglazed clay jars.

One round after reaching the cellar, an unearthly howl fills the air, and a menacing knight in blackened plate coalesces from the shadows, fluttering like smoke; it is a wraith. It may be turned outside the cellar, but not in the cellar itself.

Defeating the wraith causes one of the clay jars to crumble into bone dust. However, after 1d4 rounds, with a chilling howl, the wraith re-materializes. This keeps happening until all of the jars are destroyed. There are 12 jars around the room.

When all the jars are shattered, the wraith is unable to return. Once slain, the translucent souls of the dead villagers materialize out of moonlight. Flute is among

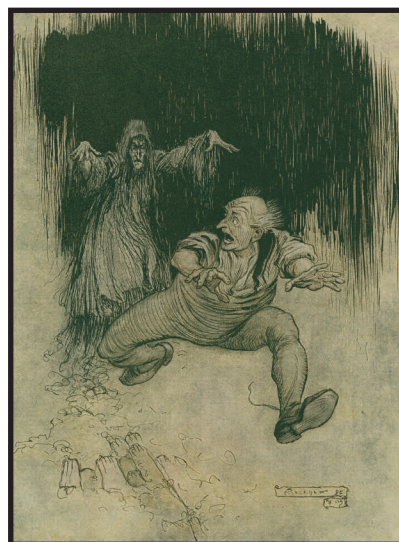
them, accompanied by her family and a phantom warrior-priest. The dead smile at the party with silent gratitude, presenting them with two gifts: a **Mace of Disruption +1** and a scroll of *Dispel Evil*. After presenting these rewards, their faces fill with joy, and they dissolve into motes of light. As they do so, any gold excavated from the ruin turns to sludge, and its curse dissipates.

If not destroyed, the wraith pursues fleeing characters, but it cannot venture more than 250' from the temple, i.e. the perimeter of the village.

**Black Knight (wraith):** AC 3 [16], HD 4\*\* (18hp), Att 1 × touch (1d6 + energy drain), THAC0 16 [+3], MV 120' (40') / 240' (80') flying, SV D10 W11 P12 B13 S14 (4), ML 12, AL Chaotic, XP 175

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Mundane damage immunity:** Only harmed by silver weapons or magic.
- **Damage reduction:** Half damage from silver weapons.
- **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. When a person is drained of all levels, a new jar appears in the cellar.

**Treasure:** A wrought-iron **Mace of Disruption +1** with a head the shape of a robed saint with a spiked halo, and a scroll of *Dispel Evil* wrapped in a leather case.



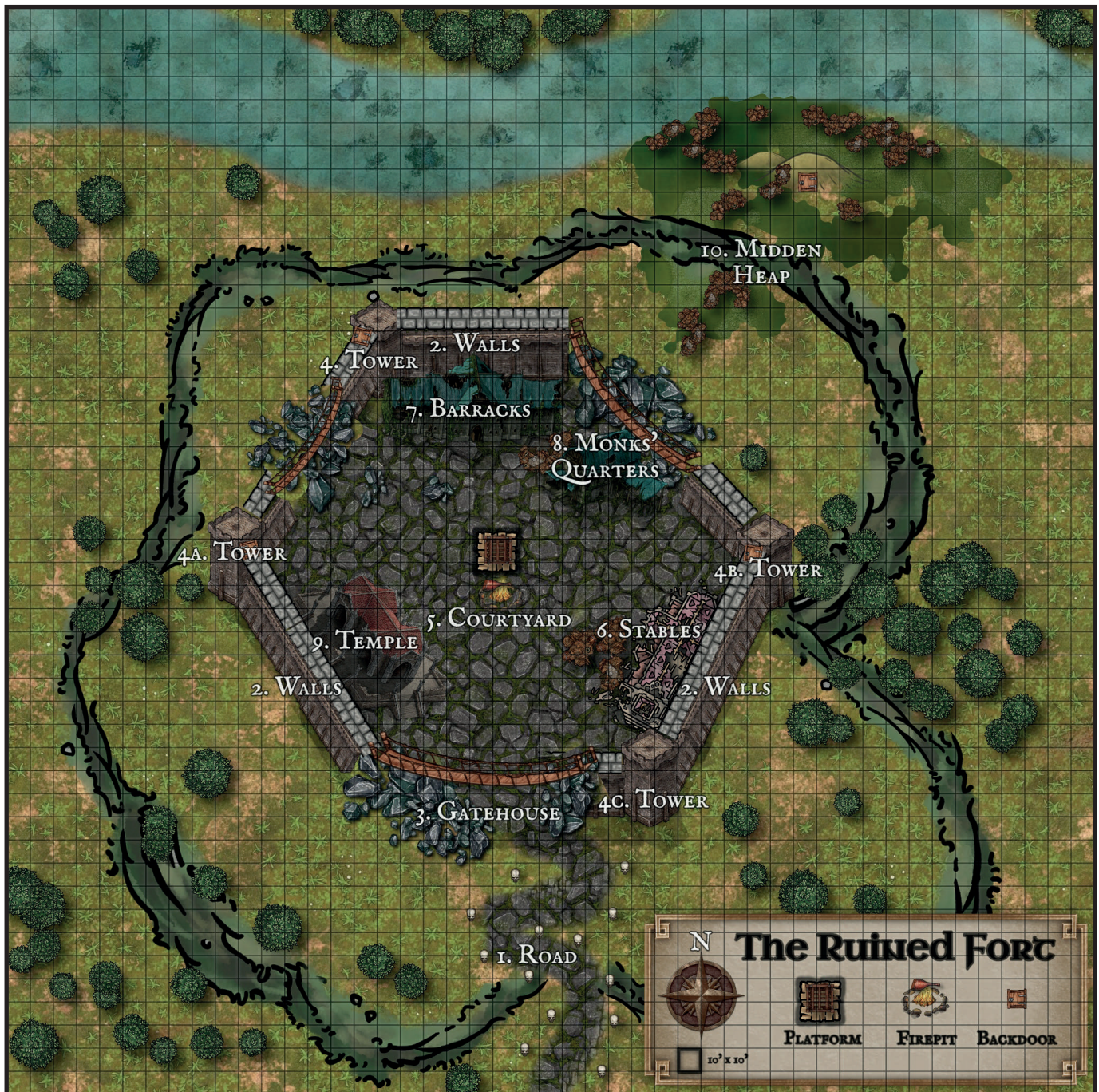
# 10. fort Hope

A winding road, lined with skulls on stakes, leads to a crumbling hillfort. The road is crowded with weeds, and trees are creeping towards the walls. Those walls have many gaps and the structures within are decrepit. The passage and refuse of kobolds are very evident.

The kobolds live in the Underfort, a network of chambers which lies under the exposed ruins. During the day, they slumber while zombie sentries stand watch in the ruins above. At night, a contingent of kobolds cavorts in the night air.

The underground lair may be accessed through a trapdoor at the bottom of one of the towers. In addition, on the backside of the hill is a great midden heap, and an entrance into the underground.

Beneath the Underfort are the Catacombs, a primeval complex created long ago by unknown hands. Holy seals contain those within, and the kobolds are afraid to enter. At the heart of the Catacombs is the Midnight Altar, an evil artifact that transforms those who pray before it into bloodthirsty ghouls.



## 1. Road

The switchback road that leads into the fort approaches from the southern side. It is impossible to hide while coming up that way. The road is lined with nearly a dozen skulls on stakes. Most are human, but one is elven and three are kobold.

Anyone approaching by the road is visible to a kobold sentry in the southeastern tower, if it is awake (see below). If they are spotted, it retreats to the Underfort to alert its fellows. They respond as described in **Defending the Lair** on page 49.

### *During the Day*

The sentry in the southeastern tower has a 4-in-6 chance of being asleep, in which case he does not spot parties approaching via the road.

### *During the Night*

At dusk, the kobolds light candles within the skulls, lending them a hellish aspect. Once the party is within a quarter mile of the **Ruined Fort (3)**, they will hear shrieks and cackles from the **Ruined Fort (5)**, and see the flickering light of a fire within the walls.

The sentry is always awake during the night.

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## 2. Walls

The walls of the fort loom 22' high where they still stand. Atop the battlements is a 3' wide walkway, which can be reached from the towers. There are a number of obvious gaps in the fortifications where the wall is reduced to rubble. Rope bridges span each breach.

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## 3. Gatehouse

The gatehouse is mostly a pile of smashed stone and timber. The path through the debris has been cleared, and the frame of the gateway still remains.

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## 4. Towers

Four towers remain of the original six, the others toppled into dust. Each remaining tower has a single doorway at the ground level that opens from the courtyard. The inside of the tower has a wide central



beam and a narrow staircase that spirals along the inner wall to the top. At two places along the length of the staircase, and on the upper floor, pairs of arrow slits overlook the exterior of the fort.

From the top, two doorways open to both sides of the battlement, where the tower forms the corner. The doors themselves (including those on the ground) have been removed from their hinges where they haven't already fallen apart from decay.

### *During the Day*

During the daytime, three zombies occupy the remaining four towers, and they act as described in the courtyard (see below). If the party somehow makes it to a tower without being detected, they are attacked by the zombies within, and the zombies in the other towers hear this and converge on the third round of combat. In addition, this alerts the sentry in the **Ruined Fort (4c)**.

Three of the towers have special features.

### (a) Western Tower

The tower in the western corner contains an entrance to the Underfort on the ground level. This is only covered by a few rotten planks. If anyone larger than a halfling walks upon it, there is a 3-in-6 chance of it breaking, sending them tumbling down the wide stone stairs for 1d4 damage. The stairs lead down to the **Underfort (1)** (see p. 52).

### (b) Eastern Tower

On the ground floor, there is a gaping hole on the external wall. This breach permits entrance to the fort from the backdoor in the midden heap.

### (c) Southeastern Tower

A kobold sentry is always stationed in this tower. If awake, it watches the **Ruined Fort (1)**.

**Kobold [soldier] (1):** see page 10.

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## 5. Courtyard

The courtyard is strewn with wreckage from the ancient battle and the trash of the kobolds. Weeds emerge from the fringe of every cobble. A large area for bonfires is in the center of the courtyard, and beside that stands a platform with a locked cage.

### *During the Day*

The courtyard appears to be abandoned. However, unless they are being particularly stealthy, three zombies from each of the four standing towers will converge and attack anyone who isn't a kobold or goblin.

If the sentry in the **Ruined Fort (4c)** did not spot the party when they approached by the main road, it is alerted when there is a commotion in the courtyard, such as combat with the zombies.

In such instances, the sentry waits until the party is occupied to dash across the courtyard to the **Ruined Fort (4a)**. From there, it descends to the Underfort to alert the other kobolds. They respond as described in **Defending the Lair** on page 49.

**Zombie (12):** see page 10.

### *During the Night*

A host of kobolds cavorts in the courtyard. Three are turning a massive boar upon a spit over a roaring bonfire, while three others are preparing another for roasting once the current fare is completely cooked. Pungent spices can be detected. Six of them play a game of tag wherein the one who is "it" swings a shard of glass.

Six others surround a cage containing a terrified human hunter and a snarling goblin; the latter is being punished for spitting on the kobold chief. The kobolds jeer at these prisoners, threaten them with spears, throw rocks, etc. If the PCs are spotted, the goblin (named **Karn**) promises to help them attack the hated kobolds if they release him. He tells them about the entrance via the trapdoor, although he is reluctant to betray the midden heap entrance unless sorely pressed. He flees into the woods at the earliest opportunity, and steals from the party if the chance presents itself. The hunter, **Thad**, is from **Bridgeham (1)** and has little to offer but his deep gratitude.

If the party watches for long enough, they observe traffic to and from the **Ruined Fort (4a)**.

If a fight breaks out in the fort at night, the noise alone does not alert those below, as they are used to their fellows making quite a ruckus. However, **every round of a battle in the fort, there is a 10% chance that a kobold emerges from the trapdoor.** If that happens, it quickly returns to alert its comrades.

In addition, in any such fight, if the morale of the kobolds breaks, they retreat to the Underfort through the trapdoor in the **Ruined Fort (4a)**.

If the kobolds in the Underfort are alerted to the presence of intruders, they respond as described in **Defending the Lair** on page 49.

**Kobold [soldier] (19):** see page 10.

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## 6. Stables and 7. Barracks

The stables and barracks were entirely burned down, and are little more than blackened heaps of timber.

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## 8. Monk Quarters

The monk quarters remain partly intact, although the walls are currently rotting from lack of maintenance. This is a two-story building with small cells. The floors are extremely creaky, and for each person traveling through the second story, there is a 10% chance (5% for halflings) of falling through the floor. This does 1d6 damage, and alerts anyone in the ruins.

---

## 9. Temple

The temple of the True Faith still stands, although it has been desecrated by the nasty little kobolds. At night, they use the place as a latrine, so it smells wretched. The altar is overturned and defiled with filth. The walls have been painted with crude and vile pictures, in blood and feces, of men and elves being disemboweled and worse. There is no holiness left here.

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## 10. Midden Heap

This filthy meadow extends down the slope to foul the river at its base. It stinks of the waste of kobolds and goblins, and is strewn with trash of all sorts. The ground is uneven and slick, the muck almost 1' deep. Rats and ravens gather in large numbers.

In the center of this meadow is a low mound, and on the side of that is a small (4' high) locked door that leads to the **Underfort (20)** (see p. 59). This lock may be picked. Smashing it certainly attracts the attention of the goblins beyond it. It is also possible to get the goblins' attention by loudly pounding on the door, and they parlay. If the PCs approach openly, they alert their hobgoblin boss, who speaks with them.

The small door is not well-hidden, but neither is it obvious unless one approaches within 20'. It is possible to survey the entire midden heap in two turns, but it would take at least three hours to search it extensively. It contains nothing of value and much that decent folk would rather not see nor smell.

# Responding to Intrusion

## On Alert

If the party encounters and defeats kobolds in a random encounter, or have recently left Fort Hope without inflicting more than a couple casualties, the kobolds will be on alert for the next 1d3 days. This causes them to make the following changes:

- An additional sentry is posted to the Western Tower of the Ruined Fort. This sentry reacts to any commotion in the courtyard by alerting the Underfort.
- In the Underfort, the door between **Underfort (3)** and **(4)** is left open. If the guards in **Underfort (3)** respond to intruders, the kobolds in **Underfort (4)** automatically join the fight.
- In response to intruders, the messenger in **Underfort (3)** alerts the shaman in **Underfort (10)**. He and his zealots enter **Underfort (3)** three rounds after being alerted.

## Defending the Lair

If the kobolds are alerted to the presence of intruders in the Ruined Fort, they respond according to the tables below. The referee should adjust these plans according to circumstances and available forces.

**Kobold (21 in Underfort (3) and 1 in Ruined Fort):** see page 10.

**Kobold Underboss (1 in Underfort (3) and 2 in Underfort (11)):** see page 10.

**Kobold [archer] (6):** see page 10.

**Goblin Netter (6):** see page 10.

**Zombie (4 in Underfort (11) and variable in Underfort (13)):** see page 10.

**Kobold Chieftain(1 in Underfort (13)):** see page 57.

**Kobold Shaman (1 in Underfort (3)):** see page 56.

## Overview

If the kobolds learn that intruders have entered the Ruined Fort above, they will prepare to defend the Underfort. This defense consists of three separate groups:

1. A main defensive force in **Underfort (3)** (see p. 53). They will try to trap intruders in the Underfort and surround them using the circular hallway.
2. Chieftain's guard in **Underfort (12)** (see p. 56)

3. An assault force of kobolds and goblins out the backdoor at **Underfort (20)** (see p. 59) to ambush anyone inside the Ruined Fort.

If the group in **Underfort (3)** is defeated, those who remain will fall back to **Underfort (12)** for a last-ditch defense.

All locations in the following two tables are in the Underfort.

# Strategy

Where	Who	Strategy
Ruined Fort	6 kobold archers from (4) 6 goblin netters from (19)	Sneak onto battlements and attack intruders with nets and arrows
	1 kobold	Return to kobold chieftain in (13) to report
3	5 kobold soldiers from (3) and 3 kobold soldiers from (4)	Form a defensive line against intruders
	8 kobold soldiers from (4)	Throw darts and backup defensive line
	1 kobold soldier	Return to kobold chieftain in (13) to report
	1 kobold underboss from (3)	Drop portcullis at (2) when intruders arrive and backup defensive line
	8 kobold zealots from (10)	Circle around to attack intruders from the rear through door opposite the one they entered
	1 kobold shaman from (10)	Stay back, cast <i>Bless</i> on kobold zealots before battle and attack intruders with <i>Cause Light Wounds</i>
11	2 kobold underbosses from (11)	Guard chieftain in (13)
	4 zombies from (10)	Guard chieftain in (13)
12	1 kobold chieftain from (13)	Drink potion and fight, but flee through (13) if the tide turns
	4 zombies from (13)	Stand guard in (10) with 2 underboss bodyguards
	Remaining zombies from (6)	Defend chieftain
20	6 goblin netters from (19) 1 hobgoblin from (19)	Defend door, but quickly switch to parlay if intruders seem formidable

# Timeline

When	Who	Action
Rounds 1-4	Whoever spotted the party	Return to Underfort to inform kobolds in (3), (4) and (5)
Rounds 5-10	1 kobold underboss from (3)	Report situation to kobold chieftain in (13)
	19 kobolds from (4) 1 kobold underboss from (3)	Gather in (3) and wait for intruders
Rounds 11-15	6 kobold archers from (4)	Order goblins in (19) to ambush intruders in Ruined Fort
	1 kobold chieftain from (13)	Order shaman in (10) to (3)
Rounds 16-19	1 kobold shaman from (10) 8 kobold zealots from (10)	Join group in (3)
	6 kobold archers from (4) 6 goblin netters from (19)	Leave through door at (20)
	6 goblin netters from (19) 1 hobgoblin from (19)	Stand inside (20) and wait for intruders
	4 zombies from (6)	Stand guard in (11) with 2 underboss bodyguards
	Remaining zombies from (6)	Guard chieftain in (12)
Rounds 20-29	6 kobold archers from (4) 6 goblin netters from (19)	Sneak onto battlements of Ruined Fort from the eastern tower

## Leaving the Fort

If the party enters the fort, inflicts casualties and later exits, the kobolds should behave realistically. In such cases, they improve defenses in any of the following ways:

- Position sentries and defenders in the Ruined Fort
- Set traps at one or both entrances
- Recruit more kobolds, goblins, etc.
- Build crude fortifications
- Hire thugs from **Borlig (4)** (see p. 31) to help defend
- Attack **Borlig (4)** (see p. 31) and create more zombies
- Seal one of their entrances
- Hire Brod the troll from the **Old Bridge (3)**
- Ask Morham for guidance about the party and attack them when they least expect it
- Hire skilled NPCs to go after the PCs, from contacts in **Borlig (4)** (see p. 31)

If they're feeling desperate, the kobolds might unseal the Catacombs! This would allow the ghouls to attack and convert the people of **Borlig (4)** (see p. 31). A few refugees would escape to warn **Bridgeham (1)** (see p. 14) two days before an assault by a small horde of zombies, ghouls and ghaists.



# The Underfort

## General Characteristics

The Underfort is well-constructed, made of tightly-fitted granite blocks. A dwarf recognizes some evidence of dwarven construction, but it is shoddy craftsmanship. Ceilings are gently vaulted; about 8' high at the walls and 10' high at the peak of each arch.

Sconces are at regular intervals, and a little less than half of them carry lit torches. In the dim light, those without infravision suffer an additional -1 to hit at ranges greater than 30'. Doors are thick and solid, with well-oiled hinges and iron pull rings.

The total inhabitants of the lair, including those who may not be present at any given time, are as follows:

- 33 kobolds
- 4 kobold underbosses
- 1 kobold chieftain
- 12 goblins
- 1 hobgoblin
- 25 zombies

Severe reductions may decrease the frequency of kobold or zombie encounters in Olden Wood.

## Secret Passages

There is a network of secret passages that the knights constructed in this place, which the kobolds are (currently) unaware of. These are colored gray on the map. The secret doors are opened by pressing on a brick that's about 7' off the ground with a subtle eye carving. There is also a narrow peephole on each door at human eye-level, which is easy to see from the inside but hard to spot from the public area.

Once one knows what to look for, these doors can be spotted automatically by spending one minute looking for one on a 30' stretch of wall.

The secret areas are entirely unlit, and doors (other than the secret doors) are rusted and swollen, so they require Open Doors checks to open.

While the kobolds are currently unaware of the secret passages, if the party spends a day or more in the secret

passages, then the god Morham gives a vision to the kobold shaman about the secret door in **Underfort (10)**.

## Random Encounters for Public Areas

In the public areas, there is a 1-in-6 chance of a random encounter every two turns, and this is rolled on the public area encounter table.

### Public Areas

Roll 1d6	Encounter
1-2	Kobolds
3	Goblins
4	Dying Goblin
5	Kobold Argument
6	Shaman and Zealots

### #1-2 Kobolds

Kobolds, jogging breathlessly with fading white face paint and raven-feathered leather helmets. They are running an errand for someone with authority, so they surprise and/or are surprised on 1-3.

**Kobold [soldier] (1d6):** see page 10.

### #3 Goblins

Goblins in piecemeal armor, grumbling on patrol. If they encounter intruders, they shout an alarm, and there is a 50% chance that someone nearby responds.

**Goblin [netter] (1d6+4):** see page 10.

### #4 Dying Goblin

Goblin, facedown on the floor, naked and bleeding profusely from a broken body. It dies if left alone, but if healed, it offers to lead the party to speak with its leader, the hobgoblin in **Underfort (19)**, who seeks to slay the chieftain. It was left for dead by a gang of nasty kobolds. This encounter only happens once.

**Goblin (1):** see page 10.

## #5 Kobold Argument

Sounds of an angry piping voices from a random direction. This is followed by sounds of a fight breaking out less than a minute later. The fight dies down in three rounds. Investigating the scene afterwards reveals five kobold bodies and a trail of blood leading away from the scene. If the party interrupts the argument or fight, the kobolds immediately turn on them.

**Kobold [soldier] (8):** see page 10.

## #6 Shaman and Zealots

Kobold Shaman dressed in a man-skin robe, attended by naked wild-eyed followers (see p. 56). He is heading to inspect kobolds or goblins and berate them for some fault, real or invented. The shaman is accompanied by 1d6+1 zealots. If he spots intruders, he sends one of the zealots to fetch reinforcements. If that zealot is able to escape, reinforcements arrive from a nearby barracks, either **Underfort (4)** or **(19)** in 1d4+2 rounds.

**Kobold Zealot (1d6+1):** see page 56.

**Kobold Shaman (1):** see page 56.

### Secret Passages (before being revealed)

In the secret passages, there is initially only a 1-in-10 chance checked every two turns for the ghost encounter (see below) unless slain in **Underfort (21)**.

Since it moves silently and can see in the dark, it surprises on 4-in-6. It always attacks in a mad frenzy, trying to devour the first PC it encounters. It only stops if slain or turned.

**Ghast (1):** see page 10.

### Secret Passages (after being revealed)

As stated in the previous section, if the party spends a day or more in the secret passages, then Morham reveals them to the kobolds. After that, the chance of an encounter there is 1-in-6 every two turns, and refer to the table below.

Roll 1d6	Encounter
1-2	Ghast
3-6	Kobold Search Party

## #1-2 Ghast

See encounter details above.

**Ghast (1):** see page 10.

## #3-6 Kobold Search Party

1d6+2 Kobolds. They are on patrol and searching for the party, so they are only surprised 1-in-6.

**Kobold [soldier] (1d6+2):** see page 10.

# Locations

## 1. Entry

Some dead leaves and other debris scattered on the floor. Signs of heavy traffic for anyone who checks.

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## 2. Portcullis

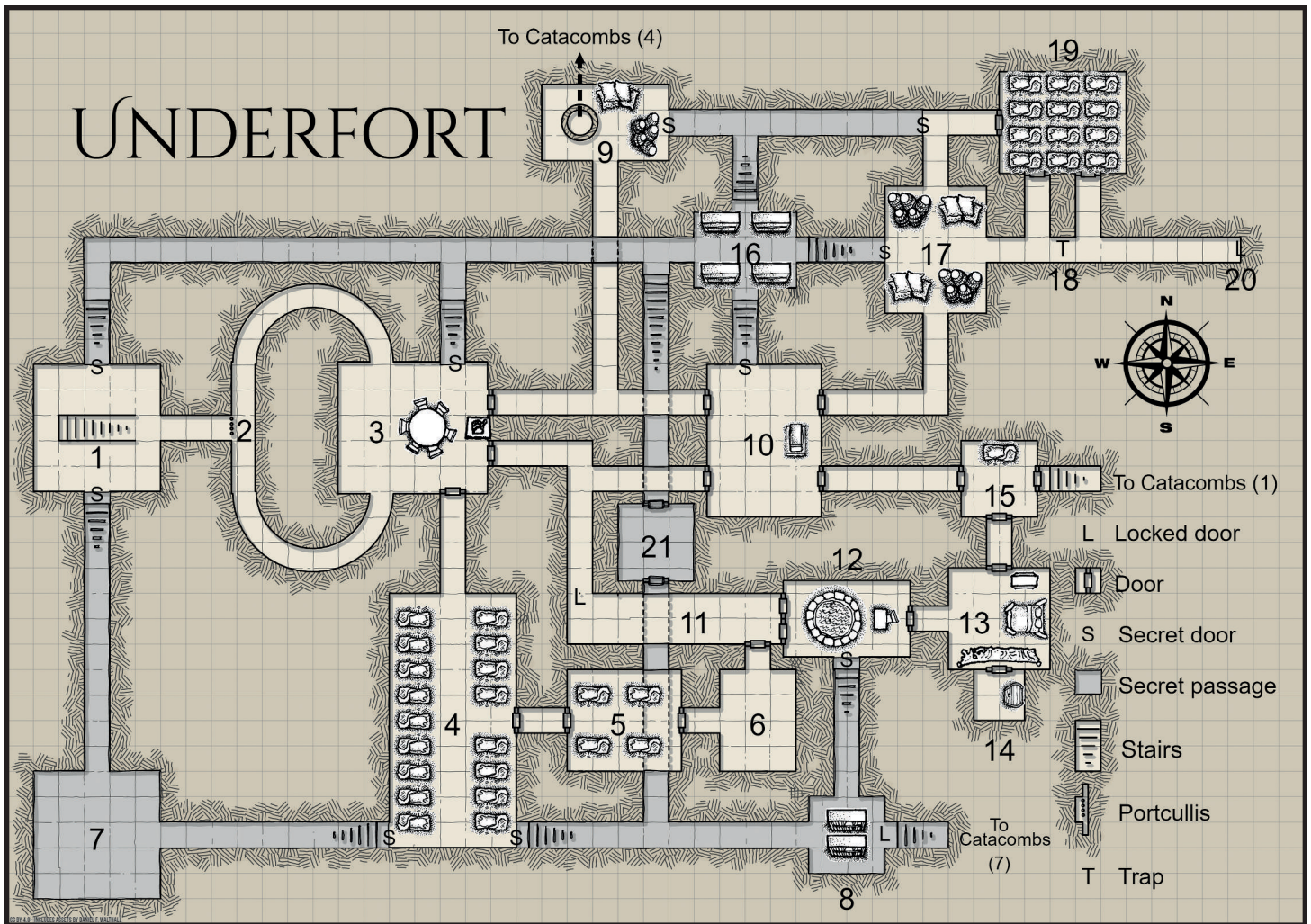
Easily visible to passers-by, a portcullis is released and wound back up by pulleys in **Underfort (3)**. It takes one round to lift it high enough for a person to crawl under. It requires 18 **STR** for a single character to do so, at least 15 **STR** by two characters to do so, or 12 **STR** by three characters. It takes an additional two rounds to lift it high enough that the people holding it can slip under.

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## 3. Guard Room

Normally occupied by one underboss and five kobolds at any time, unless they have been alerted by a sentry (see the Fort Hope description above). Barking and yelping come from a pack of kobolds jeering from on top a circular table, with a few fallen chairs. They pass coins as they watch two kobold combatants engaged in a slapping contest.

These guards summon reinforcements from the **Underfort (4)** immediately if intruders are detected, and one rushes to release the winch to drop the portcullis at **Underfort (2)** in one round. It takes four rounds to fully raise it with the winch. It takes three



rounds for the kobolds in the barracks to emerge during the daytime, but only one round at night.

**Kobold [soldier] (5):** see page 10

**Kobold Underboss (1):** see page 10.

**Treasure:** Each kobold is carrying an average of 14 CP.

#### 4. Kobold Barracks

This squalid chamber contains rows of unkempt ramshackle bunks with filthy sheets of sackcloth. During the day, it contains  $(14+2d6)$  kobolds, while at night it only contains  $(7+2d6)$ .  $1d6$  kobolds are archers, and the rest are soldiers.

**Day:** Most of the kobolds are sleeping, but a few are awake and whispering to each other, trying to make sense of an old **book**.

**Night:** Most of the kobolds are laughing while an angry kobold chases a giggling kobold with a **book** in his hand. The underboss is present at this time.

Warnings from the **Underfort (3)** cause the kobolds to call for the underboss in the **Underfort (5)**, if he's not already present. If the fight goes badly, at least one kobold attempts to flee to alert the chieftain in his chamber (13).

**Kobold [soldier/archer]  $(14+2d6$  or  $7+2d6)$ :** see page 10.

**Kobold Underboss (1):** see page 10.

**Kobold [archer]  $(1d6)$ :** see page 10.

**Treasure:** Each kobold is carrying an average of 14 CP. The book is the work journal of Brother Zariel, describing a construction project to extend the secret passages of the Underfort with dwarven assistance. The door mechanism, which requires pressing on a "marked brick," is tricky for human craftsmen to reproduce. Reading this gives +1 to attempts to find the secret doors in the Underfort.

## 5. Underboss Barracks

This room contains the four battered beds of the kobold underbosses. Half the time, one underboss is sleeping here; otherwise it's empty. If confronted with PCs, he flees towards the **Underfort (13)**.

**Kobold Underboss (1):** see page 10.

**Treasure:** Each kobold is carrying an average of 14 CP.

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## 6. Zombie Storage

Several well-preserved cadavers lie scattered about the floor in an unglorified heap. An acrid stench of chemicals issues from the cadavers and from six wooden barrels (embalming fluid). There are 1d6+4 zombies here during the day and 1d8+8 at night, and they attack intruders immediately. Combat in this room is automatically penalized -1 to hit due to the scent. This is non-cumulative with the effect of damaging a zombie.

**Zombie (1d6+4):** see page 10.

## 7. Secret Barracks

Rotted blankets cover overturned, simple cots and chamber pots and the strong scent of mold.

There are 20 cots, nothing of value.

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## 8. Secret Armory

Two dusty racks hold weapons and armor for the past templars of Fort Hope, and a heap of rotted tabards lie in the corner.

The racks contain the following:

- 12 suits of chainmail
- 12 spears
- 6 polearms
- 6 two-handed swords
- 6 swords
- 6 shields
- 12 white ceramic vials of holy water

The hafts of the polearms and spears are desiccated, shattering after one successful hit. The rest are in reasonable condition but stained with rust.

The western door is made entirely of black iron, and locked. Beside the door is a bronze plaque bearing the symbol of Vargon (a shield emblazoned with an unblinking eye). Chaotic characters feel uncomfortable looking at the plaque. It is one of the seals that prevents the denizens of the Catacombs from emerging. Destroying it allows them to emerge once again.

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## 9. Distillery

This room contains a sturdy stone well, a few sacks of grain, a dozen empty mud-encrusted bottles, a primitive still, and an overpowering scent of yeast and vinegar. Besides the still is a leaky cask of extremely potent spirits. The stuff is extremely flammable, and there's enough bottles and moonshine to create the equivalent of 12 flasks of oil. It takes one person 3 turns to do so.

From the well can be heard the sound of flowing water. An underground river runs swiftly 30' under the well opening. This leads to **Catacombs (4)** below.

## 10. Twilight Altar

A sickly-sweet chemical lingers in the air. In the center of the chamber is a rude altar made of black stone painted with a large red hand. A small gathering of naked kobolds genuflects before it. They are led by a kobold, its face festooned with gold piercings, wearing a robe of human skin. Upon the altar is a form draped in a sheet, surrounded by burning red candles in bone holders. On each side of the altar is a pedestal of glazed bones bound with gutstring.

This is the **Twilight Altar**, and the shaman is leading prayers to its demonic spirit. The corpse is prepared as a zombie, and if a fight breaks out, it rises to fight intruders on the third round.

The shaman and the seven worshippers are fanatics who don't need to check morale. The shaman, who speaks Common, demands that intruders surrender, and if they do not, he leads the attack. The shaman wears a gauntlet encrusted with dried blood on his left hand.

Continued

The altar radiates powerful magic and terrible evil if the appropriate spells are cast. Any corpse left on the altar for one day becomes a zombie that serves the holder of a bronze amulet, currently in the chieftain's possession at **Underfort (13)**.

**There are several ways to destroy the Twilight Altar.**

It loses all power if seven vials of holy water are poured upon it, or if *Dispel Evil* is cast on it. In addition, the altar can also be smashed with blunt weapons. Treat it as having AC 4 with 25 HP for this purpose. If the party destroys the altar, each PC receives 250 XP and all zombies are laid to rest.

**Kobold Zealot (8):** AC 7 [12], HD ½ (3hp), Att 1 × spear (1d6+1), THAC0 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 12, AL Chaotic, XP 5

- **Infravision:** 90'
- **Zealous:** AC 7 despite being naked, morale 12, +1 to damage, +1 hp
- **Anticoagulant venom:** When hit by a kobold weapon, save vs. poison or lose 1 HP per turn for the next 2d8 turns. The poison is like a mucus, and it can be rinsed off with alcohol, vinegar or soap, but not water.

**Kobold Shaman (1):** AC 6 [13], HD 1 (7hp), Att 1 × spiked mace (1d6+1), THAC0 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 12, AL Chaotic, XP 5

- **Infravision:** 90'
- **Anticoagulant venom:** When hit by a kobold weapon, save vs. poison or lose 1 HP per turn for the next 2d8 turns. The poison is like a mucus, and it can be rinsed off with alcohol, vinegar or soap, but not water.
- **Spells:** *Cause Light Wounds (x2)*, *Bless*

**Zombie (1):** see page 10.

**Treasure:** Each kobold zealot carries an average of 14 CP. The shaman's golden piercings are worth 100 GP.

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## 11. Antechamber

Two kobold bodyguards guard this hallway. As soon as they see any intruders, they shout an alert to the chieftain and the other underbosses in their barracks. The chieftain is too preoccupied to hear, but the other two underbosses and the soldiers in the barracks arrive in three rounds, if they still live.

**Kobold Underboss (1):** see page 10.

**Treasure:** Each kobold is carrying an average of 14 CP. One of them carries the lock to the door that leads to the guardroom at **Underfort (3)**.

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## 12. Throne Room

At the east end of the room is a comically large wooden chair, once finely made but now scuffed and dirty, with torn velvet cushions. Those at the west end of the room are not able to see the door behind it. Before the chair is a 10' wide circular pit. It is filled with water that comes within 6' of the top, and two dark forms may be spotted languidly swimming. Something **glimmers** at the bottom of the pool. Beside the pit is a coil of rope, and a ten-foot pole with a claw-like mechanism on one end and a pair of metal handles on the other.

Faint music can be heard from the east end of the room, if the chieftain is still there and has not been alerted to intruders.

This is the chieftain's throne room. Two giant leeches inhabit the pool below. Captives are roped and thrown naked into the pit, where they are drained of blood by the leeches. The bodies are then hauled out of the water by the rope, and injected with embalming fluid in preparation for zombification.

The device on the pole is used to restrain a leech, so that its saliva can be harvested for the venom that the kobolds use on their weapons. When the kobolds use it, the user is anchored by a rope so he won't be dragged into the pool. Anyone grasping a leech with the device without being anchored must make a **STR** check every round to avoid being pulled in.

**Giant Leech (2):** AC 7 [12], HD 6 (27hp), Att 1 × bite (1d6 + blood drain), THAC0 14 [+5], MV 90' (30'), SV D12 W13 P14 B15 S16 (3), ML 10, AL Neutral, XP 275

- **Blood drain:** Attaches to victim on a successful hit, doing 1d6 automatic damage per round.
- **Detaching:** Must be killed.
- **If victim dies:** Leech detaches and finds a hidden place to digest.

**Treasure:** The **glimmer** at the bottom of the pool is a magic dagger. This is a sentient weapon named **Shanker**. It has the following characteristics:

- **+2 dagger**
- INT 10, Ego 7
- Neutral
- Speaks Neutral, Common, Kobold and Giant
- Special power: Can fly into the hand of someone it accepts who calls its name.
- Sensory powers: Locate Secret Doors (3x per day), Detect Traps (3x per day), See Invisible Objects (20').

Shanker is in the pool because its last owner, **Devon the Swift**, was thrown to the leeches, so he summoned Shanker to cut the ropes and fight. Devon did not prevail, and the kobolds were unable to retrieve the dagger. Shanker eventually reveals this to a trusted owner.

Shanker is fond of clever individuals, and accepts a thief as its owner. Anyone else must demonstrate cunning before it truly accepts them. Until that point, Shanker won't come when called, and it frequently tries to take control of its wielder.

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### 13. Chieftain's Chamber

A massive bed with thick posts dominates the room and battered furniture lines the walls. One zombie tunelessly plays a harp while another batters a drum, and two other zombies, one of which wears a flamboyant red velvet hat, engage in a shambling dance. Upon the bed, the kobold chieftain, attired in fine mail and wearing a gem-studded crown and bronze medallion, is doing unspeakable things with yet another zombie. A massive **tapestry** hanging on the south wall depicts an ancient battle between noble knights and wild heathens.

The chieftain screams for his guards in the **Underfort (11)** and his zombies in the **Underfort (6)**. If alive, the guards arrive in 2 rounds and the zombies arrive in 4. The chieftain drinks his **Potion of Invulnerability** before wading into battle. He flees towards the **Underfort (15)** if things go poorly.

The dancing zombie in the red hat was Kriss the Younger, leader of the spice caravan. If called by this name, it hesitates for a single round.

The chieftain speaks Common, but will not reveal this unless he has to beg for his life.

The **tapestry** on the south wall is embroidered with lustrous threads and is exquisitely artful. It also conceals the door to the south.

**Kobold Chieftain(1):** AC 4 [15], HD 2 (10hp), Att 1 × two-handed sword (1d10), THAC0 18 [+1], MV 60' (20'), SV D13 W14 P15 B16 S17 (NH), ML 8, AL Chaotic, XP 20

- **Infravision:** 90'
- **Anticoagulant venom:** When hit by a kobold weapon, save vs. poison or lose 1 HP per turn for the next 2d8 turns. The poison is like a mucus, and it can be rinsed off with alcohol, vinegar or soap, but not water.
- **Possessions:** **Potion of Speed, Potion of Invulnerability, Twilight Amulet**

**Zombie (5):** see page 10.

**Treasure:** The chieftain's crown is silver with emeralds, though a few are missing. It's worth 340 GP. The bronze medallion, known as the **Twilight Amulet**, is engraved with a demonic face sporting a roaring fang-filled mouth. Whoever possesses it can verbally command the zombies. It radiates magic and evil if detection spells are used. A Lawful character who touches it is burned for 1d4 damage every round. The chieftain has a key around his neck for the chest in his **Underfort (14)**. On the dresser are three chipped clay jars containing potions: **Water Breathing, Speed, and Invulnerability**. The tapestry on the south wall is heavy (400 coins), but worth 300 GP.

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### 14. Chieftain's Treasury

A hulking chest rests against the east wall of this room. A discarded windlass lies next to it. The western wall has a dark stain upon it.

Inspecting the western wall reveals traces of an old bloodstain, remnants of past victims from the chest's trap.

The chest is locked. Smashing the chest or opening it without holding a catch at the back triggers an extremely powerful crossbow bolt to fly out at whoever is standing in front of it. If anyone is standing there, they must save vs. breath weapon or be struck for 2d8 damage.

Inside the chest are 3 sacks of 550 SP each, and one sack of 600 GP. There's also a black velvet pouch filled with 11 uncut diamonds, each worth 50 GP.

## 15. Shaman's Chamber

A simple cot, a meditation mat, and a host of small cages bearing small animals (rats, squirrels, birds, etc.) occupy the chamber. The animals make an awful cacophony as soon as anyone intrudes in the chamber. They are all zombified and rotting.

The door to the east opens to stairs that lead down to **Catacombs (1)**. Beside the door is a bronze plaque bearing the symbol of Vargon (a shield emblazoned with an unblinking eye). This plaque has been covered with a tattered cloth held by a nail. Chaotic characters feel uncomfortable looking at the plaque if it is uncovered. It is one of the seals that prevents the denizens of the Catacombs from emerging. Destroying it allows them to emerge once again.

## 16. Secret Library

This room is divided by two rows of musty bookshelves that run from east to west. The shelves have collapsed in a number of places, and many of the texts have crumbled into unreadability. A quick glance through what remains suggests that these are mainly accounting ledgers.

However, a more thorough examination reveals a number of interesting works. Each turn of searching, roll on the following table to see what a character turns up:

Roll 1d12	Search Result
1-5	Nothing
6-7	Four beautifully illuminated religious texts. Each weighs 100 coins and is worth 150 GP
8	Scroll of <b>Protection from Magic</b>
9	Scroll with cleric spells: <i>Remove Fear</i> and <i>Remove Curse</i>
10-12	Journals of Abbot Jerrol Darby

Duplicate results mean that nothing is found. The journals consist of about a dozen well-preserved leather-bound parchment notebooks filled with Abbot Seth's careful script. A character who reads through them looking for useful information should roll on the

following table. If the character is looking primarily towards the end of the journals, roll 1d6+6.

Roll 1d12	Discovery
1	Almost immediately after Jerrol Darby was appointed abbot, he was charged with pacifying rebellious chieftains living in the region who resisted the King and the Faith. He undertook this mission with regret and resolve.
2	The campaign to purify the heathens was very successful. The majority of the barbarians repented their heresy, while a small number were put to the sword. Brother Zariel was a great hero, but the bloodshed weighed heavily on his soul.
3	When war broke out to the east, it was decided to dig an underground haven in case the great eastern army laid siege to Fort Hope. It was built with a network of secret passages to confound invaders.
4-8	Nothing
9	After the Crimson Plague ravaged the kingdom, it proved necessary to extend the crypts under the fort. Brother Zariel was put in charge of this project, and he hired a team of outcast dwarves to do the work.
10	The project to extend the crypts uncovered a strange cluster of ancient chambers. The first expedition was lost. A second expedition by Brother Zariel returned with a crude altar and harrowing tales of walls that ate men.
11	Abbot Darby decreed that the altar was foul and the crypts should be sealed. Brother Zariel argued that there was another altar below, but that one was most fair. Nevertheless, a great door of iron was placed on the entrance to the crypt.
12	It was discovered that Brother Zariel had his dwarves dig a second entrance into the crypt. With regret, the Abbot drafted an order to have the man arrested and subsequently interrogated by a formal inquisition.

If these journals are delivered to Seth Darby, he is so moved by the accounts of his ancestor the Abbot that he breaks down and confesses his heresies to Felicitous and begs for redemption.

## 17. Storage

Bulging sacks of grain, sealed barrels, and hanging carcasses of wild game are spread out in the tight chamber. The barrels are filled with clean water. In a corner are the four crates of the missing spice shipment, each weighing 500 coins and worth 750 GP.

---

## 18. Pit Trap

The hallway is a mess with debris, rubble, leaves, and broken furniture. However, a half-open **backpack** lays on a debris mound in-between two passages leading to the north, with glittering coins spilling out of it.

The **backpack** is filled with polished lead shot and pieces of colored glass, along with a substantial quantity of goblin dung. It's impossible to determine this from a distance. Debris in its immediate vicinity consists of tin pots and pans.

**TRAP:** Anyone who steps within 3' of the backpack triggers the opening of a pit that spans the hallway in a 10' x 10' area, dumping victims 10' down for 1d6 damage; this makes a lot of noise. Triggering the pit trap results in a 75% chance that the goblins in the nearby **Underfort (19)** become aware and rush out to surround the pit.

The hobgoblin negotiates with the party as described in the **Underfort (19)**.

---

## 19. Goblin Barracks

This cramped room is a nightmare of goblin habitation and chaos. A drunk hobgoblin sergeant burps and amuses himself with slurred words as he forces goblin teams to compete with one another on which one can build a higher pyramid. There are 1d6+6 goblins here.

Intruders cause the hobgoblin to lurch to his feet asking for parlay in broken Common, while the goblins organize and arm themselves

The hobgoblin leader extorts the party, demanding that they yield any metal armor and 100 GP per person. If the party does not yield to his demands, he decides that they would be best used against the kobold chieftain and shaman, who he seeks to overthrow. He asks if they want to acquire an ally to get rid of the kobolds. If so,

he'll give them directions to the **Underfort (10)** and the **Underfort (13)**, and four cowardly goblins to accompany them.

If the hobgoblin succeeds in taking control of the Underfort, he will suggest another collaboration with the party: raiding the **Old Mound (6)** (see p. 35) and splitting the treasure within. If the party agrees to this, he'll preserve as many goblins as he can, and turn on the PCs afterwards if he thinks he could overcome them.

**Goblin [netter] (1d6+4):** see page 10.

**Hobgoblin (1):** AC 6 [13], HD 1+1 (7hp), Att 1 × battleaxe (1d10), THAC0 18 [+1], MV 90' (30'), SV D12 W13 P14 B15 S16 (1), ML 8 (10 with king), AL Chaotic, XP 15

- **Filthy weapons:** When damaged by a hobgoblin weapon, save vs. poison or become infected with sepsis. Infected characters lose 1d2 hp per day and cannot recover hp from rest. Each day, save vs. poison again to throw off the infection.

**Treasure:** The hobgoblin keeps the key to the **Underfort (20)** in his trousers. Under his bed is a crate of wine bottles, most empty. It has a false bottom containing a coffer filled with 310 GP and six identical exquisite jade bracelets shaped like serpents with ruby eyes devouring their own tails, worth 100 GP each.

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## 20. Backdoor

This door is smaller than usual (5' high), locked but possessing a narrow slot that can be opened from the inside to view those in front of it and speak with them. It leads to the **Midden Heap for Fort Hope** (see page 49).

If characters knock loudly at this door, they obtain the attention of the goblins in their **Underfort (19)**. The goblins fetch the hobgoblin leader, who either recruits them to attack the kobold chieftain and shaman (see above), or alerts the lair to the presence of invaders.

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## 21. Wrecked Storeroom

Broken shelves reveal their contents of hardtack and salted meats littering the floor. A few intact barrels lie against the wall. The stench of rot is overwhelming.

The barrels contain water, but the rations are inedible.

This room is the main lair for a ghast that became trapped in the secret passages. It is a wretched thing with a twisted spine and gaping mouth, utterly unclothed and stinking of the grave. It has lost its mind from unsated hunger and no longer remembers how to open the secret doors.

The ghast can be found here 50% of the time, attacking on sight. Unlike most of its kind, it does not move on after paralyzing an opponent, instead seeking to devour them with continued attacks.

**Ghast (1):** see page 10.

# The Catacombs

## Overview

In the Catacombs, whispers, laughter and chanting can be heard at the edge of one's hearing. Light is somehow weaker—the range of torches and lanterns, as well as infravision, is reduced by 5'.

All the ghouls and ghastrs located here are controlled by the Ghastly Priest in **Catacombs (12)**. If a PC is paralyzed, they are dragged to their master at **Catacomb (12)**. A ghoul's speed is reduced by 30' (10') by dragging most PCs. Ghouls are not slowed for hauling halflings, and ghastrs are not slowed at all. If attacked, however, they turn to defend themselves.

**Locations 1,2,3 and 6** were the original crypts of Fort Hope, and have gothic architecture with fine statuary. Doors are thick oak, swollen with moisture and age, and require Open Doors checks.

**Locations 4 and 5** are natural caves, and as such, are craggy and uneven.

**Locations 7 through 13** are part of the mysterious primeval chambers that were constructed long before the men of Fort Hope arrived. They are cyclopean and crude. The doors are made of stone, but open as though they were newly oiled metal. However, they are quite heavy, so they open slowly.

If the party enters the Catacombs without slaying both the chieftain and the shaman, then the kobolds eventually give chase. This is reflected on the **Random Encounters Table**.

## Random Encounters

For every two turns spent in the Catacombs, there is a 1-in-6 chance of a random encounter. Roll on the following table:

Roll 1d6, or 1d10 if the kobolds follow	Encounter
1-3	Ghouls
4	Poltergeists
5	Ghastrs
6	Laughter
7	Wayward Kobolds
8-9	Kobold Scouts
10	Kobold War Party

### #1-3 Ghouls

Ghouls, clad in filth-encrusted remains of knightly raiment, their faces twisted in mad grimaces. If outnumbered, the ghouls scamper off to fetch reinforcements, arriving in 1d4 turns with twice as many. Otherwise, they attack.

**Ghoul (1d6+2):** see page 10.

### #4 Poltergeists

Poltergeists, their invisible presence announced by an intensification of the angry muttering voices that permeate the Catacombs. They assault the party, but don't follow them out of whatever area they are encountered in.

**Poltergeist (1d4):** AC 9 [10], HD 2 (9hp), Att 2 × hurled object (1d4), THAC0 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (2), ML 12, AL Chaotic, XP 20

- **Undead:** Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Surprise:** Always surprise, unless PCs can see invisible.
- **Hurled objects:** Range 30'. Can only throw objects which are nearby.
- **Mundane damage immunity:** Only harmed by silver weapons or magic.
- **Attacking a poltergeist:** Location can be deduced from the source of thrown objects. Attack rolls suffer a -4 penalty

### #5 Ghosts

Ghosts, reeking with mad eyes rolling and tongues wagging. Unless they are surprised or possess equal numbers to the party, they fall back into the shadows and follow the party from a distance. They choose the moment when the PCs are most vulnerable to attack.

**Ghost (1d3):** see page 10.

### #6 Laughter

Hysterical cackling is heard loudly echoing from a random direction. If the party investigates, nothing is found.

### #7 Wayward Kobolds

Terrified trio of wayward kobolds. These three lost their nerve upon seeing a ghost gleefully devour two of their fellows. They eagerly join with anyone who promises to lead them out of this place. One speaks Common, and warns the party about the other kobolds in the Catacombs (see below). If led out, they each try to flee with a small amount of stolen treasure.

**Kobold [soldier] (3):** see page 10.

### #8-9 Kobold Scouts

Party of kobold scouts, anxious and jumpy. Unless they are confident that they can take the party on, they fall back and return with the main body of their forces (see **Encounter #10** below).

They arrive in 1d4 turns unless the party is not in their current location or any adjacent locations.

**Kobold [soldier] (1d4+2):** see page 10.

## #10 Kobold War Party

A large expedition of kobolds led by their chieftain and/or shaman (whichever live). They are accompanied by lurching zombies. The kobolds are nervous (-1 Morale) unless the shaman and his zealots accompany them. Adjust the numbers of this group according to attrition afflicted by the PCs. The chieftain and shaman hang back, the shaman using his spells to assist in battle.

**Kobold [soldier] (16):** see page 10.

**Zombie (8):** see page 10.

**Kobold Shaman (1):** see page 56.

**Kobold Chieftain (1):** see page 57.

# Locations

## 1. Hall of Glory

A cavernous chamber holds a statue, with an expression of implacable resolve, at every corner, holding a holy book in one hand and a weapon in the other. The ceiling arcs into darkness, and a broad balcony overlooks the niche-filled hall. Chunks of broken stonework and debris are scattered through the hall.

Each niche contains a sarcophagus bearing an elegant relief of the occupant in repose. A stone plaque above each bears the name of the honored dead.

There are 18 intact memorials out of 24. The others lie haphazardly open, their contents scattered. It takes two characters with tools one turn to open a casket. Within each is a withered corpse and a single treasure.

The act of plundering a sarcophagus upsets the unquiet spirits; for each one opened, one poltergeist arrives, and the whispering intensifies. Roll 1d6 each turn the party is in this location; if equal or less than the number of poltergeists in attendance, they attack.

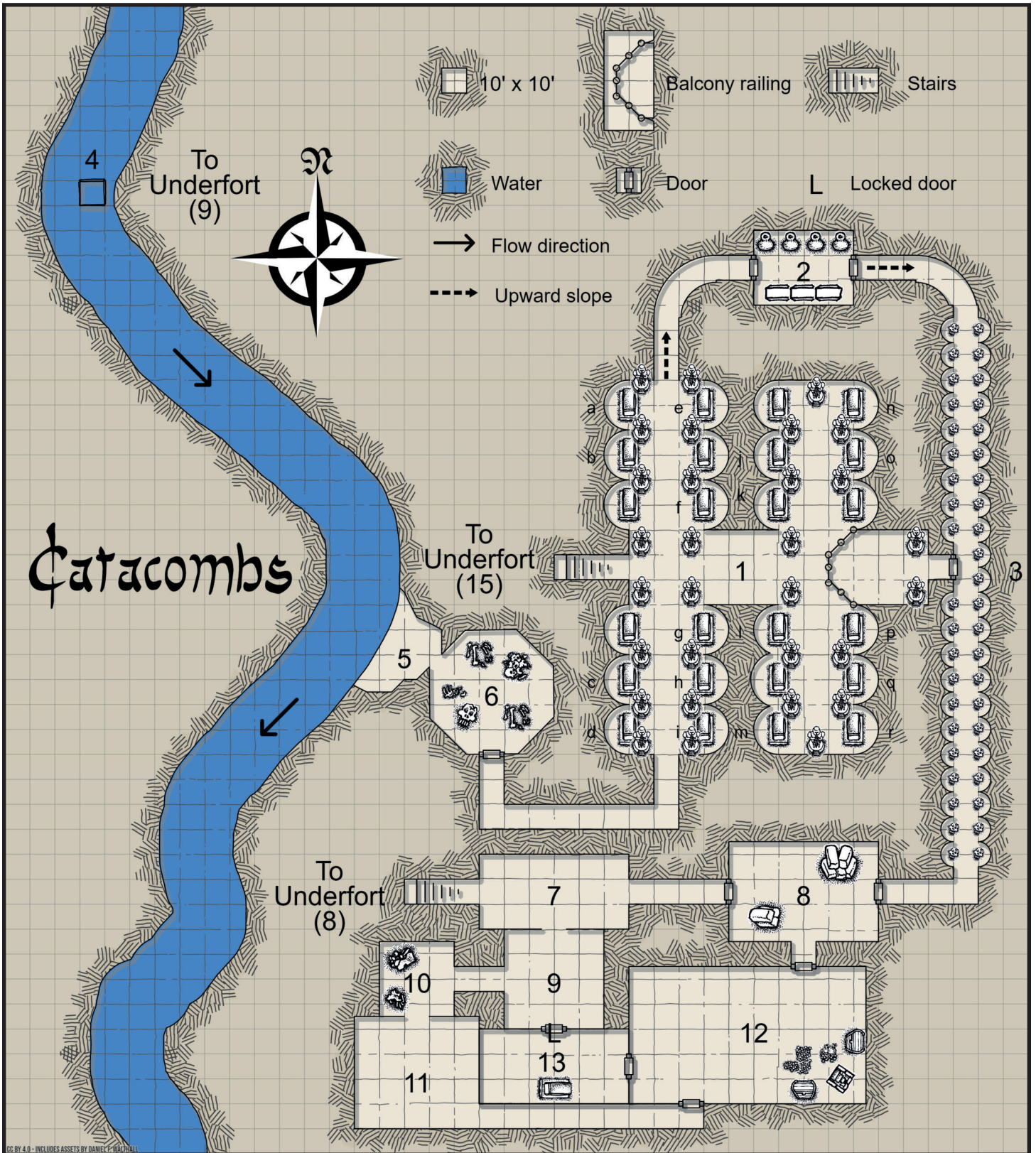
**Poltergeist (varies):** AC 9 [10], HD 2 (9hp), Att 2 × hurled object (1d4), THAC0 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (2), ML 12, AL Chaotic, XP 20

- **Undead:** Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Surprise:** Always surprise, unless PCs can see invisible.

- **Hurled objects:** Range 30'. Can only throw objects which are nearby.
- **Mundane damage immunity:** Only harmed by silver weapons or magic.
- **Attacking a poltergeist:** Location can be deduced from the source of thrown objects. Attack rolls suffer a -4 penalty.

**Treasure:** These are the names and treasures of each undisturbed sarcophagus:

Name	Treasure
a. Abbot Selwyn	Silver two-handed sword with amethyst stones in the pommel and an etching of script on the blade on both sides. "the faithful live eternally/the faithless die perpetually" Worth 300 GP.
b. Brother Darkus	Scrimshaw torc with beautiful abstract engraving. Worth 75 GP.
c. Brother Jabrilin	<b>Phylactery of Faithfulness</b> wrapped around the right arm of the remains. Vellum, inscribed with prayers and mantras sacred to the True Gods.
d. Abbot Sork	An assortment of plain gold rings on the fingers of the deceased, and thick silver bracelets. 18 rings, each worth 10 GP, and six bracelets, each worth 50 GP.
e. Brother Urgalt	A thoroughly rusted sword and shield. A family crest with the emblem of a wyvern can be faintly seen on the shield. Worthless.
f. Brother Menalius	A stack of parchment correspondences from Saint Silvene on the doctrine of martyrdom, wrapped in a faded blue ribbon. Worth 500 GP to the True Faith, but they crumble if not handled very delicately.
g. Talla the Immovable	An elaborate silver necklace that covers the entire chest and is studded with large stones of onyx. It's a cunning fake, worth only 10 GP.
h. Father Fenton	A dried and rotted saddle and bridle, once very fine, and rust-free iron <b>Horseshoes of Speed</b> .
i. Brother Serillian	A platinum wand with a head shaped like a frog. It's worth 400 GP but coated in a faded contact poison. Save vs. poison or lose half max HP and roll at -2 for the next 1d12 hours. On a successful save, lose 1d3 HP and roll at -1 for the next 1d4 turns. Not magical.
j. Brother Cornelius	Two delicate bottles of faceted blue glass. Each holds a pungent black fluid that is a <b>Potion of Longevity</b> .
k. Lord Jethel Tarnagast	Rod of pure jade carved into a stunningly realistic serpent with opal eyes. Worth 830 GP, but Duke Tarnagast demands its return if word of it reaches him.
l. Brother Sanger	Wooden holy symbol Jalidna the Pure, a weeping maiden. Worth 1 GP.
m. Brother Martim	Flask of iron with a bronze plug and silver runes, warm to the touch. This is an <b>Iron Flask</b> that currently contains an <b>enraged Hellhound (see below)</b> that immediately attacks when released. Casting <i>Read Magic</i> on the runes reveals that they are symbols of arcane containment. The command word for this item is long lost; recovering it would entail a quest.
n. Abbot Batsa	Steel box inlaid with mahogany carvings of pastoral scenery. A functioning music box that plays a jaunty tune. Worth 230 GP.
o. Brother Acestes	Broken lance with a long indigo pendant bearing a griffon crest. Worthless.
p. Brother Nur	Crystal magnum sealed with wax, full of dark red fluid and a prominent label. The label is for Ricardian wine, a famously expensive vintage. The wine is spoiled but the decanter is worth 50 GP.
q. Sister Cayuga	Four plain ivory scroll tubes containing parchment scrolls. The writing is long faded. Each tube is worth 40 GP.
r. Abbot Kithikelli	Antique ship in a bottle. Worth 5 GP.



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**Hellhound (from the Iron Flask, m. Brother Martin):** AC 4 [15], HD 6\* (27hp), Att 1 × bite (1d6) or 1 × breath (6d6), THAC0 15 [+5], MV 120' (40'), SV D10 W11 P12 B13 S14 (6), ML 9, AL Chaotic, XP 500

- **Fire breath:** 2-in-6 chance per round of breathing fire. One target. Save versus breath for half damage.
- **Fire immunity:** Unharmed by non-magical fire.
- **Detect invisible:** 75% chance per round. 60' range.

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## 2. Embalming Room

Several marble worktables with a variety of surgical instruments, several copper urns with small amounts of sickly-sweet scented embalming fluid, and desiccated body parts are in this chamber. Grayish humanoids with long claws and jagged teeth are preoccupied by passing a mummified head to each other. The gang of ghouls, led by a ghast, eagerly attacks intruders.

**Ghoul (5):** see page 10.

**Ghast (1):** see page 10.

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## 3. Hall of Honor

This long hall is crowded by niches, and within each niche is a stack of four stone platforms upon which lie piles of bone and scraps of cloth. Many of the remains have been scattered upon the floor.

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## 4. Under the Well

Part of the underground river under the well. The bone-chilling black water rushes from north to south, filling the tunnel with reverberated gurgling. The water is so cold that those swimming in it must save vs. paralyzation every minute or drown. This is in addition to the risk of drowning from swimming in armor. A person drifting in the current would reach the crevasse **Catacombs (5)** in 3 minutes. Swimming against the current is impossible.

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## 5. Crevasse

A sandy shore slopes up from an underground river. The roar of a waterfall drowns out normal communication. **Anyone passing downstream beyond this point does not survive.** At the back of the ledge is a crack in the stone that leads to **Catacombs (6)**.

## 6. Ossuary

Several stone tables and small cobbled niches are located about the room with the floor strewn throughout with piles of bones, most of them broken in half. The sound of rushing water may be heard through the crack leading to the ledge at **Catacombs (5)**. The ghouls are unable to enter this room.

Once the party has entered the room, a woman appears blocking the door. She is bruised and extremely bloodied, her dress is stained crimson. All of her limbs flop as though fractured, and her face bears an expression of agony and rage. She carries a blood-spattered lantern, and demands that the PCs hear her tale of woe.

This is a ghost named Kellis. Everyone seeing her must save vs. spells or age ten years and flee in terror for 2d6 turns. The ghost attacks anyone who runs past her (1 free attack against each), then addresses those who remain. She and the people of the haunted village were brought here to be devoured by the corrupted knights. She declares that the PCs shall be her instrument of vengeance.

She attempts to possess a party member in order of strongest-first. If the party tries to flee, she screams with rage, and twelve skeletons rise to block the door. Kellis cannot leave the ossuary without possessing someone, and the skeletons cannot leave her presence.

If Kellis succeeds in possessing a PC, she heads towards Zariel in **Catacombs (12)**, intent on his destruction. The skeletons accompany her. PCs may persuade her to be more subtle as long as she believes that they intend to destroy the ghouls. She releases her possession if Zariel is slain.

**Skeleton (12):** AC 7 [12], HD 1 (4hp), Att 1 × bone club (1d4), THAC0 19 [0], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 10

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison).
- Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

Continued

**Ghost (1):** AC 0 [19], HD 10\*\*\*, HP 45, Att 1 × touch (life drain) or possession, THAC0 11 [+8], MV 90' (30'), SV D6 W7 P8 B8 S10 (10), ML 10, AL Neutral, XP 3,000

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Mundane damage immunity:** Only harmed by silver weapons or magic.
- **Aura of fear:** All seeing a ghost must save versus spells or age 10 years and flee for 2d6 turns. Divine spell casters of 7th level or higher are immune.
- **Life draining touch:** Victim permanently loses 1d4 points of CON. If reduced to 0 CON, the victim dies. Someone killed in this way cannot be raised from the dead by any means short of a wish.
- **Possession:** A victim within 60' must save versus spells or become possessed. When possessing a victim, the ghost disappears.
- **Possessed victims:** The ghost gains full control over the victim's body, but is not able to make the victim cast spells.
- **Expelling:** A ghost is expelled from a possessed victim by dispel evil or if the victim dies.



## 7. Hall of Murals

The stairs descend into a strange chamber of seamless rough-hewn stone, carved from the very bedrock. **The walls are painted with crude murals** of ochre and red. In addition to the faint murmurs, laughter and chanting, the sound of metal repeatedly clanging against stone can be heard faintly from the southern doorway, where a faint glow of light is emerging.

The figures on the north wall are beautiful and happy, dancing around a radiant altar, while the figures on the south wall weep before a shattered altar. As the murals progress to the east, the tormented figures are being butchered by many-eyed devils, and the angelic figures are dancing. Finally, the east wall has a mural of the happy people at a feast at their altar.

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## 8. Hall of Mosaics

This room has cluttered rusty mining tools. The door to the east is wooden like in the crypts, while the other doors are stone. The walls are decorated with mosaics of tinted glass that are crude versions of True Faith iconography.

The mosaics depict horned shadows bestowing massive goblets of red wine to praying knights, some of whom tip the goblets with both hands as the wine soaks their beards. A translucent severed hand burns with a pale **blue** flame over them all.

---

## 9. Gallery of Shadows

This room seems to have been hollowed out from a huge deposit of white chalk. Upon the walls are **sigils** of a primitive form of Chaos script written in blood. The room is illuminated as if by a flickering **blue** flame, though none is to be seen. Loud sounds of clanging metal on rock issue from the western doorway. There is a door to the south with a large stone lock. Close inspection reveals that the **sigils** are prayers to an infinite hunger beyond space and time.

**Two rounds after the party enters this room,** the undertones of laughter intensify among the faint voices. The shadows that the characters cast upon the walls shimmer like heat devils before detaching to attack. These demons are Shadows. There is one for

every character, and whenever one is slain, another rises two rounds later. If a PC dies or leaves the room, the corresponding Shadow vanishes. A character possessed by the ghost from **Catacombs (6)** does not cause a corresponding Shadow to appear.

The illumination is caused by an invisible **Hand of Glory**. This is the enchanted hand of a corpse which can be lit as a torch, and burns ceaselessly with a cold blue flame. It is an evil object that interacts unpredictably with demonic energies. The Hand of Glory magically hovers 7' over the center of the room. Its position can be deduced by anyone observing the shadows it casts. If there is other illumination present, this requires an **INT** check.

The Hand can be extinguished as any torch, which stops the creation of shadows. It can be taken and used as a source of illumination that is never consumed. However, the referee is free to have strange and malevolent things happen when it is lit in the presence of potent sources of Chaos.

Another way to end the creation of Shadows is to **obliterate the sigils** on the walls. This requires a supply of flaming oil or some kind of dye. A single flask of flaming oil or bucket of paint obliterates one 10' x 10' section of wall, and it takes one action to apply. A sigil fades every time a shadow dies, but there are so many that this is of little consequence.

**Casting *Dispel Evil*** causes the sigils to ignite and be consumed. **Casting *Dispel Magic* or *Remove Curse*** deactivates the **Hand of Glory** for one turn—long enough for two attempts to pick the lock.

The door on the southern side of the room is locked. Its key is in the possession of Zariel in **Catacombs (12)**.

**Shadow [demon] (varies): AC 7 [12], HD 2+2\* (11hp), Att 1 × touch (1d4 + strength drain), THAC0 17 [+2], MV 90' (30'), SV D12 W13 P14 B15 S16 (2), ML 12, AL Chaotic, XP 35**

- **Strength drain:** Victims lose 1 STR per hit. Recovers after 8 turns. If reduced to 0 STR, the victim dies and cannot be raised from the dead with anything short of a magical wish.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Spell immunity:** Unaffected by charm and sleep spells.

## 10. New Tunnel

Five gray-skinned dwarves, clad in dusty rags, labor to dig a tunnel. Mining equipment is strewn about the entire room.

Speaking to the dwarves causes their eyes to glow a baleful green light and attack immediately. They do not leave the room.

**Coffer Corpse [dwarven undead] (5): AC 7 [12], HD 2\*\* (9hp), Att 1 × grasp (1d6 + throttle), THAC0 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (2), ML 12, AL Chaotic, XP 30**

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Turning:** Treated as a 4 HD monster.
- **Throttle:** On a successful grasp attack, the corpse's hands lock around the victim's throat, inflicting 1d6 automatic damage each subsequent round.
- **Mundane weapons:** Seems to damage but does not. (Can only be harmed by magical attacks.) A mundane attack with "damage" of 4 or more causes the coffer corpse to drop to the ground as if dead, rising again next round. Any characters who were in melee with it must save versus spells or flee.
- **Fleeing characters:** Run away at maximum speed for 4 rounds. There is also a 50% chance of dropping held items.

---

## 11. Possessed Room

An intricate, demonic visage is carved into the western wall. It has a wicked leer with three eyes, and five horns sprouting from its head. The eyes appear to be massive gemstones: a diamond, a ruby and an emerald.

This is not a carving; it is stone which has become possessed by a demon trying to force its way into the world. It cannot see or hear, but it instantly senses when it is touched by living flesh, which it adheres to as it bludgeons the victim with its gigantic forked tongue. Likewise, the tongue snakes out to strike at anyone within 10' if it is attacked. Whoever it kills is drawn into the demon's mouth to be devoured. It instantly annihilates the flesh and soul of anyone it eats.

The demon can be driven from this plane by **casting** *Dispel Evil*.

**Mimic [Demon-Possessed Wall] (1):** AC 6 [13], HD 9\*, (40hp), Att 1 × tongue (3d4), THAC0 12 [+7], MV 30' (10') along wall only, SV D10 W11 P12 B13 S14 (5), ML 9, AL Chaotic, XP 1,600

- **Mimicry:** Appears to be a stone carving and part of the wall.
- **Attack if touched:** Remain motionless; only attack if touched, lashing out with its tongue.
- **Contact glue:** Anything that touches the demon is stuck fast by the glue it exudes. Released only by killing it.
- **Light sensitivity:** Suffer a –2 penalty to attack rolls and a –1 penalty to AC when in bright light (daylight, continual light).

**Treasure:** If the demon manages to devour two characters (!) or is fed the **Hand of Glory**, it vomits out the indigestible contents of its prior meal. This consists of a suit of chainmail, a mace, and a **Staff of Healing**. If it is **slain or banished**, these also spill out, along with the possessions of anyone in the party who was devoured.

---

## 12. Ghoul Lair

Pale, gray shaped humanoids snarl, crouch, or madly climb walls while shrieking. Piles of trash and debris litter the floor. In the southeastern corner is a hulking throne made of basalt veined with quartz. Arrayed about it are precious artifacts and glittering coins, carelessly heaped. There is a terrible stench of carrion.

Most of the ghouls and ghosts are naked, or dressed in filthy-encrusted scraps. Zariel wears a rotting blue robe over his reeking form.

If the ghost Kellis from the **Catacombs (6)** (see page 64) has possessed a PC, she immediately attacks upon entering this room, unless the party has previously convinced her to take a more subtle approach.

Zariel is quite mad, often forgetting that he is undead, and mistaking the PCs for initiates in the knightly order. As long as they play along, he restrains the other ghouls from attacking them.

Zariel warmly greets his new “recruits,” bidding them to relax after their long journey. He promises to induct them at the holy altar after the most worthy among them completes a task. Zariel then casts *Detect Good* to find a Lawful party member for this order. That PC is

instructed to obliterate one of the bronze seals to the Catacombs, while the rest must remain behind to meditate.

If the selected adventurer goes through with this, the ghouls and ghosts are free to leave the Catacombs. Before doing that, Zariel initiates the party by ordering them to pray at the Midnight Altar at **Catacombs (13)**. Refusing any of his commands enrages the ghastly priest, causing him to order his minions to attack. However, despite limited patience, he entertains respectful discussion, questions and suggestions.

Other than Zariel, there are two ghouls and ten ghouls in this room. On his person, Zariel carries the stone key to open the door between **Catacombs (9)** and **(13)**.

**Ghoul (10):** see page 10.

**Ghast (2):** see page 10.

**Ghastly Priest (1):** AC 2 [17], HD 5\*\*(21hp), Att 2 × claw (1d4 + paralysis), 1 × bite (1d8 + paralysis), THAC0 16 [+3], MV 150' (50'), SV D9 W10 P12 B14 S12 (Cleric 5), ML 10, AL Chaotic, XP 425

- **Carrion stench:** Those within 10' must save versus poison or suffer –2 to hit, while in melee with ghouls.
- **Paralysis:** For 2d4 turns (save versus paralysis). Creatures larger than ogres are unaffected. After paralyzing a target, ghastly priests will attack others.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Divine spellcasting:** Casts divine spells as a 5th level cleric. Spells are memorized by sacrificing sentient humanoids to a demon lord. 1 HD or level of sacrifice is needed per level of spell to memorize. Multiple sacrifices can be combined to memorize a single higher-level spell.
- **Spells:** *Cause Light Wounds, Detect Good, Bless, Hold Person*

**Treasure:** Scattered around Zariel's throne:

- Two massive rotten and half-spilled chests with a total of 10,500 SP
- Locked iron-bound chest with 3,700 GP (the key is lost)
- Fine wooden coffer with ten short platinum rods worth 220 GP each

Continued

- Tin plate with 33 semi-precious gemstones of various types, cuts and colors worth 25 GP each
- Fist-sized moonstone worth 1,300 GP
- A massive pile of cheap copper and silver jewelry weighing 1200 coins and worth a total of 300 GP.
- **Berserker Sword** -1 with a hilt wrapped in silver wire and a jet-black blade
- Yard-long pewter **Chime of Ravening**
- Rugged voluminous silken **Bag of Devouring**




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### 13. Midnight Altar

Unquiet spirits that haunt the Catacombs are silent and the darkness does not impinge on illumination as it does elsewhere. On the south wall is an altar made of smooth white alabaster, flanked by two pillars of crystal. A richly embroidered carpet has been laid before the altar. A feeling of peace is palpable for anyone in this chamber.

This aura of purity is deceptive; *Detect Evil* reveals that the altar is incredibly foul. This is the **Midnight Altar**. Anyone who prays to it is transformed into a ghoul; they take on the statistics of a ghoul, rolling hit points for a

ghoul but keeping their current maximum if it's greater than what is rolled. In addition, their fingernails grow into claws and their scratches and bites cause ghoul-paralysis.

Their appearance does not immediately change; that takes about two months. But their alignment immediately becomes Chaotic, and they are filled with sudden vitality and an appetite for the flesh of sentient beings. If such a person is able to feed on at least a dozen people within two months, they become a ghast. If they were also a cleric, they would become a ghostly priest. A newly-minted ghoul is subject to the control of Zariel in **Catacombs (12)**.

There are several ways to destroy the Midnight Altar. Casting *Dispel Evil* destroys it instantly. Pouring holy water on the altar causes it to melt a little, and seven vials cause it to blacken and collapse.

The altar can also be smashed with blunt weapons. Treat it as having AC 4 with 50 HP. Using mining picks from **Catacombs (8)** or **(10)** gives +4 to hit and inflicts 1d12 damage per strike. Attempting to destroy the altar in this way makes enough noise to alert the denizens of **Catacombs (12)**, who rush in the next round.

Destroying the altar causes all the ghouls in the Catacombs to become wracked with pain. They lose half their hit points and are at -2 to hit. If there are any ghouls or ghosts left in **Catacombs (13)**, they immediately rush into this room the next round, attacking in an anguished frenzy.

Each character receives 1000 XP for destroying the Midnight Altar.

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# Aftermath

There are a wide variety of possible outcomes depending on the party's action. Of course, the referee is free to alter these results as it suits him or her.

## The Ghouls

If the Midnight Altar and the ghouls remain, then it is only a matter of time before the seals are broken, and they ravage the land with their unholy hunger. This happens within the next few years, putting the entire kingdom, and perhaps beyond, in great peril. Olden Wood becomes a cursed place where nothing wholesome manages to survive.

If the Midnight Altar remains but the ghouls were all slain, then that threat still exists, but it has been postponed for anywhere from a couple years to an entire generation.

If the party manages to destroy the Midnight Altar, then they have prevented the rise of an undead army. None may know this, perhaps not even the adventurers, but the gods do, and perhaps they shall come to the party's aid someday.

## The Kobolds

If the kobolds are allowed to keep possession of the Twilight Altar and remain in Fort Hope, then they eventually prevent all trade and raze the surrounding lands. They may even overthrow the Duke.

Of course, their rise can be cut short if the Midnight Altar remains intact (see above). Otherwise, they are likely to grow more dangerous, until perhaps they are usurped by an even greater threat that would use the Twilight Altar for similarly wicked purposes.

If the kobolds are driven from Olden Wood but the Twilight Altar is not destroyed, then it eventually falls into the wrong hands. That could be the ghouls from the Catacombs, or something else. It could even be obtained by Veccio and his people (see below). The end result would be much as above.

If the Twilight Altar is destroyed, then even if the kobolds are not driven from Olden Wood, their power dwindles and fades. Assuming that the Midnight Altar

was also destroyed, then the land prospers, and the people of Bridgeham remember the adventurers in their songs, for generations.

## The Faeries

If the party manages to return the kidnapped children against the will of the faeries, then Bridgeham initially celebrates them with great fondness. However, they eventually inflict a greater vengeance upon Bridgeham. Perhaps they steal all of the children, or inflict a curse of madness. Either way, this causes the people of Bridgeham to become bitter towards the adventurers, blaming them for their woes.

But if the faeries willingly return the children due to the acts of the party, then both the faeries and the villagers think highly of the adventurers.

If the party is unable to retrieve the abducted children, then there is great sorrow in Bridgeham, although the party is not blamed.

## Borlig

If Borlig and its hetman Veccio are allowed to remain, then river trade becomes ever more perilous. If the kobolds are driven off, then Veccio's ambition grows, and he becomes an outlaw chieftain. Borlig then prospers as a den of iniquity, and its wickedness infects Olden Wood. Eventually, the Duke seeks to end the reign of Veccio, but it becomes a far more difficult undertaking.

If Borlig and Veccio are destroyed, then river trade once again becomes viable, which brings prosperity to Bridgeham. However, not all residents of Bridgeham are glad, because some of them have family members who were harmed by the party.

## Tradition and Faith

If the priest Felicitous remains and the Solstice Festival is not restored and Septus the Druid is slain, then the True Faith grows in strength throughout the region. Order and authority increase, and the Old Ways are slowly forgotten. Civilization becomes entrenched, as does religious intolerance. Even if the PCs were heroes

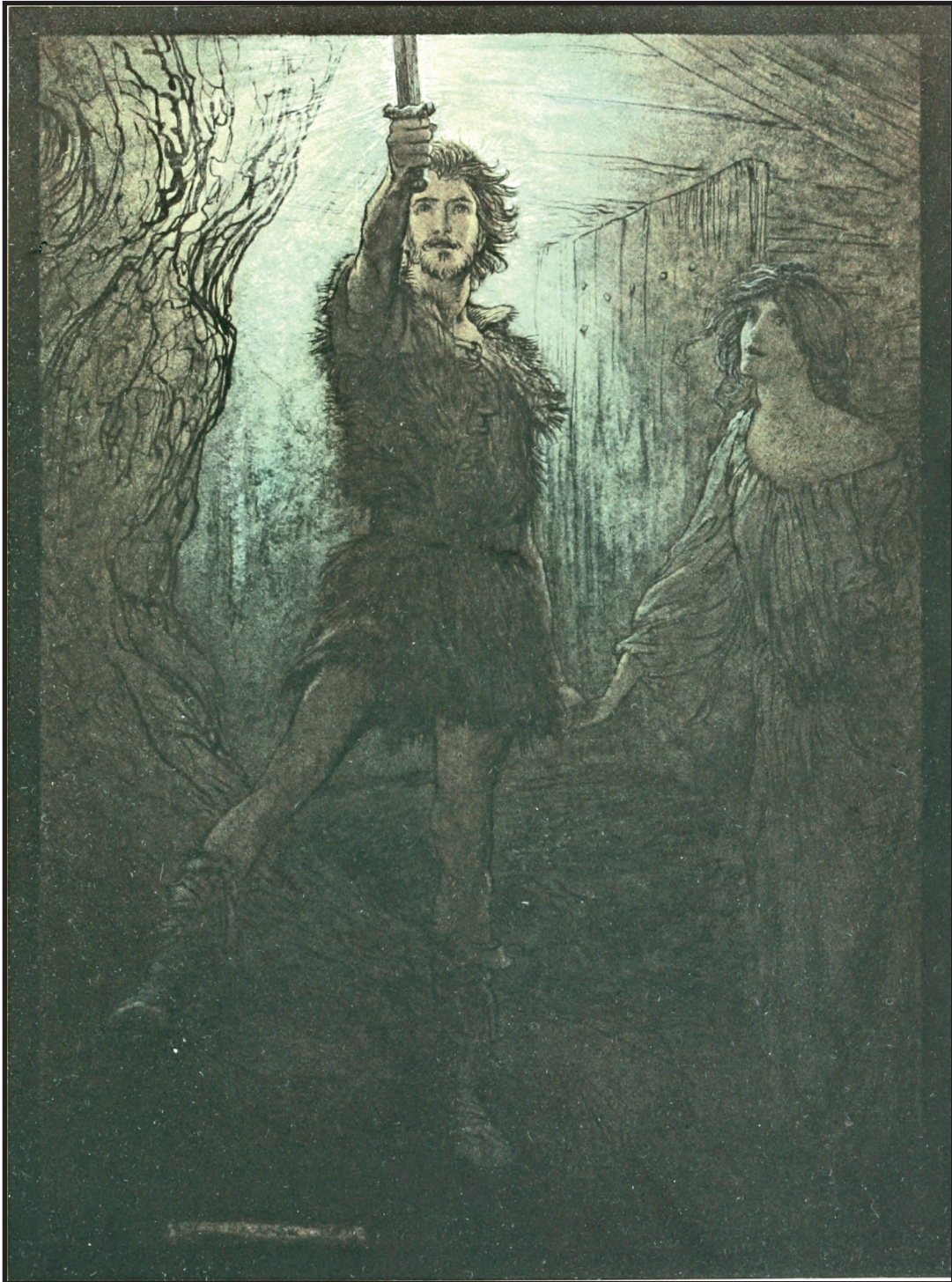
to Bridgeham, demi-humans, druids and magic-users become gradually less welcome. The old gods fade from memory, and eventually Morham ceases to appear in anyone's dreams.

Conversely, if the Solstice Festival is restored, and either Septus the Druid lives or Felicitus the priest is no longer present, then Olden Woods remains a holdout of the Old Ways. Fantastic creatures may become more

common in the forest, and an independent streak in the locals brings them into conflict with the Duke. Morham's and his cult wax in strength.

Otherwise, the balance between the Old Ways and the True Faith remains unchanged.

## *Thus ends the Peril in Olden Wood*



# Appendices

## Appendix A: New Monsters

### Ghastly Priest

Priests who have been corrupted into undead servitude to a vile demon lord, they seek to bring about a world where their congregations can endlessly gorge on the flesh of the living. Grotesque, animalistic, undead once-humans, they nonetheless retain a modicum of reason and patience. Ghastly priests exude a nauseating carrion stench, can cast divine spells and are commonly found among packs of ghouls and ghosts.

---

**AC** 2 [17], **HD** 5\*\* (23hp), **Att** 2 × claw (1d4 + paralysis), 1 × bite (1d8 + paralysis), **THAC0** 16 [+3], **MV** 150' (50'), **SV** D9 W10 P12 B14 S12 (Cleric 5), **ML** 10, **AL** Chaotic, **XP** 425, **NA** 0 (1), **TT** E

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- **Carrion stench:** Those within 10' must save versus poison or suffer -2 to hit, while in melee with ghosts.
- **Paralysis:** For 2d4 turns (save versus paralysis). Creatures larger than ogres are unaffected. After paralyzing a target, ghastly priests will attack others.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Divine spellcasting:** Can cast divine spells as a 5th level cleric. Spells are memorized by sacrificing sentient humanoids to a demon lord. 1 HD or level of sacrifice is needed per level of spell to memorize. Multiple sacrifices can be combined to memorize a single higher-level spell.

## Appendix B: New Magic Items

### Chariot of the Night

A fine bronze chariot with harnesses for four horses. When the reins of the chariot are held, four phantom horses appear to tirelessly pull it at the owner's command. The chariot can carry two people comfortably, and moves swiftly at 240' (80'), although it cannot be turned more than 30 degrees per round unless it is moving at half speed or less.

In battle, the chariot improves the **AC** of its occupants by two. It is a very stable platform for missile fire, incurring no penalties, and all melee attacks inflict double damage while moving at full speed. The chariot itself is **AC** 2 [17] with 40 HP, and it loses its enchantment if it takes 40 hp damage. Attacks to the horses are treated as attacks upon the chariot. All damage to the chariot disappears when it is exposed to the first rays of moonlight after sunset.

If sunlight shines on the horses or their reins are released, they will melt into smoke, and will not materialize again until the next moonrise.

## Appendix C: Optional Travel Rules

### Land Travel

The rate of hourly overland progress depends on the terrain, as follows:

Terrain	Hexes (miles) per hour
Road	4
Trail	3
Meadow or Hills	2
Forest	1

**Note:** Unmounted characters reduce speeds at the same proportion affecting turn-by-turn movement.

If the party crosses tractless wilderness, the GM should check to see if they become lost using the standard check for this, once for each such occasion.

### River Travel

Obtaining a boat, the party may travel downstream at the rate of four hexes per hour, and upstream at the rate of two hexes per hour. The Copperwine River flows south to north, while the Blackbrew and Redrum Rivers flow west to east.

### Drowning

It is assumed that all PCs can swim. Each round that an encumbered character is swimming, there is a chance for floundering, based on the character's effective movement speed:

Effective Speed	Chance of Floundering
120' (40')	-5%
90' (30')	10%
60' (20')	50%
30' (10')	80%

This probability may be modified by circumstances such as the depth and speed of the water, the presence of entangling vegetation, etc.

A floundering character may not move or act during the round, and must pass a CON check to avoid drowning. If this check is passed, the character temporarily reduces CON by one, and checks for floundering again next

round. Lost CON is recovered after one turn of rest out of the water.

If a character starts drowning, they are unable to move or act, and take 1d4 damage every round as they sink. This continues until the character is rescued.

### Forced March

It is possible to travel at twice the listed speed, although this is exhausting on foot or boat, and risky to mount and pack animals. Each hour of fast travel effectively reduces CON by 1d4 points per unmounted character; this recovers at a rate of one per hour of rest. At zero or less CON, unmounted characters are completely exhausted and must rest until CON is raised above zero.

Traveling at normal speeds for more than eight hours is fatiguing in the same way as a forced march.

### Lame Mounts

Each hour of fast movement, every mount and pack animal has a cumulative 10% chance of becoming lame and may not travel further unless healed 3hp damage.

### Searching the Woods

The presence of tracks for forest denizens is at the referee's discretion. If there are tracks, then the party has a 1-in-20 chance of picking them up for every hour of searching. Following discovered tracks, the lead searcher must make a WIS check every hex to stay on the trail. If the trail is lost, then it must be rediscovered from scratch.

Rangers in the party who make a successful tracking check may follow tracks without losing them.

## Appendix D: Creating Characters

If this adventure is being played as a one-off, the following process is recommended to generate appropriate characters.

### Step One: Roll Abilities

As the gods have decreed, each player should roll 3d6 for each ability, down the line. The player is allowed to swap two ability scores. If the rolls are truly abysmal, a soft-hearted referee may allow the player to re-roll.

### Step Two: Choose Class

The player can choose any of the classes from Old-School Essentials Advanced Fantasy that the referee permits.

If Old-School Essentials Advanced Fantasy's optional rules for race-as-distinct-from-class are being used, select race here, too.

The character is given a number of starting XP based on the number of PCs, as follows:

Number of PCs in the party	Starting XP
2-3	25,000
4-6	9,000
7+	5,500

Advance the character to the appropriate level based on class and starting XP.

### Step Three: Spend Money

Each character receives 300 GP to spend on whatever gear they want from the Old-School Essentials Classic Fantasy rules. The referee may adjust the price of goods at his or her whim; especially the underpriced platemail.

### Step Four: Receive Boons

Each character receives one or more boons, which represent the fruits of successful prior adventures. To determine how many boons a character may receive, total up their ability modifiers, and refer to the following table:

Total Ability Modifier	Number of Boons
-2 or less	3
-1 to +1	2
+2 or more	1

Alternatively, if a player wants to determine their boons randomly, they may double the number of boons. Boons which are possessions may be transferred freely among PCs, but others may not.

A given boon may only be selected once. If a player rolls for boons, duplicates should be rerolled.

Roll 1d20	Boon
1	+1 to an ability score of your choice; this won't change the number of boons a character receives.
2	Bonus XP*
3	A first-level retainer. The retainer is generated like a PC with 0 XP, 100 GP, and no boons.
4	+400 GP
5	2x <b>Potion of Healing</b>
6	<b>Potion of ESP</b>
7	<b>Potion of Heroism</b>
8	<b>Potion of Poison</b>
9	<b>Chainmail +1</b>
10	<b>Leather armor +1</b>
11	<b>Sword +1</b>
12	<b>Mace +1</b>
13	<b>Dagger +2</b>
14	<b>Sling +1</b>
15	<b>6x Arrows +3</b>
16	<b>Wand of Fireballs (2 charges)</b>
17	Scroll with two 2 <sup>nd</sup> level cleric spells (player's choice)
18	Two vials of type III bloodstream poison (35 damage on failed save)
19	Warhorse
20	Glass ball with <i>Continual Light</i>

\* The XP bonus depends on the number of PC, as follows:

Number of PCs in the party	Bonus XP
2-3	5,000
4-6	1,000
7+	500

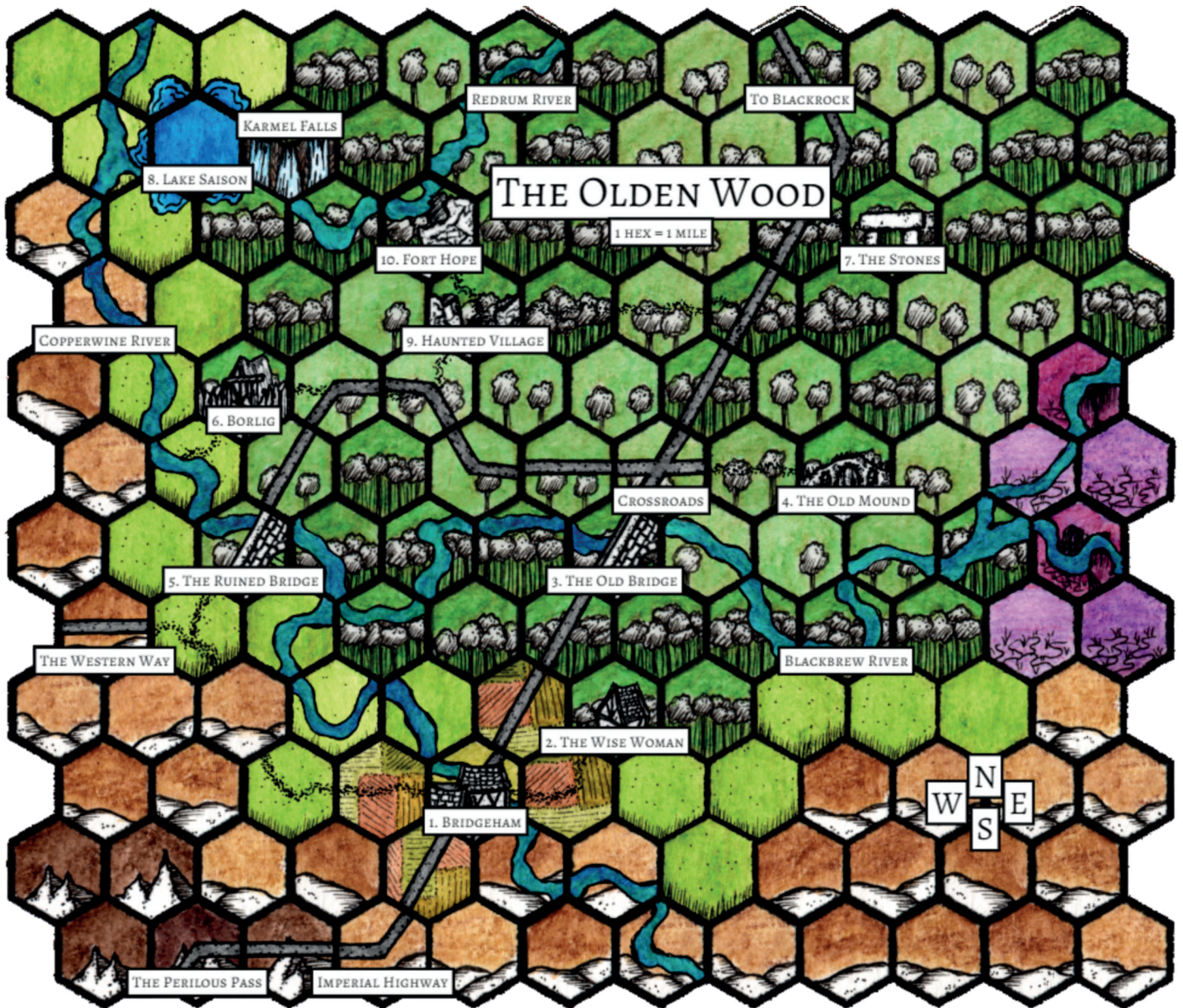
### Step Five: Fill Out The Rest

Roll hit points, calculate movement speed, select arcane spells, etc.

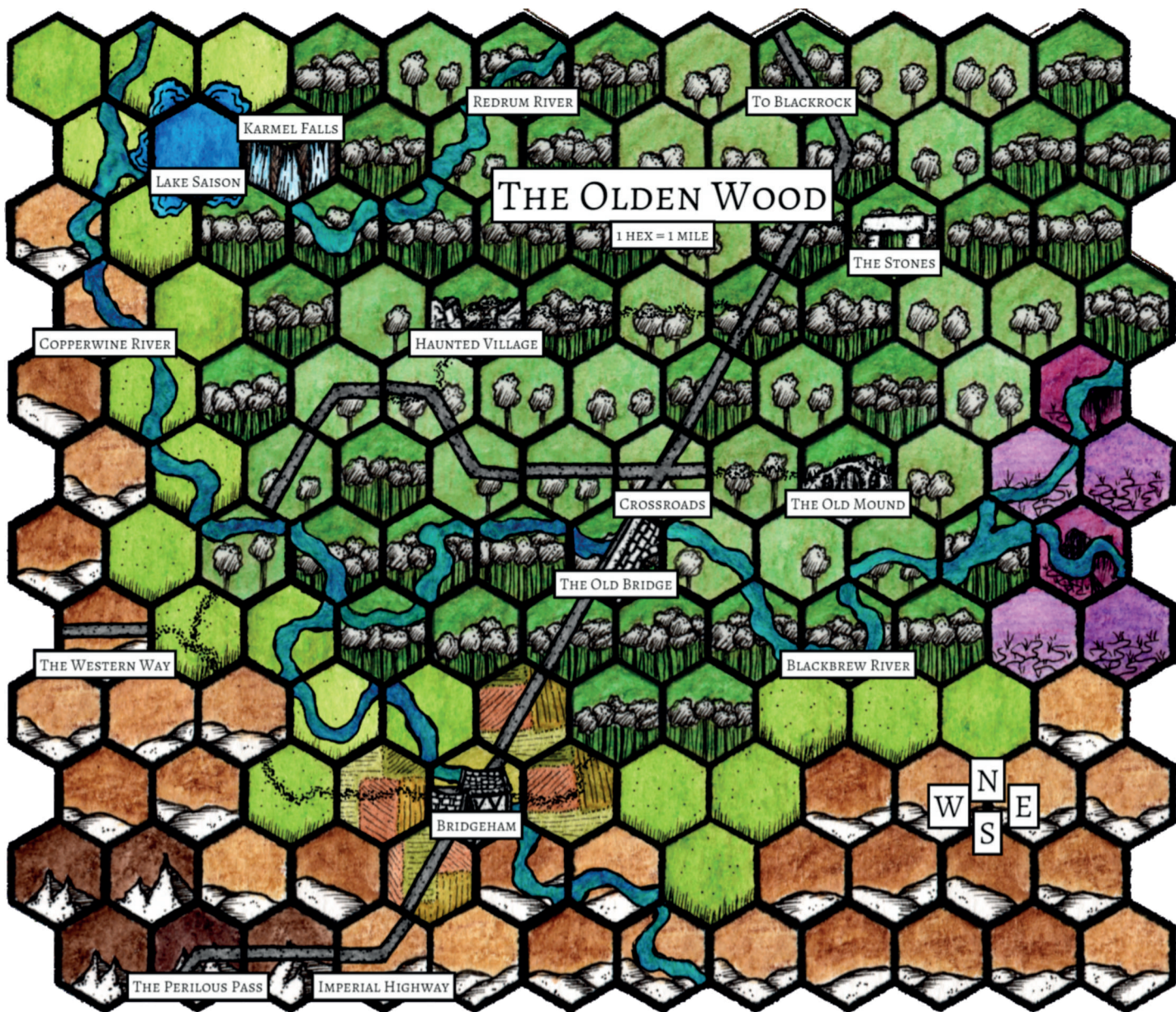


# Appendix E: Maps

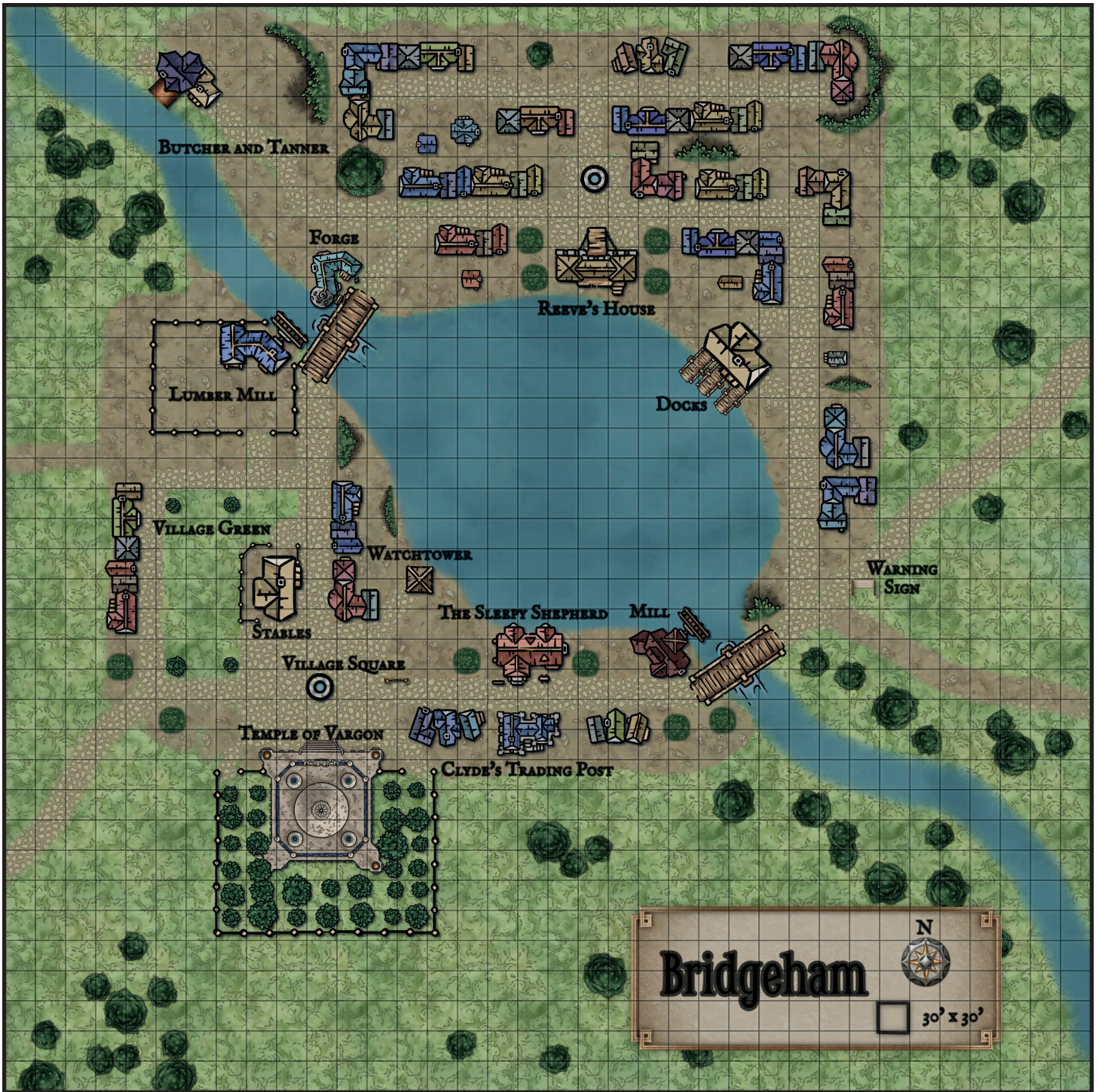
## Wilderness Map - Referee



# Wilderness Map - Players



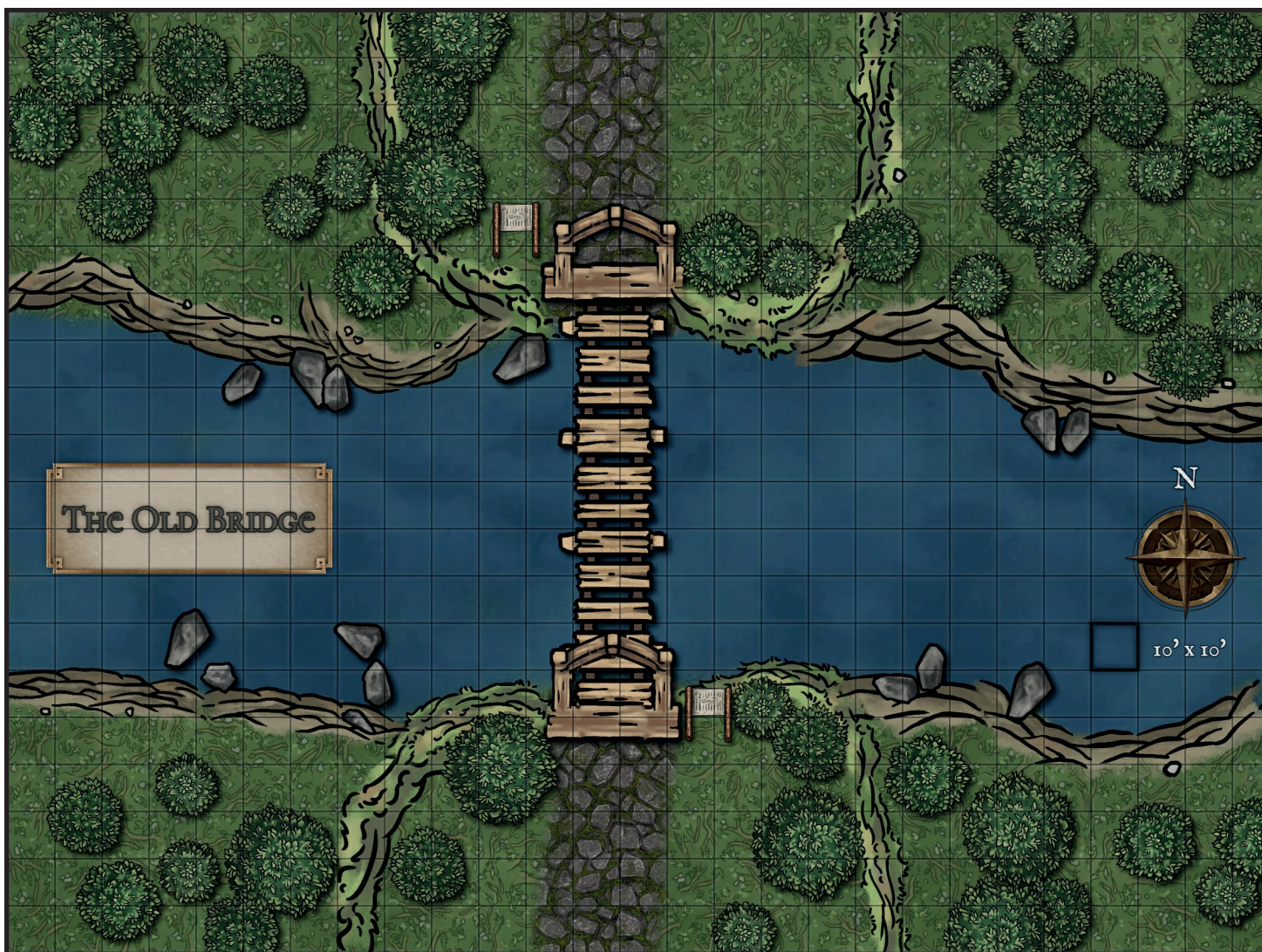
# Bridgeham



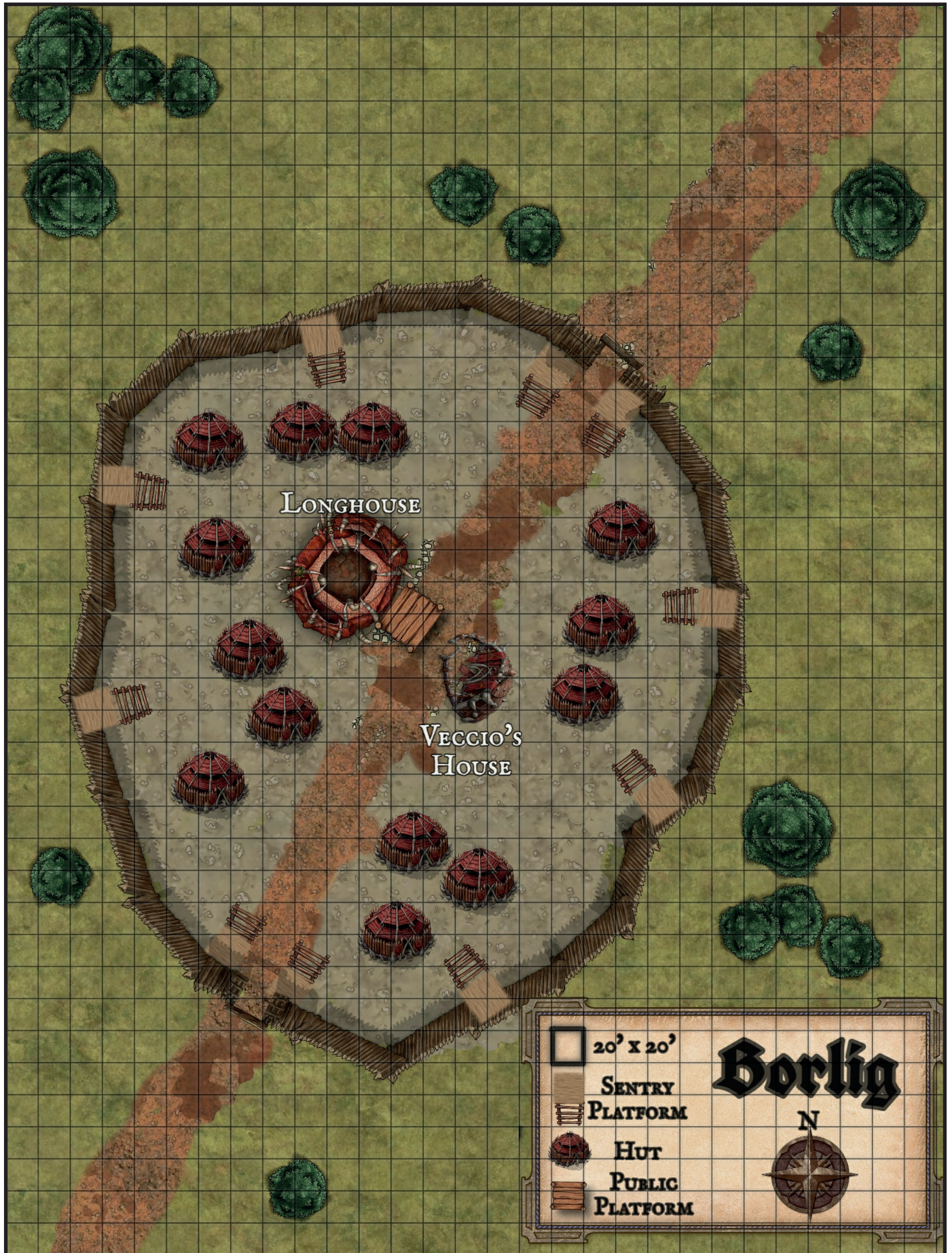
# Wise Woman's House



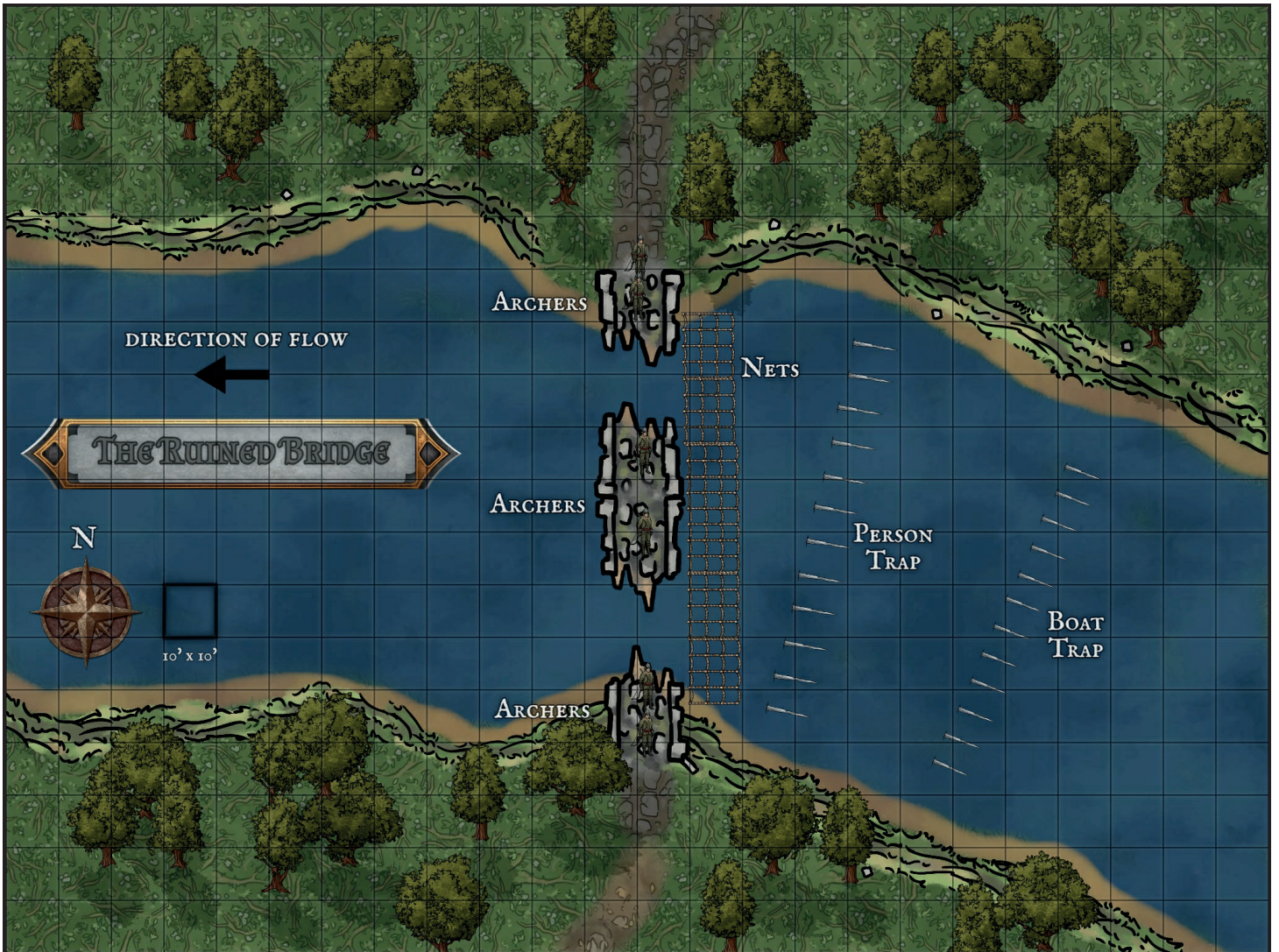
# The Old Bridge



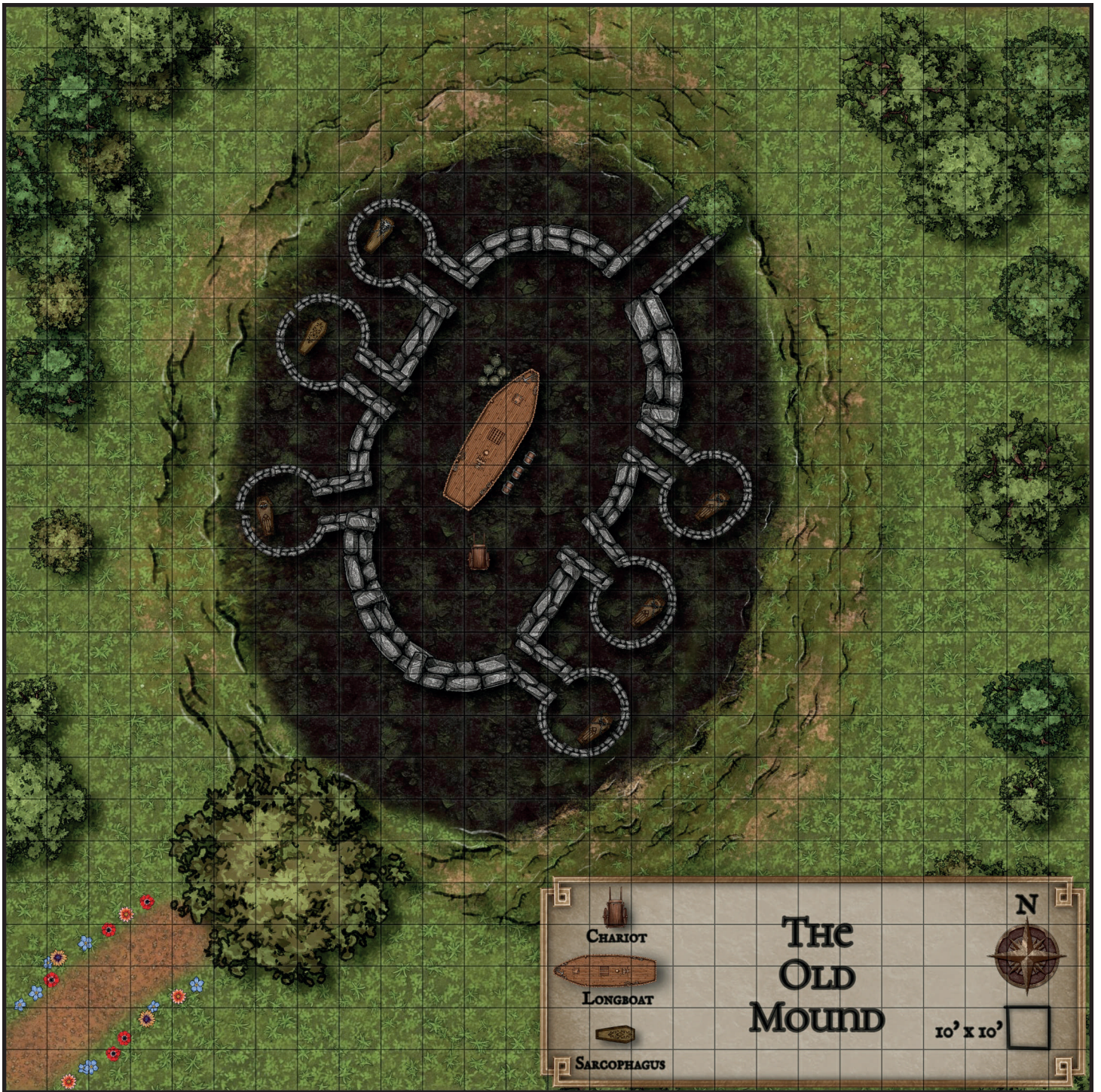
# Borlig



# The Ruined Bridge



# The Old Mound



# The Stones



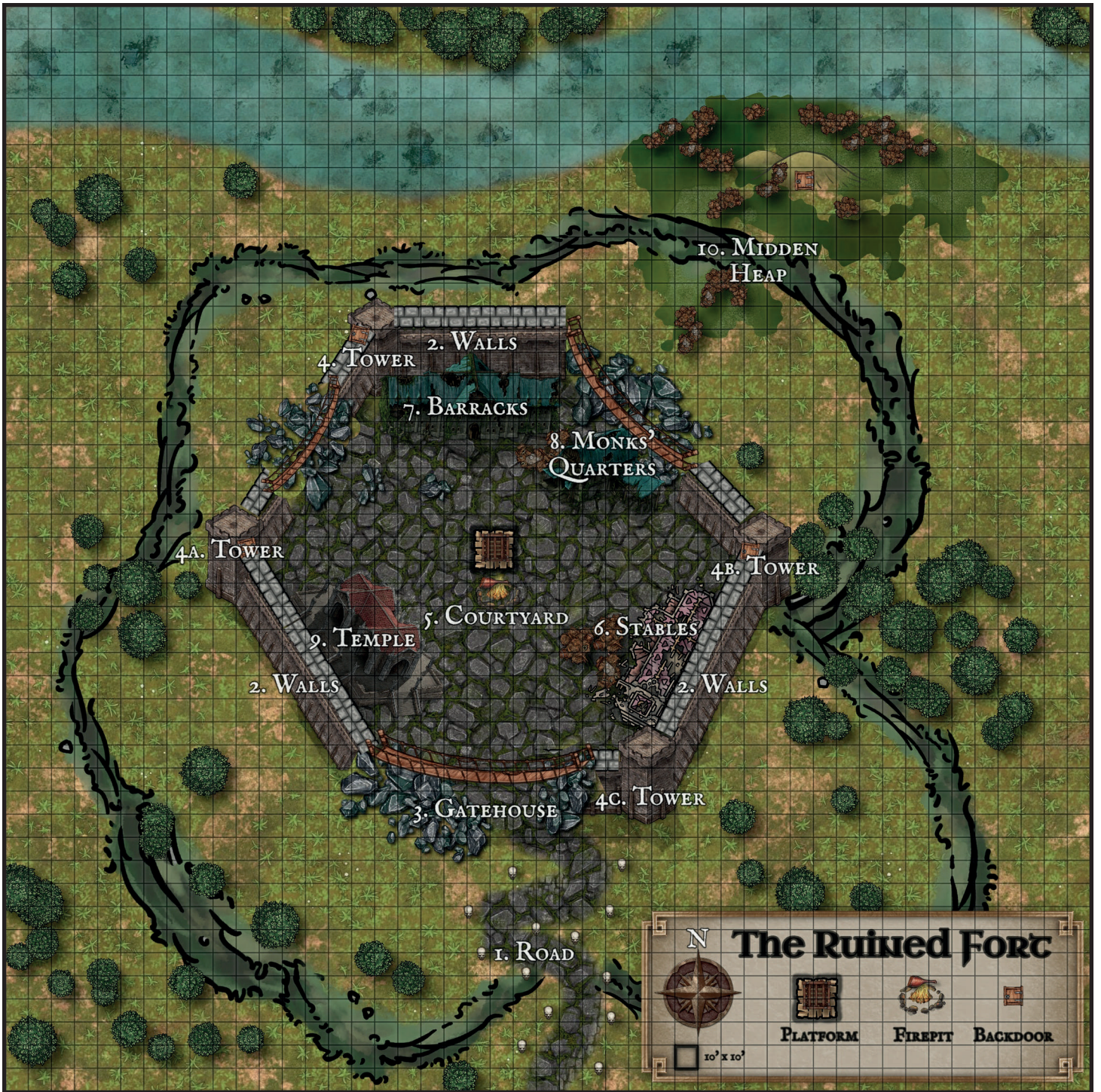
# Lake Saison



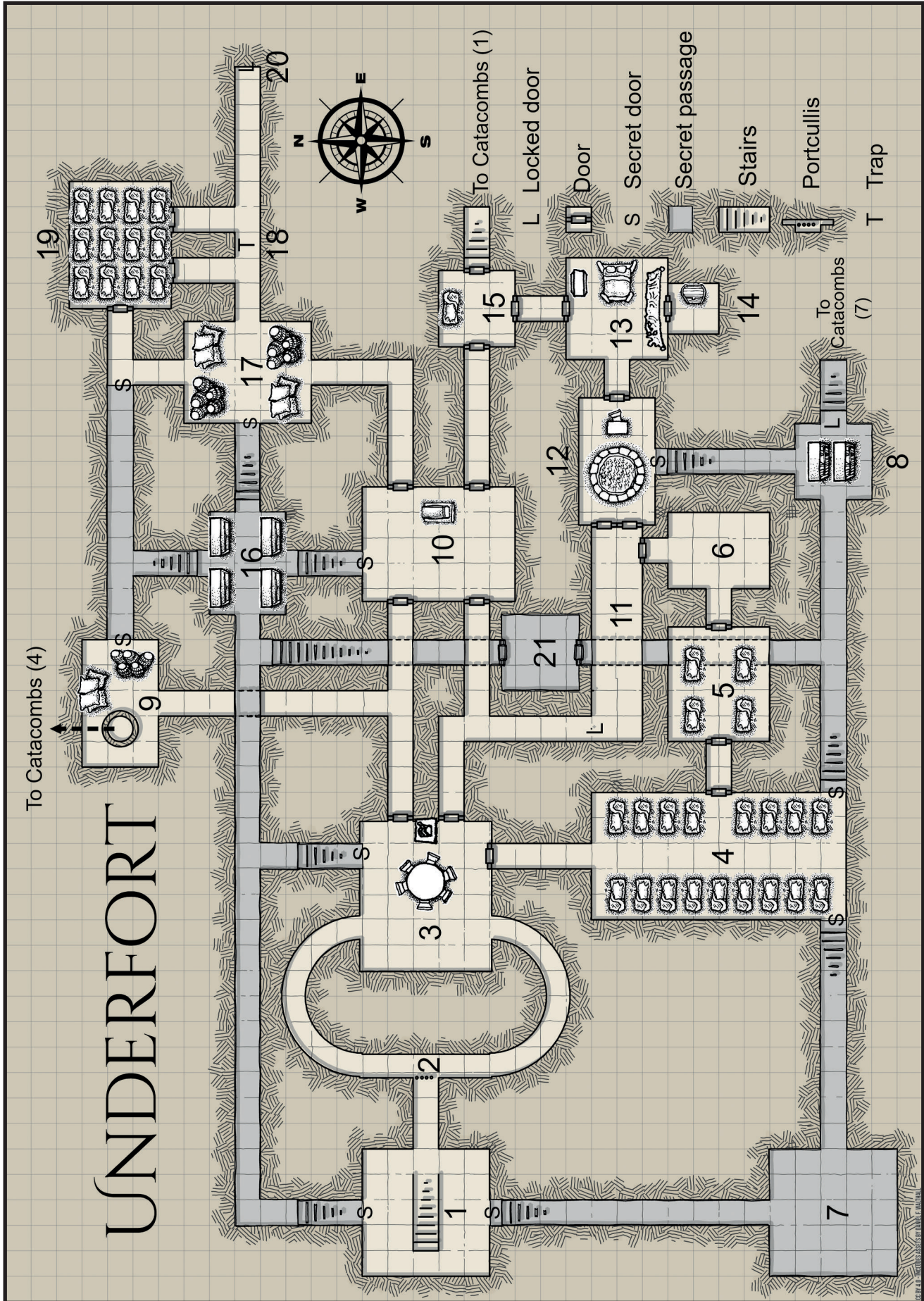
# Haunted Village



# fort Hope - Ruined fort



# Fort Hope - Underfort





# Afterward

*Peril in Olden Wood* is my attempt to create a compelling OSR adventure using, almost exclusively, “book content.” That means official spells, monsters and magic items from a legit OSR ruleset. Some may argue that Old-School Essentials Advanced Fantasy is a bit of a cheat, since the advanced elements are semi-novel. But since I wanted to stick with B/X rules while including some 1e content, it was really the only option.

As you’ll note from the Appendix, I did introduce one novel magic item (Chariot of the Night) and one new monster (the Ghastly Priest). Arguably, there are one or two other custom magic items: the Hand of Glory from location 9 in the Catacombs, and if you’re being really strict, the sentient dagger from location 12 in the Underfort. So sue me.

I tried to put a twist on everything, or use them in interesting ways. I’m proud of how Brod the Troll uses a Bag of Holding to dupe travelers in a very fairytale-ish way. The Mimic in location 11 of the Catacombs was a reference to Vance’s story “Guyal of Sfer,” in which a massive demon is slowly forcing its way through a portal to our world.

Speaking of inspirations, that’s pretty much the only one. I was really just trying to get all the right elements of a traditional OSR adventure working properly. Home base, hexcrawl, lair assault, mythic underworld...they all make an appearance. Not to mention the modern principles of good adventure presentation: punchy descriptions, open-ended problems, factions, non-linear maps, content organized for table play, etc.

I also wanted to include certain themes and genre elements. The conflict between the pseudo-Christian True Faith and the pseudo-pagan Old Ways is something I wanted to form the spine of the adventure. The Haunted Village is intended to include elements of a spooky ghost story, and the Catacombs are meant to be genuinely chilling. Plus, I always seem to inject faerie elements and a fairytale vibe into my fantasy.

If there’s a flaw with this adventure, it’s that it’s too wordy. Sorry, I don’t know when to shut up!

## Tools

For mapping, I used several different applications, all of which I recommend without reservation. Hexkit is a pain-free way of designing eye-pleasing and legible hex maps, so I used it for the overall wilderness map of Olden Wood. Inkarnate is peerless when it comes to designing attractive maps at most scales, and shockingly easy to use, so I used it for most of the remaining maps. However, Dungeon Scrawl is a free and unparalleled tool for designing old-school dungeon maps, so I put it to use for creating the Underfort and the Catacombs maps.

Otherwise, this was all composed in Google Docs.

## Acknowledgements

Infinite thanks to Malrex, whose talents for editing and adventure design made this adventure orders of magnitude better.

Many thanks to Prince of Nothing, who provided me with motivation (via his No-Artpunk Contest) as well as invaluable feedback. What a mensch!

Thanks also to my hapless playtesters: Adam Baulderstone, Ed Hadad, Ken Seward, Stan Gregory and Xavier Lebec. Your blood was not spilled in vein! Oops, I meant “vain”...



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