

# THE HORSEMEN OF REINHORN



OSE EDITION

An Adventure and Setting for Character Levels 2-5

ARMORED STORYTELLER PUBLISHING

# The Horsemen of Reinhorn

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ISBN: 978-1-959308-01-0

WRITERS: SAGE PAOLILLO

ADDITIONAL CONTENT: DEAN LEONARD

OSE EDITION EDITORS: JOHN R. BRENNAN, DEAN LEONARD

ORIGINAL 5E EDITORS: Sophia Paolillo, George Kalabokis, Faith Brodi

COVER ART: DEAN LEONARD USING MIDJOURNEY

ILLUSTRATIONS: DEAN LEONARD, H.P. CROWLEY USING MIDJOURNEY

GRAPHIC DESIGNER: DEAN LEONARD

PROOFREADERS: JOHN R. BRENNAN, DEAN LEONARD, COLBY A. BRENNAN

ORIGINAL 5E PLAY TESTERS: Dave Blois, William Britton, Faith Brodi, Lukas Harrington, George Kalabokis, Samantha Casey, Brandon Mc Kearney, Jamie Learned, Shaina Perates, Brian Marzak, Adam Soboh, Ethan Sourn

OSE PLAYTESTERS: SAGE PAOLILLO, DEAN LEONARD, JOHN R. BRENNAN

OLD SCHOOL ESSENTIALS EDITION

Armored Storyteller Publishing 2022



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*Hush Child, Hush  
Day Dies to Dusk  
Hide Child, Hide  
The Horsemen Ride  
Be Still Child, Still  
The Horsemen Kill*

*-A Nursery Tale from Reinhorn*

## Introduction

This adventure is designed for use with Old School Essentials Advanced Fantasy. It can be used with Old School Essentials Classic Fantasy with minor changes to the NPCs and adversaries used in the module. This module was originally designed for 5e play. We've re-edited it and modified the module for old school play. It's designed for five or more characters of 2nd level through 5th level, and by the end of the module, the characters will likely be 5th level. Retainers are encouraged.

We've placed all the maps in a separate **Map Pack** for ease of importing the maps into a virtual table top or printing maps for your individual needs.

We've also edited the module for thematic consistency. These includes changes to some NPCs, their names, backstories, and how they respond to the PCs.

This module is setting neutral. While there is some background information of the region, you won't find any named gods here, or names of kingdoms. Reinhorn and its environs are designed to plug and play into your campaign setting.

The module does not include any stock art from the 5e version. The simplest reason for that is to ensure we don't violate any licensing terms! But we also wanted to enhance the experience with art we felt evoked the setting and its NPCs. We made the artwork included in this module specifically for this old school edition.

This edition's module, is a wilderness and dungeon module. We left room for characters to explore the Fenwood. We added additional and expanded Random Encounter tables to enhance the experience of the Horsemen of Reinhorn. In addition to the general random encounter tables in the body of the module, we've included a detailed random encounter table in Appendix B which the Referee may use to expand the module with additional encounters.

## Adventure Synopsis

This adventure begins with the arrival of the characters to the dying town of Reinhorn situated at the edge of the kingdom and part of a barony that the denizens of the realm consider cursed. The characters learn of Reinhorn's dirty secrets, and Reinhorn's curse, the ghostly horsemen who steal children for their dread mistress.

This information propels the characters through the wilderness against a band of brigands, and eventually to Iron Pike Castle. The castle is masked with illusions which the characters must overcome when they first arrive.

Once the PCs venture into the castle, they face numerous horrors including the tormented souls of the kidnapped children who haunt the halls of Iron Pike Castle. The castle's denizens are bound to the *baroness* who rules ruthlessly. Those that enter her castle in attempt to liberate the stolen children and fail, join her ghastly minions.

Should the characters prevail through their exploration of the castle, they face the Horsemen again and have a final confrontation with the baroness. The main locations for the module follow.

## The Town of Reinhorn

The first chapter of this adventure addresses the characters' arrival at Reinhorn and the conflicts within it. Here the characters gain information related to the Horsemen and Iron Pike Castle. They may also investigate the lord mayor of Reinhorn who secretly pays a group of brigands to kidnap children from outside the village, in an effort to spare the children of Reinhorn from the Horseman.

Encounters are available that allow the players to investigate locations along the river, in the forest, and the fens located near the town. The characters return to Reinhorn later in the module, either to defend it against siege by the baroness and the horsemen, or as heroes who freed the town of the wicked baroness and her brutal horsemen.

## The Brigands' Lair

Hunting the brigands is the first step to gathering information about the kidnappings. The brigands raid nearby villages and steal children for the lord-mayor to offer to the horsemen as tribute. The brigands use an

old cave as their lair. It's possible, the characters capture one or more of the brigands. If either captive is Swig or Ingrid, the Brigand leaders, they're willing to sell out the lord-mayor for either leniency or freedom.

## The Crumbling Mill

Once the party learns about the kidnappings, they may choose to investigate the mill. Activity at the abandoned mill is bound to arouse suspicion. Here, the PCs can face the brigands guarding the kidnapping victims beneath the mill. The party obtain clues about the truth of what plagues Reinhorn and the nearby villages.

## The Haunted Well

There's a legend about the well that tends to keep most people away from it. Climbing down the old well leads to the secret dungeon beneath the Crumbling Mill where the slavers keep their kidnapped victims.

## Pheao's Hut

This location can serve as refuge for the characters during their journey to Iron Pike Castle. The hut is northwest of Reinhorn, and deep within the forest of Fenwood. Pheao, a druid, and her husband, the woodsman, are friendly to the characters, unless attacked or treated disrespectfully. They offer the characters food, water, shelter, and possibly more. Pheao and the woodsman can provide the location of Iron Pike Castle and she informs the party about the baroness that lives there.

## Ulags' Cave

If the characters trust the baron upon their first visit to the castle, he sends them on a fool's errand. The cave is the home to Ulag the Ogre, who ambushes the PCs. If they defeat the ogre, they likely find a journal and remains of other adventures that tried to stop the Horsemen of Reinhorn. Here they may learn of another way into the castle.

## Iron Pike Castle

The old castle is the primary dungeon location. Most of the encounters and game play for this module occur in this location. If the PCs are not cautious upon their second visit to the castle, and the baroness learns Ulag failed, the baroness drives the intruders from her demense or enslaves them. The characters, if the plot is followed, are pressed for time to save Astrid, they'll have little opportunity to recover, and need to make the best of resources and allies found along the way.

## The Coven of the Hag

After fighting through the Castle halls, the PCs. reach the tower of the baroness' castle. The tower contains a portal to a sea-side cliff. This is the final confrontation with the Horsemen of Reinhorn. If the party manages to defeat the three horsemen, they make their way into the sea caves for the final confrontation with the baroness.





## Character Hooks

These are just some examples of hooks you can use to give the characters a purpose in Reinhorn.

### The Promise of Gold

The PCs are employed by *Sevord Gundavor* a wealthy merchant with relatives in Reinhorn. The Horsemen of Reinhorn took his niece *Clea* and slew her parents. He offers a fortune in gold (1,000 gp each, double if they bring his niece back alive) if the characters agree to retrieve her from the horsemen or end the threat of the horsemen once and for all.

### Nightmares

One or more of the PCs experience terrible nightmares, and the nightmares grow worse over a fortnight. It's always the same, dread riders snatching away a child from their arms (whether they have a child or not, they experience the nightmare just the same). Whether through a wisewoman, a visit to a temple, or their own research into the lore of the land, they learn of the Horsemen of Reinhorn.

### An Explorer's Rest

Explorers roam the wilds seeking fame and treasure beyond their wildest dreams. The wilds claim much of the world. It is very plausible that the adventurers stop at Reinhorn to resupply, and exchange information with the local populace. The adventurer arrives shortly before the riders descend upon the people of Reinhorn once again. They may choose to help for a number of reasons, including payment.

### A Quest

The characters are charged by their temple priest, local lord or higher authority, such as a count, duke or king to end whatever evil plagues Reinhorn. Perhaps they're charged with recovering the Temple of Valor and ending the threat of the Three Horsemen of Reinhorn. This is a good hook for Lawful characters, especially Lawful clerics, paladins and knights in the party. A fighter, whether a follower of the god, also has the opportunity to obtain a stronghold in Reinhorn.

## Maps and Mapping

For those of you who like using tactical maps for play, we have included different versions of the maps: gridded, ungridded, and printer friendly maps included as separate zip file map pack.

## Setting

While we provide a local map of Reinhorn and its environs for your use, if you're placing Reinhorn and its surroundings in your own campaign, any temperate coastal area with a near by river and forest will do.

### Time of Year

This story is set during mid-autumn. But this is not necessary to run the module. Any season will suffice to run the module.

## The History of Reinhorn

What is now Reinhorn has survived numerous trials and ordeals. Many similar settlements perished while Reinhorn flourished. The history of the first settlers is intertwined with a great and terrifying Storm Giant named Gurn. The first settlers to arrive landed upon the shores several miles from the Fenwood Forest. These human settlers were driven from their ancestral lands by Gurn who demanded obedience. He flooded their lands with punishing sea storms and left the survivors to search for a new home. The people prospered upon establishing their community on a plateau near the river.

Reindeer were plentiful within the forest of Fenwood. Antlers were fashioned into art and jewelry and used in a growing trade. Fishing and the harvest of lumber proved lucrative as well. Nearby halflings befriended the humans and the people gained the trust of the wood elves of the deep forest. The carved and decorated Reindeer antlers were called 'Reinhorn' a moniker the town would adopt.

The people forgot the troubled past of Gurn during this time of prosperity. But Gurn eventually returned to demand tribute from the settlers. The Storm Giant demanded payment, taking wealth and the people's daughters as suitable gifts.

When all seemed lost, a young man named Sevik emerged determined to thwart Gurn. Sevik was a brave hero, the offspring of a river nymph and a father of unknown kin. Sevik was gifted with divine power.

In his journey to find Gurn's lair, Sevik came upon an elder dwarf wounded by wolves. Sevik placed the unusually heavy dwarf on his back and carried him a long way to the safety of the dwarf's crude cabin. Once safe, the dwarf revealed his true nature. He was the god of valor and Sevik's true father. Impressed by his son's courage, he agreed to help him face the storm of Gurn.

He took a branch from a nearby tree and placed it into the hearth. The gnarled wood transformed slowly into a magnificent spear. Gifting him the spear, the god then summoned his faithful ram and took its horn. He gifted both the horn and spear to the young man and explained that the horn would strengthen him and the spear had the power to pierce Gurn's ancient skin.

With these gifts, Sevik and several brave warriors sailed through the storm to confront Gurn within his sky castle. The battle shook the earth, and the storm echoed Gurn's rage. Gurn terrified the warriors. Sevik blew the horn bolstering their courage for the battle. Eventually all fell silent. The Sun broke through the storm's clouds and the sea became placid.



The people of the village scoured the land and sea looking for their hero. Days passed and the people searched in vain for him. Villagers would stare across the sea into the fading horizon, hoping to see Sevik's ragged fishing boat drift towards the shore, but his ship never came back nor his companions, save one, Reinstahl, who they found on the beach nearly drowned.

They honored Reinstahl as a hero, and named him their lord. The line of lord-mayors of Reinhorn descend from the sole survivor of the battle against Gurn.

But as all things change, so did the peace of Reinhorn. The lord-mayor's leige-lords, the baron and baroness of Iron Pike Castle were cruel and demanding. Recently, their demands increased. They listened less, and required more from their subjects. Soon, religious leaders, druids, wise-woman and healers were marked as charlatans and put to the stake. They executed nobles who protested and hanged them from the walls of Iron Pike Castle.

Children began to disappear. Town leaders and nobles sought to end the tyranny, but their efforts failed and the wrath of the baroness was swift. The people rebelled but they too were crushed, and repression was doubled. The

Rebels from Reinhorn were never heard from again.

Not long thereafter, three grim riders galloped into Reinhorn's market, during the time of the winter feast. Their helmets were spiked and of rusted black iron. In the market they terrified the townsfolk.

The lord-mayor confronted them. Though he feigned bravery, his voice quivered with each word. The central rider moved forward and loomed over the lord-mayor. Its voice was hoarse, guttural.

"We demand a child," he hissed.

Outraged, the mayor refused and with a quick and effortless movement, the horsemen unsheathed his blade and cleaved the lord-mayor in twain. The other two horsemen rode into the crowd of townsfolk as the mayor crumbled to the ground. They cut down all who stood against them and slew those who fled, including the women and children who did not run away in time.

As a desperate attempt to stop the slaughter, the townsfolk finally offered a girl, no more than nine years old. Numerous innocents lay dead, and the rest of the guard fled, terrified. The horsemen that killed the lord-mayor galloped up to the frightened girl and snatched her from her weeping parents. The girl shrieked and fought, but was no match. The three horsemen spoke in unison.

"Every full moon, a child. Failure is death."

The thundering sound of hooves drowned out the desperate screams of the girl as the horsemen rode off with their prize.

Every full moon since that fateful night, the Lord Mayor of Reinhorn chooses a child for the riders.

The townsfolk call the chosen sacrifice the "Elected" and those who still dwell within Reinhorn hide their children, hoping to avert the gaze of the lord mayor and stay in his good graces.

No one knows what happens to these children, and nobody ever sees them again.

The town keeps this dark secret hidden behind sealed lips and locked doors. Grace has abandoned the town leaving only the façade of peace. Abandoned houses, a sense of foreboding and the signs of deep torment linger in the eyes of the guilt-ridden and desperate people.

## The Town of Reinhorn

Reinhorn was a growing trade town famous for its drink known as *Candy Luck*, which is a pleasant concoction of apple cider, honey, and a unique blend of spices and herbs. The population declined with the appearance of the horsemen. Many parts of the town have empty untended homes with leaky roofs and gardens overgrown with weeds. Most of the remaining townsfolk are human, but there are a few half-elves and halflings as well.

The outline below highlights the key NPCs and locations important to the module.

## Lord Mayor's Mansion

This old rustic structure has a slate shingled roof. It stands proud on a hill that overlooks the town. Within, a robust archive of books contains the Lord Mayor's lineage and the history of Reinhorn. If searched, the referee should include some books hidden in the Archive that hold clues about the dark secrets of Reinhorn. The current resident of the Mansion is *Corwyn Reinstahl*, *Lord Mayor of Reinhorn*.

## The Market

Fewer traders and merchants pass through Reinhorn now. The wares are scant, and the merchants have been driven off by brigands and the curse of Gurn. The characters can restock basic supplies such as rations and basic adventuring gear for their journey. The Referee may assume that any of the common adventuring items listed in *Old School Essentials Classic*, or *Advance Fantasy*, are available for purchase at twice the cost.

## The River Nymph's Tavern

This tavern is where locals go to gossip and drink the finely crafted ciders, ales, and meads of Reinhorn. *Rena Ottmir* and *Omaril Ottmir* are the current proprietors.

The kindhearted couple has managed this establishment for years and joke and exchange gossip with their patrons. Unfortunately, they were victims of the horsemen who took their child *Varna* four years ago, and their once friendly demeanor has given way to bitterness.

The River Nymph offers a place for characters to rest, with the inn rooms located on the upper floors. Characters can also collect gossip and learn rumors that may aid them in their Reinhorn adventures.

## Temple of the Nature Goddess

This place of worship honors the Nature goddess (the Referee can decide which goddess are suitable to their setting). Other smaller shrines to the gods are within the temple, but they are insignificant compared to the massive wood carved likeness of the nature goddess. Druids and other adherents to the nature goddess can find sanctuary and guidance here.

## Ember Tamer Smithy

This is the local blacksmith, and the only dwarf within the town owns it. His name is *Strokhout Stronghammer*. Players can buy non-magical weapons and tools from him. He can also create silvered weapons, and may even help the characters later in the story by bestowing a silver weapon of their choice.

## Guard House

The guard house is where the local militia trains and rests. *Perigs Loudmouth*, a halfling who is the captain of the guard, commands it.

## Voi's Hut

*Voi* makes salves and potions for the people of Reinhorn. *Voi* can aid the PCs if they need to purchase non-magical poultices, oils, and antidotes. She also has 3 healing potions, but these are not cheap. She requires payment of 100 gp for one potion. If *Voi* witnesses the PC's heroics against the horsemen, she may gift the potions to the PCs, as described later in the adventure.

## The Kulgurd's Family Home

The family of three settled here after fleeing religious persecution elsewhere in the kingdom. *Onat*, *Helva*, and their daughter *Astrid*, hope to make this town their new home and start a new life. They are by trade, bakers. Despite being strangers to the town their breads and sweet treats have won over the townsfolk. They are kind and friendly. *Astrid Kulgurd* will be the next victim of the horsemen, and the Kulgurds will look to the characters for help in saving their daughter from the horsemen.

## The Crumbling Mill

Rotten wood and scattered stone from its foundation litter the grounds around it. The mill has a secret passage within it that leads to under the Old Well. Here, the players may find the kidnap victims and learn the fate of the stolen children.





## The Old Well

The well is no longer in use. If anyone gets close they may hear faint cries from the depths of the well. Voices echo, calling for help. The locals believe the well is haunted, a charade encouraged by the lord-mayor and his brigand allies to dissuade investigation.

If a character walks by the well, there's a 2 in 6 chance, they hear faint screams or cries for help, that quickly cease. Climbing down the well leads to a destination under the Crumbling Mill where the brigands keep the kidnap victims.

## The Farms

Apple trees and wheat are cultivated to feed the populace. The surplus apples are used for the hard cider Candy Luck.

A half-orc named *Elguard Hamgor* tends to one of these farms. The townsfolk consider Elguard a shady fellow and the populace of Reinhorn distrust him.

This opinion is nothing more than provincial prejudice based on *Elguard's* orcish lineage. While characters are investigating, the people of Reinhorn may give them false information about *Elguard* because of their distrustful nature, and may accuse *Elguard* of the kidnappings.

*Elguard* is consider a zero level character, AC 9 [10] HD 1 (4hp), Alignment: Lawful. He's no threat to anyone, and is innocent of any crime.

## The Talk of the Town: Rumor Table

Talking to the locals of Reinhorn could yield one or more of the following rumors. Roll 1d20 for each PC that inquires with the townsfolk.

Many townsfolk won't talk to strangers, wary that they could be spies for the brigands wrecking trade or servants of horsemen or the lords of Iron Pike Castle.

A reaction roll of 8+ is needed to yield a friendly enough exchange to glean a rumor.

A cup of Candy Luck sweetens the roll by +1. Each exchange requires 1 turn of time.

| Roll 1d20 | Rumor   |
|-----------|---|
| 1         | The town is cursed by Gurn the giant of old. (Partially True)   |
| 2         | The sleeping nymph, foster-mother of Sevik, cursed us. (False)  |
| 3         | The sleeping nymph rests behing a water fall sanctuary. (False)   |
| 4         | Judia is the lord-mayor's lover (False)   |
| 5         | The frog people are behind the horsemen. (False)  |
| 6         | Kargin the Maddened was kicked in the head by a mule. (False)   |
| 7         | Phala is a witch and commands werewolves (Partially True)   |
| 8         | Elguard Hamgor is a spy for the horsemen (False)  |
| 9         | The lord-mayor descends from the first founders of the old village (True)   |
| 10        | The elves of the forest send the horsemen, for they are few and dying out, and need children whom they transform into elves (False)                   |
| 11        | Elguard is a spy for the brigands who prey upon the roads, (False)  |
| 12        | A child fell and drowned in the old well, and the angry ghost will strangle you if you peer down the well. (False)                                    |
| 13        | The abandoned mill is cursed, its landlord lost his child to the horsemen, and hanged himself. His anguished spirit haunts the mill. (Partially True) |
| 14        | Merchants refuse to come here because of the brigands. (True)   |
| 15        | There are frog people who haunt the fens (True).  |
| 16        | Beware, in the deep woods a sorceress ensnares men to do her bidding! (False)   |
| 17        | The fey folk are know to inhabit the Fenwood. (True)  |
| 18        | The horsemen were three knights who cowardly fled Gurn. (False)   |
| 19        | A noble elven baroness, rules from beyond the Fenwood. She answers to no human lord. (Partially True)   |
| 20        | The baroness of Iron Pike Castle is responsible for our woes. (True)  |







# Chapter One: Trouble in Reinhorn

## Fenwood Forest

Light struggles to pierce the forest's canopy; only a few golden rays of sunlight slip through. The old stone road winding through the forest is barely visible through a blanket of dead leaves. It meanders towards the small town of Reinhorn. The town is settled upon a plateau, a worn palisade encircles it. The shadows of the palisade cover the nearest farms. A weathered, cobblestone bridge, spans the Sleeping Nymph River.

The PCs may notice (3-in-6) deep wheel tracks veering off to the side of the old road. If successful, they see arrows litter the ground and stuck in trees, along with wooden splinters of crates splattered with blood. There's a 3-in-6 chance the characters hear the commotion of searching Gullygugs. Each turn of searching allows each player to locate the cart on a 2 in 6. The remains of the cart lie abandoned in a small clearing. The cart is toppled over on one side. Arrows riddle the cart and the cart's contents are missing, scattered or smashed.

Crates containing food, ale, and once fine silk are smashed open and plundered carelessly. The horse used to draw the cart lies dead; four arrows jut from its side. Three human corpses lie near the wreckage. One corpse, farther away than the others, is that of a dead man of middle age, dressed in a silk robe soiled by blood and mud. He lies sprawled on the ground. The other two corpses lie next to each other closer to the cart. One dead man wears ragged clothing, his guts spilled by a slash to his belly. The other is in mail armor face down in the mud, a broken axe nearby. The scent of blood and death hangs in the air and flies gather upon the bodies.

Past the cart, a woman lies slumped against an old oak tree. Her head is drooped down towards her chest, and blood trickles down onto her clothes. Her hands are covered in dirt and she breathes shallowly. Around her, three frog-like humanoids salvage the remaining goods in the cart.

## Encounter: Gullygug Scavengers

There are 4 Gullygugs (see OSE Advanced Fantasy for statistics for Gullygugs) looting the site of the attack and looking for shiny bobbles. Because they're so focused on their search and the dying woman, the PCs may surprise them with a 3 in 6 chance.

If they see the characters they will turn and attack with their crude spears (1d4 damage) or run on a failed Morale check. It may be possible for the PCs to communicate with the Gullygugs and resolve the encounter without combat, though this is unlikely.

The Gullygugs did not attack the cart. They're merely scavengers. See Map 1.1 Cart Ruins in the Map Pack.

### Investigation

This was the sight of a brigand attack, and there are multiple objects of interest remaining. The Bullywugs were attempting to capitalize on the left-over loot but were interrupted by the PCs. Many of the crates were destroyed, but the players can still find untouched valuables. After searching for 1 turn, each PC has a 2 in 6 chance of finding an intact crate that's hid in thick underbrush. This crate contains fine clothes fit for a nobleman and noblewoman worth 400 gp and five bottles of wine worth 20 gold pieces each. They could sell all of these items to the lord-mayor.

### Corpses

The three corpses are all humans. The guard fought a brigand and she defeated him before an axe cut open her stomach, killing her. The merchant had his throat slit while trying to escape, and his fine robes are soaked with his blood.

If the players search his robes, they find a bloodstained scroll. The scroll is magical and has two 1st level arcane magic spells: *Magic Missile* and *Read Magic*.

## Wounded Woman

The woman slumped against the tree is still breathing. She wears a soiled green gown. Her head wound is plainly evident and likely delivered from a blade.

Characters may seek to bind her wounds or otherwise provide her aid. A successful Wisdom ability check saves her life. Each PC can make one attempt.

If she's healed through the successful Wisdom check, she says, "Help her...." before she passes out.

Any healing spells heal her fully and she's alert. The wounded woman regains full consciousness with the

casting of a Cure Light Wounds spell or similar magical aid. Her name is *Cilla*. She is the daughter of the slain merchant. The 'her' she refers to is her kidnapped daughter *Malina*.

The characters may decide to bring *Cilla*, the injured woman, to the town of Reinhorn with them so she can receive proper aid and rest. Lawful characters should act in this manner.

### Tracks

A character may attempt to look for the attacker's tracks. This will be difficult because the brigands attempted to hide them, and the Gullygugs stomped through the brigand trail with their own tracks.

If the characters have tracking, they can attempt a tracking roll. If successful, they can track the footsteps to the northwest.

The successful tracker notices that it seems the brigands dragged someone and the person struggled, kicking violently attempting to resist their kidnappers. A successful tracking roll allows the PC to track the brigands to their hideout. If they fail, they continue to Reinhorn.

If the PCs do manage to pursue the tracks, Referee's should provide encounters along the way, or otherwise ensure the PCs are at least 2nd level before the encounter with *Swig* and *Ingrid*, the Brigand leaders. See page 34 for *Swig's* Brigands.

### Going to Town

When and if the characters decide to go to Reinhorn they likely cross the old bridge and ascend the road that winds towards the town.

## Welcome to Reinhorn

The gates of the palisade open during the day, and close at dusk. A marble statue of the first lord-mayor of Reinhorn is in the center of the town square.

Most houses are wood with slate shingles a faded red-purple or gray. A few townsfolk make their way on the cobble stone roads that weave through the town.

Only a few mailed men-at-arms guard the gate and walls. All have melee weapons, spears, hand axes and swords. Some have longbows.

Three guards approach the PCs once they enter the town. The guard in the center is no taller than a human, a halfling named *Pregis Loudmouth*.

*Pregis* is the captain-of-the guard. He demands answers on why PCs are here, and what happened to the woman. He will tell his fellow guardsmen to take the woman to *Voï's* and question whether they had something to do with the women's injury.

Regardless of how the character's answer, referee's should roll a Reaction Roll. If the modified roll is 8 or less, he distrusts the characters, believing they're spies in league with the horsemen or the brigands.

If the Reaction is 9 or higher, he is satisfied the characters are honest, whether they are or not. He is satisfied if the characters answer all his questions honestly. Presuming the characters are respectful, *Pregis* is open to talking with them for a bit before resuming to his daily tasks.

### What Pregis knows:

He knows basic information about Reinhorn, who lords over it, and where to acquire supplies and rest.

He knows about the brigands and would consider hiring the PCs to get rid of them. Offering 10 gp for each arrested brigand. 20 gp for *Swig* and *Ingrid*.

*Pregis* will not discuss the defenses or strength of the men-at-arms with strangers.

*Pregis* sends a patrol to inspect the site of the attack, if the PCs tell him the location of the merchant's cart.

## Pregis Loudmouth

**Class:** Halfling 3

**Str** 10 **Int** 12 **Wis** 12 **Dex** 14 **Con** 10 **Cha** 13

**AC** 6 [13] leather armor and shield, **HD** 3d6 (10 hp),

**Att** 1 × shortsword (1d6) or sling (1d4)

**THAC0** 19 [+0]

**MV** 90' (30')

**SV D 8 W 9 P 10 B 13 S 12**

**AL:** Lawful

**Languages:** Alignment, Common, Halfling

**Special Abilities:** +2 AC vs large, Hiding, Initiative bonus +1, Listen at Doors 2in6, Missile attack +1

**Weapons:** Shortsword, sling (20 stones)

**Treasure:** 40 sp 20 gp

*Pregis* is respected in Reinhorn. He has held off raids

with limited supplies and soldiers. He is an idealist, working to make a just society and build relations with the people of Reinhorn. He strives to uphold the oath he took to the people. After many years of failing to repel the horsemen, he is determined to destroy them no matter the consequences. His failure in this regard has made him a gruff figure and he holds himself responsible for each lost child. If the characters work to help the people of Reinhorn, they will gain *Pregis*' support and aid later in the story.

*Pregis* bright blue eyes, freckles, and thick curly blonde hair. He recently has become a bit dark and moody, the mounting number of child victims in Reinhorn weighing on his conscience.



## The River Nymph's Tavern and Inn

Only a few tables are occupied by town's folk, the place is solemn and moody. Though there is songweaver in the tavern, the mood is dampened.

The chairs and tables are made of spruce wood. A simmering fireplace warms the common room, and long shadows stretch along the floor. Above the stone fireplace, an old spear is mounted upon its mantle. It is well kept with hardly a speck of dust on it. A spiral staircase on the western side of the tavern leads up to the inn's rooms. Few of the rooms are occupied, the PCs could each have their own room if they so choose. A night's rest in the inn, a hot bath, and a hardy breakfast, costs 1 sp. Drinks range from 1 cp to 5 cp for a cup of Candy Luck and meals 5 cp to a lavish dinner for 1-2 sp.

*Rena Ottmir* and *Omaril Ottmir* are the two owners of the tavern. They tend to their customers but their once

cheerful dispositions are strained. *Rena* tends the bar while *Omaril* cooks and delivers the food to the tables. The horsemen took their only child not long ago, and they are forever changed by this experience, straining their relationship, and leaving them feeling powerless.

## Patrons within the Tavern

### Kargin the Mad

In a corner, alone, there is an older man with a grey-white beard and bushy eyebrows. He holds a tankard tightly between his trembling hands and his hazel eyes stare blankly in front of him.

This is *Kargin the Mad*. If the players talk to him, he only mumbles "Sabastian... the painting," repeatedly. If the players intrude, he gets angry and swears to bring a swift vengeance down upon them. *Rena*, noticing the commotion, comes over to soothe him before asking the players to leave him alone.

She will mention briefly that he is unwell and that she and her husband shelter him out of pity. *Kargin* is tormented by the loss of his son to the horsemen decades ago. *Kargin* went after them and managed to enter the castle. *Sabastian*, however, was lost to the cursed paintings. Ending the reign of terror of the horsemen will grant him some solace, but he never truly heals from the loss of *Sabastian*. The PCs may seek to recruit *Kargin* as guide to the castle. If they score a reaction roll of 9+, they just may persuade him. *Kargin* should prove more trouble than he's worth.

### Gwyn

*Gwyn* is the local skald of Reinhorn. She is well regarded, but the troubles plaguing the town have made its people edgy, and irritable. She loves music and jumps on any opportunity to play. If the PCs talk to her, she tells the of the towns troubles. She is grateful to *Rena* and *Omaril* who allow her to perform in their tavern, though those occasions become rarer.

*Gwyn* is also friends with *Judia*. If the PCs talk to *Gwyn* when investigating the kidnappings, she will explain that *Judia* has been acting oddly and frequenting the old mill. *Gwyn* is also accustomed to the history and local legends of Reinhorn and enjoys sharing these tales, should the PCs inquire. They could recruit *Gwyn* as a retainer.



## Hargol

In the corner opposite *Kargin* is a warrior dressed in mail with a glaive resting nearby. He sits with his feet on the table enjoying some ale. This is *Hargol*, a local warrior who is well known in the town. If the characters strike up a conversation and befriend *Hargol* (Reaction Roll of 8+) he will offer his aid when the characters fight the horsemen. The PCs can recruit him as a retainer too. He will ask the players to pay him a fee of 3 gold a day. He knows about the horsemen. Though an experienced warrior, he has no inclination to face them alone. Even with aid, he is reluctant unless he's seen the mettle of those who intend to fight alongside him.

## Luj Greymire

*Luj* keeps to himself. He's a gruff, scruffy and dirty looking human of middle age. He claims he's a scout, in the service of the town guard. This is true, but he's also a spy for the brigands. Not very loyal, he's betrayed them to pocket more money by serving as a double agent in service of the lord-mayor. *Luj's* statistics and additional information is on page 28.

## Goran Gazi

*Goran* is tall human from a distant land. He's travelled far, speaks several languages and knows several cultures on the continent well. He stopped over in Reinhorn on his way to a larger city, and finds the locale distinctly unpleasant. He would welcome adventurous company and the opportunity to explore new places. He can be hired, but requires 3 gp a day. If offered a fair share of any wealth acquired, he accepts and has a +1 Loyalty.

## Goran Gazi

**Class:** Ranger 3

**Str** 13 **Int** 12 **Wis** 15 **Dex** 12 **Con** 11 **Cha** 11

**AC** 5 [14] chainmail and shield, **HD** 3d8 (14 hp), Att 1  
× Sword (1d8) or Shortbow (1d6)

**THAC0** 19 [+0]

**MV** 90' (30')

**SV** D 12 **W** 13 **P** 14 **B** 15 **S** 12

**AL:** Lawful

**Languages:** Alignment, Common, Halfling, Dwarf,  
Others as decided by the referee

**Special Abilities:** Awareness, Forage, Pursuit, Stealth,  
Tracking

**Weapons:** sword, shortbow (20 arrows)

**Treasure:** 40 sp 40 gp



## Hargol

**Class:** Fighter 2

**Str** 13 **Int** 10 **Wis** 10 **Dex** 9 **Con** 13 **Cha** 10

**AC** 5[14] chainmail **HD** 2d8 (12 hp) **Att** 1x polearm (1d10)

**THACO** 19[0]

**MV** 90' (30')

**SV D** 12 **W** 13 **P** 14 **B** 15 **S** 16

**AL:** Neutral

**Languages:** Alignment, Common

**Special Abilities:** Nome

**Weapon:** polearm

**Treasure:** 5 GP 40 SP



## Gwyn

**Class:** Bard 1

**Str** 11 **Int** 13 **Wis** 12 **Dex** 14 **Con** 9 **Cha** 14

**AC** 6[13] leather armor **HD** 2d6 (5 hp) **Att** 1x dagger (1d4)

**THACO** 19[0]

**MV** 90' (30')

**SV D** 12 **W** 14 **P** 13 **B** 16 **S** 15

**AL:** Lawful

**Languages:** Alignment, Common

**Special Abilities:** Anti-Charm, Enchantment

**Weapon:** dagger

**Treasure:** 30 SP 20 CP



## Tavern Gossip

### The Sleeping Nymph

*Rena* teases some of the younger, often drunk townsfolk about attempting to find a nymph rumored to charm the locals, only to return disoriented, dazed, and penniless.

### The High Taxes

Lately the townsfolk complain about the high taxes and tariffs that the lord mayor imposes. The lord mayor blames the brigand attacks for the increase and says he uses the money to bolster the defenses of Reinhorn.

### The Haunted Well

A patron swears he was sober as a cleric when he heard cries from the bottom of the dry well in Old Town.

## The Market

Shops and merchants set up their stalls in the market calling attention to potential customers. They sell or barter their merchandise.

The market can provide most adventuring goods, but it does not offer any magical items.

### The Ember Tamer

This local smithy is run by the only dwarf within the town. His name is *Strokhout Stronghammer*. He crafts and sells weapons, armor, and tools. He can craft fine silver or silvered weapons.



## Strokhout Stronghammer

Sporting a bald head and a thick, red, braided beard, *Strokhout* the dwarf has olive skin covered in dirt and sweat from working at the forge all day. His leather apron is stained from soot. His blue eyes stare intently at his work. He's a skilled artisan, and the characters may spot him as he engraves subtle details into weapons of his making.

Deep bags under his sunken eyes emphasize his fatigue. Many of the residents avoid him due to his brazen candor, but he is rather caring when people take the time to know him. He is more than willing to assist the players if they leave to face the horsemen.

He is also skilled enough to craft silver weapons. This requires 500 silver pieces per weapon of choice and he may advertise this as a passing remark to the party as they browse his wares. Even if the party befriends him, he does not haggle, as he firmly believes his prices are fair.

### Voi's Hut

This is where *Voi* makes salves and potions for the people of Reinhorn. If the PCs inquire, she does have potions. The party can purchase up to 3 healing potions from *Voi*. Once these potions are purchased, she does not have the means to make more.

*Voi* is human and in her 30s. She has dark hair and eyes. She provides cures for ailments and common maladies. Local gossip claim that she and the mayor have been lovers for a few years now, though neither have confirmed it. This rumor is true, however, she unaware of the lord mayor's schemes.

### The Bakery

The owners of the bakery are the *Kulgurds*. They are new to the town and very genuine people. *Onat*, *Helva*, and their daughter *Astrid* all work in the bakery. The *Kulgurds* are excellent at their craft. They hold to a faith foreign to this land, and they keep this a secret from others.

Persecuted for their beliefs in the past, they avoid talk of their faith. This may make the PCs suspicious, but their status as 'outsiders' is a red herring. They're innocent people, seeking a life free of religious persecution.



# The Gods of Reinhorn

## Religion in Reinhorn

Many of the human population serve the nature gods (or god, depending on the referee's campaign). There is a single temple of the nature god or gods in the town. The martially inclined and wealthier persons tend to revere the god of valor.

## The Temple of the Old Gods

Plant life covers the temple for most of the year. When the leaves die off in winter, the vines that crawl across the temple like dark veins may lead observers to the erroneous conclusion that the temple is abandoned.

Potted plants line the walls inside the temple. The smell of incense lingers in the air, mixed in with the scent of fresh soil. In the center of the chamber is an old elm tree with roots that snake all along the floor. Massive branches of the tree brush lightly against the high ceiling.

Right above the tree, part of the roof peels away to allow the sun or moon to shine into the temple on clear days and nights. This open ceiling allows the elements into the temple. It is not uncommon to have puddles of rain or splotches of snow on the temple floor. Tributes and holy wooden figurines are scattered about at the base of the tree, along with other offerings from the locals.

Some of the offerings are children's toys, or dolls rested against the tree's trunk. The people offer these in supplication that the gods intervene to save their children.

There is one druid that tends the temple now, her name is *Sahi*. The others, including the head of their order, sought to stop the horsemen. The horsemen slew them and using necromancy, enslaved the dead druids in unlife. A horrifying end for those who believe in the natural order of life and death.

The PCs may receive help from *Sahi* if they prove they're trying to save Reinhorn from the horsemen. She will use **Cure Light Wounds** to heal them and offer the temple as sanctuary for rest, and provide them with fruit, vegetables, and water should they need rations.





## Sahi the Druid

**Class:** Druid 3

**Str** 8 **Int** 12 **Wis** 13 **Dex** 10 **Con** 9 **Cha** 13

**AC** 6[13] leather armor **HD** 3d6 (10 hp) **Att** 1x dagger (1d4), sling (1d4)

**THACO** 19[0]

**MV** 90' (30')

**SV** **D** 11 **W** 12 **P** 14 **B** 16 **S** 15

**AL:** Neutral

**Languages:** Alignment, Common, Druidic, Elf

**Special Abilities:** Divine Magic, Energy Resistance +2, Identify Plants and Animals, Pass Without Trace, Path Finding

**Spells:** 1st: Detect Danger, Predict Weather 2nd: Cure Light Wounds

**Weapon:** dagger, sling

**Treasure:** 40 GP, 30 SP, 20 CP



## Other Faiths

The god of valor is revered among the martially inclined people of Reinhorn, including the nobility. The faith exists alongside veneration of the old nature dieties. Many of the populace prayed and offered supplication to both, until the horsemen came. The clerics of the god of valor led an attack against the horsemen. All were slain. The horsemen used necromancy and the still warm corpses rose as undead. The horsemen took them, and their child victim, with them into the Fenwood. The temple of the god of valor lies abandoned now. If any of the PCs are a cleric or paladin of the god of valor,

they may wish to claim the temple as their own. They will need the permission of the lord mayor of Reinhorn, which may be the cause of their first meeting with the lord mayor.

If they're successful, the PCs may wish to use the temple of the god of valor as their stronghold. Certainly, any fighter in the group might lay claim to it as their stronghold. If the fighter isn't lawful in alignment, and doesn't serve the god of valor, this may lead to conflict with the people of Reinhorn.

The lord mayor is reluctant to allow a fighter to claim the temple, out of fear the fighter might take the title of baron, or otherwise challenge the lord mayor's authority and power over Reinhorn.

If the PCs persist in claiming the temple, and it poses a threat to his authority, the lord mayor may turn to the brigands to get rid of the PCs, or bide his time, letting the horsemen take care of the problem.

## The Heresy

The *Kulgurds* follow a faith that in a different realm is considered a heresy. This may be true of the kingdom where the referee places Reinhorn.

The *Kulgurds* may be the only adherents to this faith, or at the referee's discretion, others may follow this faith too, which is why a good number of the remaining people of the small town have not abandoned it.

They face persecution, and perhaps certain death elsewhere. Their tormentors are reluctant to traverse the Fenwood and the evils that emanate from it.

### Referee Suggestions:

The heretical faith might be the concept of a human being who obtained divinity. This is an affront to numerous faiths that a man can become equal to the gods. It could be a faction of a dominant faith that is unpopular, and orthodox zealots demand its eradication.

It may be something more nefarious too. If the referee is interested in a twist, it could be a Chaotic or 'evil' faith, practiced by *Kulgurds*, like the worship of a demon lord.

Even so, their daughter is still an innocent child. *Astrid* doesn't have a say in the faith of her parents, she is forced into it. Let the PCs decide if they should let the child be punished for the faith of the child's parents.

## The Old Well

There are a few abandoned homes near the well. These homes belonged to families who fled Reinhorn when the horsemen began their reign of terror, but word has it, they never made it to their destinations.

The people of Reinhorn avoid the dried-up well near the old mill. If any characters ask an NPC about the well, the NPC informs the character that the well is cursed. The NPC advises the characters to avoid it.

### Old Well's Curse

The curse of the old well is one the people of Reinhorn all recall. If the characters ask an NPC, the referee can choose to have them tell the story of *Alnor* and *Feara*.

*Alnor* and *Feara* fell in love. *Alnor* proposed to *Feara* at the base of the well, promising her everything she'd ever dreamed. On the day of his wedding, *Alnor* fell ill after a long night of celebration. He went to the well for water and refreshed before heading to the temple. He tripped and plummeted into the well. The fall shattered his legs. He screamed for help, but none of the townsfolk heard him because they were all at the wedding waiting for him. Alone in the bottom of the well, he drowned.

*Feara* believing that she was left at the altar ran out of the temple and in her grief, threw herself down the well where *Alnor* had promised his love just nights before. The people of the town had no idea where the young couple had gone and searched for them widely.

One day, not long after the disappearance of groom and bride, a woman went to fetch water and found the water turned foul. Their corpses were found, and soon after the well ran dry.

To this day, the people believe the well is haunted by the ghosts of the ill-fated couple and the town's people avoid it.

**Referee Note:** It's an old tale, but it is not true, it's a lie spread through gossip that the lord mayor and brigands use to keep people away from the location, and if people hear a muffled cry for help, they run, fearing the ghost of *Alnor* baits them to their doom.

### The Truth of the Matter

If the players go to the well to investigate, the PCs have a 2 in 6 chance of hearing a faint moaning echoing from the bottom of the well. Descending into the 40-foot deep

well requires good rope, and perhaps iron spikes to act as pitons and a hammer to drive them. If used, the sound of the hammer may alert those using the old well tunnel to the adventurer's presence. If the PCs use the old rope of the well, they must make a DEX ability check or the rope snaps half way, and the PC takes 2d6 damage from the fall. If they make it to the bottom, they find a passage that leads to the stone rooms where the brigands keep the kidnapped. See the section called Dark Discoveries on page 40.

## Phala the Wise Women

An elderly half-elven woman sits in a rocking chair nearby the dry well, sewing up an old worn doll. If the players wish to talk to her, she's hospitable. *Phala* offers them tea and asks about the characters' purpose within the town. If a character or the party spends some time to converse with her, and gain her trust, she will tell them a story alluding to her past. She reveals that long ago she was once an adventurer like them, and she and her husband sought something of great value. She explains their journey ended in tragedy when that which they sought was destroyed, and she lost her husband to the moon.

The PCs may assume she's a rambling old woman, but if they inquire further with genuine interest, and have treated her well, *Phala* reveals the details of her tale. *Phala's* son and his wife died in a battle against Orc sea raiders. They had a young child, a baby, that she and her husband *Renall* raised as their own named *Zunna*. The horsemen took *Zunna*. *Phala* and her husband *Renall* tried to rescue their granddaughter from the baroness, but when they found her, the baroness had turned *Zunna* into a flesh golem. This now horrid creature wanders the halls of Iron Pike Castle.

The baroness' servants captured *Phala's* husband after he stayed behind to allow *Phala* to escape. He is now the werewolf chained near the entrance to the baroness' chambers (room 38).

If the PCs claim they intend to stop the horsemen, and they've scored a Reaction roll of 9+ with *Phala*, she will confide that the evil behind the horsemen, is the baroness! She has lived in Reinhorn since near its founding. The story told is that her father was a human, who fell in love with a wood elf of the Fenwood. *Phala* suspects that in truth, she's of the bloodline of the old giant Gurn, the old nemesis of the folk of Reinhorn.

She knows the lies about the well, the story of *Sevik*, the horn and much more. She avoids sharing it with others,

fearful that the brigands and whomever commands them (she believes its the lord mayor) will kill her. She has thought about telling *Pregis*, but...well, he is a 'Loudmouth'.

If the characters return from Iron Pike Castle alive and present *Phala* with her child's doll, her husband's wedding ring, or both items, she breaks down in tears. She hugs the character closest to her. She gifts the party with wealth and a potent magic item.

Another possibility is they save *Renall* and bring him back to town reuniting *Phala* and her husband. In either case, she gifts the characters with a beautiful **magic sword** called *Moongazer*. She briefly mentions this being her weapon back when she traveled the lands and she insists the players take it. For *Moongazer's* legend and statistics see Appendix A.

#### Referee Notes:

The referee may decide that the PCs impress *Phala* with their earnestness (such as defeating the Gullygugs, saving the merchant's wife, defeating the brigands beneath the well, and other exploits) that she gifts the PCs with *Moongazer* before they set out for Iron Pike Castle. She can teach them spells or make scrolls, but expects that they provide the cost in materials, and provide payment, she does have to eat and buy firewood afterall.

If the player manage to bring *Renall* back you could choose that he turns *Phala* into a werewolf. Both run free in the Fenwood as werewolves until the end of their days.

*Phala* can serve an important role in the Reinhorn campaign. She can be a font of knowledge, providing clues, quests, story hooks, or otherwise providing assistance to the PCs. The referee can use *Phala* long after the conclusion of the Horsemen of Reinhorn. She won't take up a life of adventuring again, those days are behind her, but she enjoys sharing what she learned over the course of her own adventures, including those dungeons she and *Renall* were thwarted from exploring that still lay unlooted.

If she turns into a werewolf, she may still act as a mentor the PCs, returning every so often under the new moon to provide wisdom and aid. The PCs might have to hide their relationship to *Phala* from others if she's suspected of lycanthropy.



### Phala the Wise

**Class:** Half-Elf 4

**Str** 7 **Int** 14 **Wis** 14 **Dex** 10 **Con** 9 **Cha** 13

**AC** 9[10] no armor **HD** 4d6 (15 hp) **Att** 1x by weapon

**THACO** 17[+2]

**MV** 90' (30')

**SV** **D** 11 **W** 12 **P** 14 **B** 16 **S** 15

**AL:** Neutral

**Languages:** Alignment, Common, Elvish

**Special Abilities:** Arcane Magic, Detect Secret Doors 2 in 6, Infravision 60'

**Spells:** 1st: Read Magic, Magic Missile

**Weapon:** Moongazer (magic sword), Shortbow

**Treasure:** 3,000 gp, 3,000 sp, 5,000 cp, Moongazer, Spellbook, five Arcane scrolls:

- (1) Read Magic
- (2) Magic Missile
- (3) Detect Magic
- (4) Floating Disc
- (5) Shield

**Phala's Spellbook:** Charm Person, Detect Magic, Floating Disc, Hold Portal, Light, Magic Missile, Read Languages, Read Magic, Shield

She keeps her treasure locked in five chests hidden beneath the floorboards of her home.

She wears the keys to the locks around her neck. This is what's left of the fortune she and her husband acquired as adventurers.



## Meeting with the Lord Mayor

When the characters settle for the evening within the inn or other location, or have no other business to attend to; *Pregis Loudmouth* finds them. The lord mayor commands their presence. It's possible, the PCs sought this audience on their own. If this is the case, *Pregis* finds them to explain the lord mayor granted their audience.

If the audience is under the pretense of the brigand attacks, *Pregis* mentions the meeting is related to the brigand attacks. He personally escorts them to the mayor's mansion. He informs the PCs that they're invited to dine with lord-mayor.

## The Lord Mayor's Mansion

An aged mansion resides on a manmade hill that overlooks the town. A few of its large glass windows are cracked, or boarded up entirely. The exterior is worn and grey. Cracked stone stairs lead up to the front porch, which sinks slightly.

Two finely constructed spruce doors with tarnished brass knockers in the shape of wolf heads creak open.

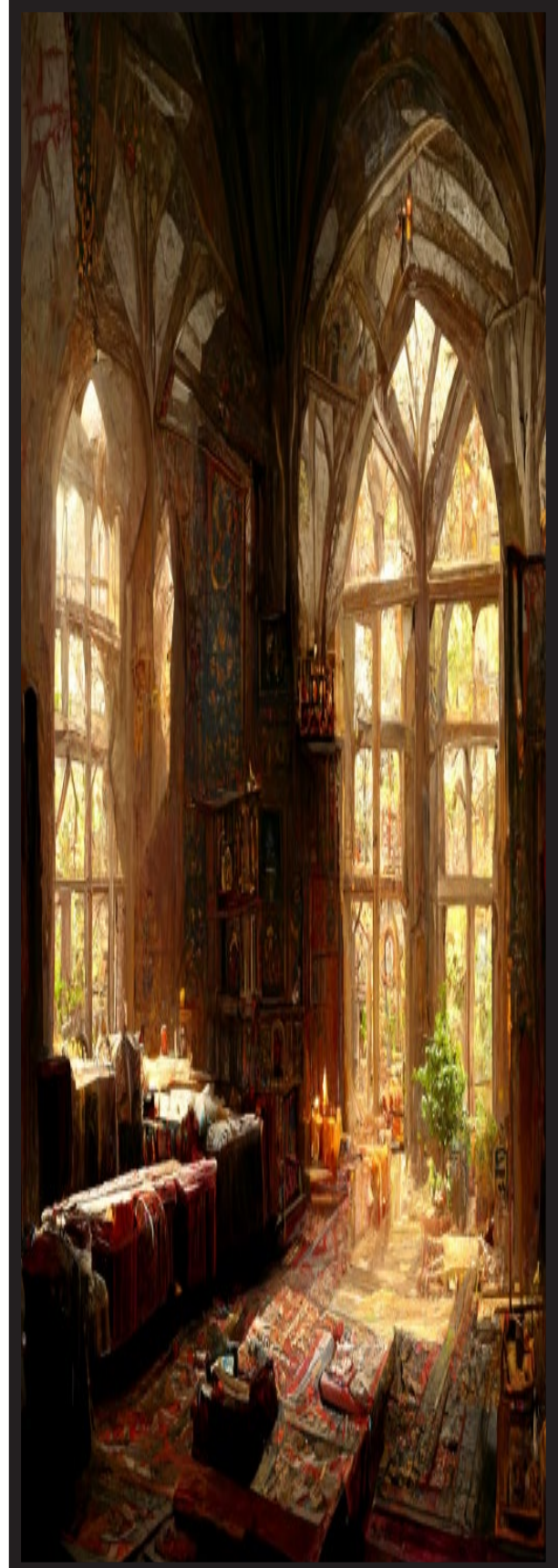
A few dead leaves linger in the foyer. The wooden floors creak here and there. Tarnished bronze railings flank the worn red carpet that lines the wooden stairs curling up to the second floor. A cast iron chandelier hangs from the ceiling, and its candles illuminate the room with a warm orange glow.

*Pregis* escorts the PCs to the dining room on the first floor that's adjacent to the foyer.

## Dining with Corwyn Reinstahl Lord Mayor of Reinhorn

The lord mayor, *Corwyn Reinstahl* is at the head of long wooden table. Candles in silver candlesticks illuminate the table. The fireplace is lit and drives away the chill. Wine is served with beef steaks, greens and bread. The lord mayor offers the PCs to join him for dinner. Those who refuse, have a -1 reaction in dealing with the lord mayor in future interactions. He recalls the slight.

*Pregis* joins the PCs at the table. He proves better company here than he did in their first encounter with them. He might even apologize for his demeanor earlier. After introductions and general pleasantries, the lord mayor gets to the urgent business of the troubles of Reinhorn.





### Key points:

- If the PCs sought the lord mayor to obtain residence, take the Temple of Valor as their own, or similar reasons, the lord mayor is cautious. He expects favors, immediate favors, payments and future taxes, to say the least.
- If they come to offer their service, such as taking care of the brigands, he will pay 200 gp if they arrest or kill the brigands. They must bring proof for payment.
- If the PCs haggle for a price, and succeed on a reaction roll of 9+, he negotiates up to a reward of 300 gp, but not more than that.
- One of his scouts has a lead, and followed the trail of the brigands, he claims they've taken an old cave as their hideout. He will have the scout escort the PCs.
- It's a two-day journey northeast. He claims despite *Pregis*' protests, that the town's guard are too afraid to risk traveling in the Fenwood with the horsemen about.

When the players have no more questions, after dinner, *Corwyn* will call for his maid to escort them out. The PCs can choose what they do from here. If the referee wishes, roll on the Reinhorn Random Encounter Table on page 26.

## What's Really Going On?

The scout mentioned by Lord Mayor Reinstahl is one of the brigands, a spy in service to the lord mayor. The spy's name is *Luj Greymire* and *Pregis* is ignorant of the truth.

The title of lord mayor has been passed down the Reinnstahl line for generations. *Corwyn Evarr Reinstahl* is the latest mayor and he resides in his ancestral home. However, there are few riches seen in the home anymore. Unlike his ancestors, the lord mayor has spent his wealth trying to save the town. He does not live ostentiously. His town, his birthright is dying. He's doing everything he can to save it, by any means necessary. *Corwyn*'s main goal is to save Reinhorn and he takes drastic measures to do so.

The heavy taxes on the people of Reinhorn are not the product of greed. He's using the money to hire the brigands to kidnap people. Children from local villages are sacrificed to the Horsemen to protect the children of Reinhorn. The other captives he allows the brigands to sell to the orc sea raiders. When the brigands raids fail The lord mayor enacts the "choosing" a lottery to

select the next child. His arrangement with the brigands is a secret he plans to take to the grave, and he will do anything to keep it secret. If the people learned the truth, it would end the reign of the Reinstahls in Reinhorn.

The lord mayor is playing a dangerous game. He hires the PCs to deal with brigands, seeing this as a 'win-win.' The brigands demand more money to procure children, and threaten to reveal him to *Pregis* if he doesn't pay the increased cost. Upon learning of the PCs arrival, purpose, and their recent heroics, he's decided to direct them away from the truth. He reasons that he'll send them after his erstwhile allies. The lord mayor expects one of two outcomes. The PCs prevail, but are weakened, and those greedy bastards are dealt with or the brigands are weakened, but put an end to the meddlers. Meanwhile, the lord mayor looks to find new allies to do his bidding, and ponders using the orc sea-raiders.

If the PCs return whole, this frightens the lord mayor, though he laudes them as heroes. He seeks to have them face the horsemen, believing that the horsemen will kill or enslave the PCs as undead servants. In which case, the lord mayor rids himself of the traitorous brigands, and he eliminates the PCs who intruded in matters best left alone. The lord mayor believes defeating the horsemen is unfathomable. He doesn't consider this a possibility, and thus will not truly throw his support behind the PCs.

If the players discover that he is responsible for the kidnappings and confront him, *Corwyn* explains that he is doing the right thing, and justifies his actions by asserting that the needs of the many outweigh the needs of the few. What they do with the truth, is up to them. Summarily executing him, however, makes them an enemy of *Pregis*. If *Pregis* is unaware of the truth or the PCs failed to provide proof, he assumes they're murderers.

## Judia

*Judia* is the lord mayor's personal servant and assistant. She has a short temper with anyone but the lord mayor. She is diligent in her work. She is the lord mayor's daggerwoman and delivers the messages of the lord mayor to the brigands. She is his also envoy to the orc sea raiders. *Judia* is Half-Orcish, and the previous lord-mayor took her into his homewhen her parents abandoned her in the streets of Reinhorn, ashamed of the child's origin., She was the product of brutality. *Corwyn*'s father, in turn, banished *Judia*'s parents from Reinhorn, and raised *Judia* as his own child. She

proved too fierce to be a genteel noblewoman, so *Lord Reinstahl* had her train with his men-at-arms. She is an accomplished warrior. She grew up with *Corywn*, and defends him fiercely, she keeps it secret that she's fallen in love with him.

The players have the possibility of catching *Judia* communicating with the brigands. They may capture her dead or alive. Either way, this may lead them to suspect the the lord mayor. They may have some sort of spell, such as **Charm Person** that if successfully used on *Judia*, can help uncover the truth.

## Cilla the Wounded Woman

If the PCs want to talk to the woman they rescued, The PCs must visit *Voi*. The herbalist tends to the woman. When the players enter, *Voi* welcomes them.

The injured woman, is named *Cilla*, and she'll ask if they found her daughter *Malina*. She explains that brigands attacked them on the road and killed her father.

She explains that when she and her daughter tried to run, a brigand struck her in the head. She fell and rolled down an incline. She struggled to stand but lost consciousness. If the players ask about the attackers, she describes one as very tall with broad shoulders, and markings upon his face and arms.

A woman with him barks orders to the others. Her daughter's name is *Malina* and she's young. She asks to accompany the characters to save her daughter. It is up to them whether they agree to allow *Cilla* to join them. Once they leave *Voi's*, they find the lord mayor's 'scout' waiting for them.

He explains that *Pregis* sent for him, and he spotted them on his way to the inn. He says he's ready to leave with them in morning.

## Random Acts of Happenstance

When the characters leave, they should prepare for the journey to head back into Fenwood. Once they leave Reinhorn, it will take two days to get to the caves of the brigands.

If the PCs decide to linger in Reinhold, using the following random encounter table to spice up their experience. Encounter occur on a 2 in 6 after every 2 turns of wandering about.

| Roll 1d20 | Encounter  |
|-----------|--|
| 1         | 6d6 villagers at the gate angry about the kidnappings. They insist on justice and harrass the PCs.                 |
| 2         | 1d6+1 young rakes, too old for the horsemen, harassing the town guard as cowards for failing to stop the horsemen. |
| 3         | You hear little children singing a chilling nursery rhyme while at play. The stuff nightmares are made of.         |
| 4         | 1d4 drunk veterans singing a songs of past heroics.  |
| 5         | You spot <i>Judia</i> out and about. You can't help notice her purse seems heavy.                                  |
| 6         | You see <i>Pregis</i> settling a dispute.  |
| 7         | A vagrant asks them for coin.  |
| 8         | You see old <i>Phala</i> with goods from the market.   |
| 9         | You witness a brawl between drunk townsfolk and the town guard.  |
| 10        | You think you spotted somebody tailing you. (True, <i>Luj Greymire</i> )   |
| 11        | You see a child scolded for going out to play.   |
| 12        | You see a couple weeping in front of small gravestone, "Tis empty, but we know it's true."                         |
| 13        | You see a man and woman arguing about leaving Reinhorn.  |
| 14        | A feral dog gets aggressive.   |
| 15        | Townsfolk glare at you suspiciously.   |
| 16        | You see a loose donkey, its tether behind it.  |
| 17        | A crowd forms looking for a scapegoat.   |
| 18        | A group of young teens throw rotted onions.  |
| 19        | <i>Sahi</i> calms an assembled crowd.  |
| 20        | You see the lord mayor, cloaked and walking through the market towards old town.                                   |



## Lord Mayor Corwyn Evarr Reinstahl

**AC** 2 [17], **HD** 3 (13hp), **Att** 1 × sword (1d8) **THAC0** 17[+2], **MV** 60' (20'), **SV D**12 **W**13 **P** 14 **B** 15 **S** 16 (3) **ML** 8, **AL** Neutral **XP** 35

*Corwyn Evarr Reinstahl.* Human Noble. His AC is 2[17] only when he's wearing his ancestral armor and shield. Otherwise, his AC is 9[10].

The lord mayor keeps his fortune hidden behind a painting in the hall leading up to his study on the second floor. Behind the painting is a secret lockbox with a puzzle key of the alphabet. The answer is his middle name 'Evarr,' the name of his grandfather. In this vault he has 5,000 gp, 6,000 sp, 5,000 cp, 10 emeralds worth 500 gp, 20 diamonds worth 500 gp each. All that remains of his family fortune. Remember to reduce his fortune, after he makes any payments to the PCs.

The lord mayor attempts an air of calm and command, but he's become desperate and erratic. He feels the situation slipping from his grasp. Paranoia chokes him. He's worried somebody will learn of his actions. He's tortured by all the things that could go wrong. A drunk brigand will slip up, *Swig* will extort him, or *Luj* will sell him out.

He can't trust anybody with the truth, except *Judia*, and he worries she grows jealous of *Voi*. He does his best to keep his paranoia hidden, but pressured, mocked or treated with disrespect can bring it out of him, coupled with a red-faced wrath.



## Judia

**Class:** Half-Orc 2

**Str** 13 **Int** 11 **Wis** 10 **Dex** 10 **Con** 13 **Cha** 9

**AC** 7[12] leather **HD** 2d6 (9 hp) **Att** 1x shortsword (1d6), dagger (1d4)

**THAC0** 19[+0]

**MV** 90' (30')

**SV D** 13 **W** 14 **P** 13 **B** 16 **S** 15

**AL:** Neutral

**Languages:** Alignment, Common, Orcish

**Special Abilities:** Back-Stab, Infravision 60' Thieving Skills **HiS** 15%, **MS** 25%, **PP** 25%

**Weapons:** shortsword, 2 daggers

**Treasure:** 45 gp, 35, sp, 50 cp

Lord mayor *Corywn's* father adopted *Judia* into the family. While that makes her *Corwyn's* sister, she is in love with him. Her love is not familial. She masks her love behind stoic duty to the lord mayor. There's nothing she won't do for him. She will kill for him. There are cracks in her stoicism. When the lord mayor dotes on *Voi* the Herbalist, it's difficult for *Judia* to hide her jealousy. She also resents negotiating with the Orc sea raiders, *The Sea Wargs* mock her and torment her about her past, and they mock the lord mayor for sending a woman to act as an envoy. She hates them, and would see them all dead if she could. If the PCs learn of her weaknesses, they could exploit them in some manner. If they prove capable against the *Sea Wargs*, and kill the pirate clan, they might sway her to believe they can defeat the horsemen. The *Sea Wargs* are an Orc tribe with a coastal village and three longships that raid the coasts.





## Luj Greymire “The Scout”

**Class:** Thief 2

**Str** 10 **Int** 14 **Wis** 6 **Dex** 10 **Con** 9 **Cha** 10

**AC** 7[12] leather, **HD** 2 (6 hp) **Att:** 1x shortbow (1d6), Shortsword (1d6)

**THAC0:** 19[+0]

**MV:** 90'(30')

**SV D** 13 **W** 14 **P** 13 **B** 16 **S** 15

**AL:** Chaotic

**Languages:** Common

**Special Abilities:** Back-Stab, Infravision 60' Thieving Skills HiS 15%, MS 25%, PP 25%

**Weapons:** shortsword, shortbow (12 Arrows)

**Treasure:** 100 gp, 235, sp, 150 cp

The brigands sent *Luj* to spy in Reinhorn. He keeps an eye on the old well and mill; ensuring that nosey folk, don't poke around where they're not wanted.

For his part, the lord mayor pays him double his stipend to betray the brigands. So, he serves the lord mayor's interests. He became one of the town's scouts. He's been promised 100 gp to betray his fellows. *Luj* didn't hesitate to accept the lord mayor's offer.

*Luj* is treacherous. If somebody offers him more gold than the lord mayor, he'll gladly betray him too. His loyalty is financial, swayed by the largest sum offered. Because of this, *Luj* can never have a loyalty rating higher than 6. Even if he's retained for a time, he'll sell information about his employers if it will make him a few extra gold pieces. *Luj* spends his coin as quickly as he earns it.



## Voi

**Class:** Druid 1

**Str** 8 **Int** 12 **Wis** 13 **Dex** 10 **Con** 11 **Cha** 12

**AC** 7[12] leather, **HD** 1 (4 hp) **Att:** 1x dagger(1d4),

**THAC0:** 19[+0]

**MV:** 90'(30')

**SV D** 11 **W** 12 **P** 14 **B** 16 **S** 15

**AL:** Neutral

**Languages:** Common, Druidic

**Special Abilities:** See Druid in OSE Advanced Fantasy

**Weapons:** Dagger

**Treasure:** 100 gp, 235, sp, 150 cp

**Spells:** 1st Level: Detect Danger, Locate Plant or Animal

*Voi* is an herbalist and provides remedies to the townsfolk. She is a healer of body, mind, and spirit. She's become tied to the gods of nature. The gods of nature favor her, and grant her the ability to cast divine magic. *Voi* mixes her folk medicine, herbalism, and belief in old gods of nature in her healing practices.

*Voi* is the lord mayor's lover and she's recently become pregnant with his child. She's also learned the lottery of the elected is rigged. The lord mayor accepts bribes from the wealthier members of Reinhorn, though these grow few as trade to the town dies. This troubles her deeply though she's kept the secret. Her love for the lord mayor grows strained, and the more he succumbs to desperation, the more difficult it becomes for *Voi* to keep his secret. If the PCs gain her trust after she witnesses the lord mayor's rage, she may confide in them about the lottery.





# Chapter Two: The Fenwood

Referees can use the random encounter tables that follow for additional encounters before the PCs face the brigands. The PCs are free to follow *Luj Greymire* or they can diverge, and explore as they see fit. Keep in mind, following *Luj* is not necessarily the best plan, he knows the direct route to the cave but he's hoping *Swig* kills the PCs.

There are two random encounter tables. One for the Fenwood by day, and one for the Fenwood by night. There's also a simple random weather table.

The journey of the PCs is intended to take two days if they follow *Luj*, but it could take longer if they make their own path, get lost, or are otherwise led astray.

The Fenwood's encounters are not all hostile, some offer opportunities for friendship, trade and even humor. While standard rules for Wilderness adventuring call for rolls once per day, we recommend rolls of 2 per day, and a third roll during the night. There's a 2 in 6 chance of an encounter.

| 1d8 | Weather Effect                        |
|-----|---------------------------------------|
| 1   | Stormy, sleet and windy               |
| 2   | Heavy rain                            |
| 3   | Grey with a perpetual drizzle         |
| 4   | Windy, partly cloudy                  |
| 5   | Heavy, lingering mists                |
| 6   | Shifting from clear to grey and misty |
| 7   | Bright, clear skies, cool breeze      |
| 8   | Bright, clear skies, warm             |



| 1d20 | Fenwood Daytime Encounter              |
|------|--|
| 1    | 2d4 drunk sprites                      |
| 2    | A grizzly bear                         |
| 3    | A pit viper                            |
| 4    | A lost merchant                        |
| 5    | A hunting hawk                         |
| 6    | 1d4 loud bandits                       |
| 7    | a morose centaur                       |
| 8    | An ancient dolmen, eerily quiet        |
| 9    | A giant spider and its web             |
| 10   | 1d4 brigands in service to <i>Swig</i> |
| 11   | A forgotten battlefield                |
| 12   | A grumpy boar                          |
| 13   | An old burial mound                    |
| 14   | A deer                                 |
| 15   | A maddened Owlbear                     |
| 16   | 1d4 horned satyrs                      |
| 17   | A giant hawk                           |
| 18   | 1d6 wood elves                         |
| 19   | A wise, cautionary Treant              |
| 20   | A hunting wyvern                       |

| 1d20 | Fenwood Nighttime Encounter  |
|------|------------------------------|
| 1    | 2d4 partying brownies        |
| 2    | A hill giant roasting a boar |
| 3    | 1d4 gullygugs                |
| 4    | 1d6 goblin pranksters        |
| 5    | A desecrated burial mound    |
| 6    | 1d3 ghouls                   |
| 7    | 1d3 thouls                   |
| 8    | A poltergeist                |
| 9    | 1d4 lost pilgrims            |
| 10   | 2D4 goblin revelers          |
| 11   | A hunting giant spider       |
| 12   | A sleep walking ogre         |
| 13   | 1d6 gnoll hunting party      |
| 14   | A sleeping manticore         |
| 15   | A gibbering mouter           |
| 16   | 1 shambling mound            |
| 17   | 1d3 bugbears                 |
| 18   | 1d4+1 orc scouts             |
| 19   | A helpful unicorn            |
| 20   | Will O' Wisp                 |

## Rumors of the Nymph

Folklore of the townsfolk claims that a beautiful river nymph lives in the river near Reinhorn. This rumor is very popular. The townsfolk say whoever is able to wake the nymph with a kiss wins her heart.

The referee can provide knowledge of this legend when a character asks any of the NPCs about local rumors or gossip or enquire about the name of the tavern and inn. While in the tavern, either the barkeep or the skald may mention the nymph to the characters. Another possibility is a local patron will talk about some of the strange events happening with boys attempting to kiss the sleeping nymph.

A few drunk townsfolk have searched for the nymph, hoping to win her heart. Upon returning, none can remember what she looked like, if they woke her or what happened to their money. Nonetheless, the quests for the nymph continue. Some even claim she's the same nymph who raised the hero of Reinhorn, making her a goddess in their minds.

## Bearded Beauty

Once the characters leave Reinhorn, or after they defeat the bandits and return to town, the players may wish to investigate the legend of the nymph. This is intended as a humorous encounter that introduces the characters to a leprechaun named *Flupo*. If the characters decide to find the nymph, and follow the Sleeping Nymph River to the east until they reach a lake, they may encounter *Flupo*. The lake has a waterfall pouring into it creating a refreshing, almost magical mist.

## The Waterfall and Lake

A waterfall starting from a steep cliff about fifty feet in height, pours into the lake below. At times, a faint rainbow arches through the pouring water. The waterfall obscures an opening to a cave that has a curtain of ivy, covering its entrance. Roll to detect secret doors to see if the PCs notice.

If the PCs actively check behind the waterfall they locate the cave. Should the PCs find the cave and step through the mist and the ivy, they find a large cool cave. Its formation seems natural, but oddly, candles illuminate the interior. Small trinkets and valuables catch your eye on makeshift stone shelves and in corners of the cave.

Sewn patches of green grass create a nice carpet and

more of the vines snake along the cave's surface and walls. The white noise of the waterfall fades near the back of the cave. At the rear of the cave is a bed consisting of numerous flowers surrounded in curtains of spider silk from its wooden bed posts. The spider silk curtains are decorated with water droplets.

If a character cautiously peers through the curtain, the character sees a silhouette of someone sleeping. The character cannot make out any features through the curtains.

If the characters attempt to wake the figure behind the curtains, a voice distinctly male and gruff shouts: "If one of you toad brained, slack jawed, unwashed village idiots tries to kiss me again, I'll turn you into a-" Before finishing its sentence, the figure, sits up quickly, hitting their head on the bedpost. They curse under their breath, and stumbles out of the bed rubbing their forehead.

Once the PCs have a clear view of the figure, they see a very short man with his long red beard tied into a braid. He wears a black shirt with green overalls and no shoes.

It's a leprechaun.

This is *Flupo* the leprechaun. He's lived behind the waterfall for years. If the legend of the nymph living here was true, she has long since left this place, much to *Flupo*'s delight. When the characters talk to him, he explains that one day while he was taking a bath, some villager stumbled by and thought he was the nymph. Frustrated that the villager disturbed him, he cast a harmless illusion, causing the villager to believe he saw a nymph. He hoped to live in peace and not have villagers seeking his pot of gold. He explains that over the years, more and more people have come to 'see the nymph' which escalated the outlandish stories. *Flupo* also relieved the drunkards of their coin, hoping that would teach them a lesson, and well, he rather likes coin.

*Flupo* is not a threat to the players, and once he calms down, he will be willing to talk to them. If they are friendly and polite, he offers them tea and friendly conversation. He talks about the weather and the trouble he has been having with a small band of pixies who urinate in his pool and play loud music.

If *Flupo* sees the players as friendly, *Flupo* asks if they'll help keep the pixies away from his pool. He offers them gold for their service. If the players agree to help *Flupo*, he explains the pixies are just south of the river in a

small clearing. The pixies have set up their traveling cart in the clearing. These resemble wooden children's toys. It is a short walk to their camp.

Then of course, the PCs might be the sort that shakedown a leprechaun for his pot of gold. *Flupo* will do everything to keep his pot of gold, but he's not willing to die for it. He will yield if he's reduced to half his hit points or feels he might be killed.

*Flupo* won't forget their villainy. He continues to follow the PCs, causing all sorts of trouble for them, as only a leprechaun could. He will do so until they return his gold, with extra for all the trouble they've caused him.

Use the statistics for a Leprechaun in Old School Essentials for *Flupo*.

*Flupo's Treasure*: 2,000 sp, 8,000 gp, 1,000 pp, a ***potion of Treasure Finding***, a ***scroll of Protection from Magic***, a ***Wand of Summoning*** (which he keeps on his person), ***Gloves of Dexterity*** (worn), ***Brooch of Shielding*** (worn, can still absorb 90 hp of damage), a *silvered sword*.

## The Pixies

As the party approaches the described location, they notice four pixies, and each are holding unique small, instruments. One plays a lute, another a crumhorn, the third plays a drum, and the one who seems to be the leader plays a pan flute. The troupe is very good, and they play a somber tune as the character's approach.

When the characters interact with the band, the one with the pan flute walks up to them and introduces himself as *Timbor*. He explains that his troupe were playing their newest composition 'Where are My Wings' and whether PCs enjoyed the rendition.

When the characters explain that the leprechaun would like them to move, the Pixies explain that they do not intend to leave since this is the only spot they've found where they can safely practice their music.

There are multiple ways for the players to resolve this conflict between the leprechaun and the pixies. Below is a list of possible outcomes.

### Battle of the Musicians

The players could challenge *Timbor* to see who is the better musician. *Timbor* will eagerly agree to the challenge he will agree to leave if the PC prevails, but if

the PC loses, the PC must forfeit an instrument or other possession. In order for the PC to win, the character must succeed on a CHA or DEX ability check. If the PC wins, *Timbor* takes the loss gracefully and follows through with the agreement. If the character loses, they must lay down the instrument or other item wagered. *Timbor* playfully taunts them. Failure still allows the characters to talk to *Timbor* and allows an opportunity to reach an agreement.

### Compromise

The characters may decide to have the leprechaun and the Pixies talk to each other and work out a compromise. To do so, they have to talk to the pixies and convince them to talk with the leprechaun. After roleplaying it, allow a reaction roll modified by the PC with the highest CHA. A score of 8+ convinces the pixies. *Timbor* and his band agree to talk with *Flupo*. If the characters bring the Pixies to the waterfall where *Flupo* awaits them, at first, he's confused as to why the player brought the Pixies to him. The players need to balance the two sides and help the pixies and the leprechaun reach an agreement. If the PCs manage to make the fae promise not to urinate in his lake and the leprechaun allows the fae to practice during reasonable hours, the two sides reach an accord.

### Relocation

The pixies are willing to relocate if they are given a better place to practice. If the characters look for a new spot, they find a cave that has an Ankheg (3HD) living in it. The cave has excellent natural acoustics. If the characters kill the Ankheg they can offer the pixies the cave. The Pixies follow the characters to the cave and decide that the acoustics are quite suitable. Happily, they agree to leave *Flupo* alone and they resume their playing.

**Referee Note:** Murder Hobos. If your players decide to attack the pixies, the pixies will defend themselves or they'll flee. Use the stats from OSE Advanced, or Classic Fantasy, for the pixies. If any escape, they later seek vengeance on the characters while the characters are sleeping. The referee may decide that the goddess of nature aids the pixies inflicting the PCs with the effects of a Curse spell for the duration of the combat. The referee may also decide if the PCs simply kill the pixies without any effort to resolve matters peacefully, the goddess of nature curses them for a time with the effects of a Curse spell that lasts 1D6 days. At minimum, any Lawful characters may suffer an alignment change. The choice is up to the Referee.





## Resolution for Flupo

If the characters relocate the pixies or facilitate the compromise between the two parties, then *Flupo* rewards the characters as promised. He gives each PC 200 gp. He is so pleased with their honor, he also gives them the Silvered Sword from his treasure.

## Swig's Brigands

### Approaching the Hideout

The trees become sparse and a well-traveled dirt path becomes visible under the thinning canopy of branches and leaves. The further the party travels down the path, they see that many trees here were recently cut down. (See Map 2.1 Bandit Ambush)

### Trap

As the players traverse the road, there is a chance they trigger a trap set by *Swig's* Brigands. Hidden under twigs and leaves is a spiked pit trap in the middle of the dirt path. Each character passing by has a 2 in 6 chance of triggering the trap and falling into the pit. Once triggered, the character immediately behind the unlucky PC may make DEX ability check to avoid falling as well.

The 10-foot spiked pit causes 1d6 damage for the fall and 1d4 damage from the spikes. Any character injured by the spikes, must make a saving throw vs. Poison or become diseased. The brigands smeared the spikes with filth. Those diseased suffer -2 to all rolls until cured and a loss of 1d3 hp the day after becoming sick. Referee's may allow another saving throw every three days to overcome the disease naturally. Otherwise, they remain ill and could die, suffering 1d3 hp per day of damage that cannot naturally heal until a saving throw succeeds. Magical healing works to heal the damage but only Cure Disease can remove the disease.

### Foes on the Path

There are four brigands (footmen) lying in wait in the bushes on the sides of the dirt path. Role for surprise as noted in OSE. If the characters capture any of the brigands for questioning, they can coerce the captive to guide the characters to the hideout safely, but the captive flees at the first opportunity.

### Brigand Hideout

The path ends at a thicket of bushes and high grass. A

group of brigands guard the entrance to a cave. They have their backs to the party and are talking amongst one another. See Map 3.1 Bandit's Cave

### Foes

There are six brigands (footmen) guarding the entrance to the cave. The brigands are distracted and not taking their guard duty seriously, making it easier for the party to ambush the bandits. Increase the chance of surprise by 1 in 6.

The sounds of battle alerts two more bandits guarding the inside of the cave near the entrance. Upon hearing the commotion, they'll rush out to join their comrades. If the party is able to ambush the bandits, the two other brigands do not join the fight until the second round of combat. If they are alerted to the party's position, they will join the battle in one round. If the party defeats the brigands, the characters can enter the cave freely.

### The Cave

A narrow passage slopes downward at the back of the cave. When the passage widens again, the characters find themselves in a large circular area. The smell of fresh fruit, body odor, spilt wine, and ale is potent here. On the opposite side of the cave's entrance, two bed mats lay side by side, with empty bottles of wine and ale scattered about the floor. In the eastern part of the cavern is an old wooden weapons rack filled with spears and swords that are pitted and rusty.

A woman is chained to a conjoined stalagmite and stalactite in the western part of the cave. She has a ragged black hood over her head and her hands are bound behind her back. She lets out the occasional grunt indicating she has been gagged as well.

Hanging from the roof of the cave are small silver trinkets and horns suspended by a rope tied to the smaller stalactites. A bear skin rug lays in the middle of the cave floor and a makeshift table sits on top of the rug. Upon the table are various types of fruits and drinks, some half-consumed. There's also a worn and yellowed map of the Fenwood around Reinhorn.

Two foes hide behind the stalagmites. They heard the sounds of combat too late to aid their fellows. They plan to ambush the intruders. If either is killed, the other offers no quarter, but if the party manages capture one, the other might flee to come back later to free the other. These two are the leaders of the brigands, *Ingrid* and *Swig*.





## Ingrid

**Class:** Thief 3

**Str** 12 **Int** 11 **Wis** 10 **Dex** 12 **Con** 10 **Cha** 12

**AC** 7[12] leather **HD** 3d4 (9 hp) **Att** 2 x handaxes (1d6), Second attack at -4.

**THAC0** 19[+0]

**MV** 120' (40')

**SV D** 13 **W** 14 **P** 13 **B** 16 **S** 15

**AL:** Neutral

**Languages:** Common, Orcish

**Special Abilities:** Back-Stab, Infravision 60' Thieving Skills CS 89% TR 20% HN 1-3 HS 20%, MS 30%, OL 25% PP 30%

**Weapons:** two handaxes

**Treasure:** Ring worth 100 gp

*Ingrid* is a human woman who is quite skilled with wielding dual axes. Her hair is under shaved on the left side of her head. She wears leather armor and wields two handaxes.

*Ingrid* attempts to Hide in Shadows using the stalagmites for extra cover, gaining +10% to her roll. She attempts to backstab the least armored opponent. She strikes twice per round but her second attack is at -4 to the attack roll.

*Ingrid* avoids fighting characters in heavy armor, preferring to strike those in light armor or not wearing armor at all. She's especially leary of magic users, looking to take them out of the fight before they can cast their spells. She loves *Swig*, and will not abandon him for any reason. If *Swig* is killed, she fights to the death. If *Swig* is captured, they PCs can convince her to surrender.



## Swig (Balgor)

**Class:** Half-Orc 2

**Str** 18 **Int** 11 **Wis** 9 **Dex** 10 **Con** 12 **Cha** 11

**AC** 5[14] chainmail **HD** 2d6 (9 hp) **Att** 1x twohanded sword (1d10+3)

**THAC0** 19[+0] +3 to Attack from Strength

**MV** 90' (30')

**SV D** 13 **W** 14 **P** 13 **B** 16 **S** 15

**AL:** Neutral

**Languages:** Common, Orcish

**Special Abilities:** Back-Stab, Infravision 60' Thieving Skills HiS 15%, MS 25%, PP 25%

**Weapons:** two-handed sword

**Treasure:** Ring worth 100 gp

*Swig* is a massive half orc and he wields a two-handed sword. He wears chainmail with a red surcoat with a black boar's head emblem. *Swig* is a brute of a half-orc, and he targets the more martial foes, and those in the heaviest armor, relying on his love *Ingrid* to eliminate the threat of spellcasters.

If *Swig* realizes one of his foes is a cleric, he will strike the cleric first, knowing a cleric's divine magic can be just as dangerous as a magic user's arcane spells.

*Swig* loves *Ingrid*. If the PCs kill *Ingrid*, *Swig* fights to the death. Any spells used to influence or charm him while he's in this distraught state allow *Swig* to make a savings throw at +2. If the characters capture *Ingrid* and threaten to kill her if *Swig* doesn't surrender, he relents and yields to the characters. If they're captured, *Swig* will attempt to negotiate their release, alluding to "knowing the truth".



## The Tale of Ingrid and Swig

The pair found one another after *Swig*, whose birth name was *Balgor*, fled from the Bloodwater Orc clan for murdering his brother. *Ingrid's* tribe of human barbarians captured him and enslaved him. While living in captivity, he met *Ingrid* a war maiden of the tribe. As time passed, *Swig* refused to serve the tribe and his courage intrigued *Ingrid*. They began to speak to one another, and they grew closer. *Ingrid's* tribe noticed and decided to kill *Swig*.

When *Ingrid* learned of the planned execution, she saved *Swig* by breaking him out of his cage. They stole horses and fled into the night. Cutting ties with his past, *Swig* forsook his birth name, and earned the name “*Swig*” after beating *Ingrid* in a celebratory drinking game in Reinhorn. There they came to the attention of lord mayor Corwyn Reinstahl. The lord mayor met with them secretly and made his arrangement to save Reinhorn, at the expense of nearby villages, travelers and strangers. Since then, the two have recruited more scoundrels to do their dirty work. They hope to obtain enough gold to acquire land, a holding and settle somewhere peacefully together.

When *Ingrid* or *Swig* die in battle, the other gains +1 to attack and damage against the killers.

### Investigation

The wealth stolen from the villages, merchants and travelers is buried nearby in locked chests. *Swig* has the treasure map, and *Ingrid* has the keys to the chests.

**Treasure:** One chest is filled with six bolts of silk worth 100 gold pieces each, two silver figurines of dragons worth 30 gold pieces each, and a fine ornamental sword worth 300 gold pieces.

The second chest contains 4,400 copper pieces, 3,900 silver pieces, and 3,700 gold pieces.

The third chest holds 3 *healing potions* and a silver dagger.

If the characters search *Ingrid* and *Swig*, they will find two gold engagement rings engraved with their names. Each is worth 100 gp.

Besides material wealth, there is food and ale in the hideout that the characters can use to resupply. The characters can each gain another week of rations.

### Malina

If the characters defeat *Swig* and *Ingrid*, they can free the young woman restrained in the cave, *Cilla's* daughter. At first, she's wary of the PCs, thinking the party is trying to manipulate her into trusting them until she sees the brigand's corpses.

She tells the characters that she overheard the bandit's plans to bring her to an old mill near Reinhorn. The party can try to question her more, but she insists that is all she knows.

She will then inquire as to the fate of her grandfather and mother. Once the party tells her of her grandfather's death, she becomes quiet and her eyes well up with tears. She won't say anything else to the party after that and simply asks to be brought to her mother.



## Journey Back to Reinhorn

Another two-day journey awaits the party if they return directly to Reinhorn. The Referee may check for random encounters (using the tables on page 84).

## Reunion At the Gates

Guards spot the PCs arrival. If word reaches *Cilla*, she rushes forward upon seeing her daughter. *Malina* cries out in joy with her arms outstretched. The two embrace by the base of the statue of the savior of Reinhorn. While they clutch each other tightly, they sink to the ground weeping. The townsfolk gather after hearing the commotion, and they watch as the tearful mother and daughter reunite with one another. The townsfolk look at the PCs, a glimmer of hope in their eyes.

Despite the warmth of the moment, an unearthly chill creeps over the town, like the foreboding breath of a winter storm. The crowd of people quickly disperse, worry returning to their faces once more.

## Collecting their Reward

If the PCs have yet to explore the well or mill, and found the malfeasance underground, then they likely did the mayor's bidding and return to collect their agreed upon payment.

For the PCs to collect their reward, they have to return to the mayor's mansion and provide evidence of the deaths of *Swig* and *Ingrid*. *Judia* (unless she's been caught at the mill or is dead, in which case, the PCs are accompanied by *Pregis*, perhaps to arrest the lord mayor) answers this time. She leads the PCs upstairs. They follow her down a decorated hallway lined with mable busts and paintings of all the former lord mayors. She stops in front of a single spruce wood door and knocks on it twice.

A maid opens the door nodding her head, before open the door fully to allow *Judia* and the PCs entrance. Its a modest room with bookshelves along the walls and old maps on the oak desk. Beyond the desk is a large window. The lord mayor sits behind the desk and stands to greet the PCs, offering the wine just brought by his maid.

He appears grim for a moment, and then congratulates the party on their success once they provide proof of the deed. There's a look of surprise, and he confesses he had his doubts about them. He inquires if the characters found anything important in the hideout. If they mention the mill (and the PCs haven't already learned the truth of it, or the well), he will encourage them to explore it, offering additional rewards. During their negotiations for payment, he will ask *Judia* to leave them. If the PCs ask, they catch a glance that might arouse their suspicion. *Judia* is off to get rid of the brigands. Permanently.

## Desperation

Once they leave, the mayor is distraught, and if *Luj Greymire* survived, he sends *Luj* to spy on the PCs and return with any information. If the PCs suspect or learn of the truth, he is resigned to await their arrival, but sends word to *Pregis* to gather the town for choosing another child for the horsemen. He blames the PCs for forcing the town to give up another child to the horsemen. He accuses them of foolhardiness. He tries to convince them to join his scheme.

*Judia is off to get rid of the brigands.  
Permanently.*

## Leaving the Lord Mayor

A bitter cold wind whips through the town, banging shutters, and sending dead leaves crawling and spinning. The few people who are still outside look fearfully at the sky, before rushing to their destinations.

Unease hangs over the town, as the residents know the horsemen arrive tonight. The NPCs are anxious if the players talk to them, they are clearly frightened. They try to break conversations quickly fretting over hiding their children.

People close shops early and string holy symbols outside their door. Everywhere in Reinhorn, the characters perceive the fear and dread.

If the characters visit the tavern, the bard *Gwyn* sings a melancholy song of mourning for lost children. Below is a section of the song the characters hear:

*Hush my loves, I hear their voices on the wind  
Their eyes of dread, reflecting all our sins.  
My heart shall waver, and my courage fade  
And our homes, become our graves.*

*Hush child hush, I hear the winter's wail  
Pray child pray, for the devil unhinged his veil  
No solace shall we know  
To the horsemen, we lose our souls.*

At some point, a young girl named *Astrid* rushes towards the PCs. Her parents follow behind her. The young girl's jet-black pigtails bounce about. She holds a cake covered in frosting. The cake is decorated with strawberries. She hands the cake to the PCs, and the family thanks them for ridding the town of the brigands in the woods. It's a tender moment, in a town gripped by fear. No matter where the players visit within Reinhorn, everybody but the *Kulgurds*, are filled with hopelessness.

## The Crumbling Mill

The PCs may visit the Crumbling Mill shortly after meeting *Phala*, after exploring the well, or upon their return from the Fenwood. Learning the truth may lead to the confrontation with the mayor (see page 37).

The remnants of the old flourmill is located a short distance southwest of Reinhorn. The sweeps of the mill are in ill repair. Two of the four blades have their tarp torn, and chunks of wood have rotted off. Stones that were once part of the building lie on the ground and are scattered about the area. Even though the mill hasn't

been used in years, the faint smell of wheat lingers in the air, and a few rotted sacks of grain lay abandoned. In front of the crooked entrance to the mill, is a man sitting with his grey husky dog.

The brigand and the dog serve as lookouts, and if they spot the party, either the man or the dog alert the brigands inside the mill.

The characters can attempt to sneak up and take the guards by surprise. A thief that making a successful Move Silently roll avoids alerting the dog. Otherwise, the characters only have a 1 in 6 chance of sneaking up on the brigand and his dog.

Succeeding allows them to surprise the brigand and the dog. Otherwise, the dog barks and growls, alerting the brigands.

If the players take out the guard and the dog without either sounding the alarm, they have surprise when they face the foes inside of the mill. Failure to stop the guard means either the guard alerts the brigands inside to come out to aid him, or the barking dog allows the brigands to ready themselves for the arrival of the intruders.

The smell inside the mill is a noxious combination of rotting wood, mold, and spoiled wheat. The cracked, wooden planks creak underfoot. Smashed crates and sleeping mats are strewn across the floor. In the center of the mill is the rundown cob grinder, and its stone supports have all slanted to the right.

Brigands (footmen). If the players failed to take out the guard and the dog, then add one more brigand to the battle and another Hunting Dog (see OSE for brigand and hunting dog statistics).

See Map 5.1 The Crumbling Mill.

### Investigation

After defeating, capturing or killing the brigands, the party can search the mill. If they successfully check for secret doors, they find part of the wall to the south is fake. If the party removes the piled stones, the PCs find a trapdoor that opens to a passage that leads underground.

The tunnels are largely lightless, the brigands use torches or lanterns to navigate the tunnels. The only naturally light is from the trapdoor or from the old well.

## A Dark Discovery

If the characters climb down the old well or find the hidden trapdoor once they explore the Crumbling Mill, they'll find where the brigands keep their captives. Here the PCs definitely learn about the captives and how the lord mayor and brigands give the village children to the horsemen as sacrifices in order to spare the children of Reinhorn.

The characters have a few possible clues leading to the captives. If they rescue *Malina*, she can tell them they planned to take her to 'a mill.' A captive brigand, or the use of Charm Person on a brigand, or any other successful effort of the PCs allows them to learn about the mill. After talking to *Phala* they might descend down the old well. Most likely, the players will head to the Crumbling Mill and not jump down the well, but if they do explore the well, their investigation pay's off.



### Entrance

On the map labeled, (5.1 The Slave Cells) there are two paths the characters can enter. If the characters climbed down the well and entered this room, they arrive from the north. If the characters went through the mill, they enter the room from the south.

The secret passageway is a long stone tunnel supported by wooded beams on each side. This use to be an escape route for the lord mayors of Reinhorn, should Reinhorn ever fall. The Reinstahls had a plan of escape and ensured the circulation of the false legend to keep people away from the well. The mill remained in use until the miller and his wife committed suicide after the horsemen took their child. None of the other townsfolk dared to take ownership of the mill, and the lord mayor at the time had another mill commissioned, his heart filled with guilt for the suffering he caused to the miller's family.



The tunnel is dark and damp; torchlight is needed to maneuver safely over the gnarled roots and rocks on the ground. Rats scuttle away from the PCs and the smell of rot thickens. Characters who can't see the dark, and fail to light torches or lanterns fight as if blinded, if fighting in the tunnels. This incurs a -4 penalty to rolls.

If the characters managed to make it down the old well and do not go through the Crumbling Mill, they may hear and track faint cries. These grow louder in the tunnels making it easier to follow. They eventually end at a wooden door, reinforced with iron.

The room beyond the door is oval shaped filled with beds that are pushed against the eastern wall. Matted deerskin rugs cover the floor along with dirty clothing. There's a cloying scent of feces, urine and sweat in the room.

To the west of the room are six men and eight women. They look are of all ages. Each is bound by manacles around their wrists and ankles.

There are three brigand guards here. Unless the lord mayor sent *Judia* to eliminate them. If *Judia* is sent to kill the brigands, the PCs have a 2-in-6 chance of seeing *Judia* dispatching the brigands. They have a 1-in-6 chance of spotting a cloaked figure trying to escape up the well. If they follow, *Judia* leads them on a frantic chase. If she is wounded severely, or the PCs look intent on killing her rather than letting her get away, she will surrender to them, but won't willingly answer their questions. This likely leads to the confrontation with the lord mayor (see page 37).

### **The Kidnapped People**

If the PCs defeat the brigands, they find a set of keys on one of the brigands that unlocks the chains. They are tearful and grateful. They explain their children were stolen from them. They believe their children were given to the horsemen. The brigands intended to sell them into slavery to the Sea Wargs, the orc sea raiders. At the Referee's discretion, one or more of the victims may have heard a conversation that implicates the lord mayor in the slavery ring. Bringing this information to *Pregis*, triggers an investigation, and this also leads to a confrontation with the lord mayor. When word spreads of the captives, an angry crowd of townsfolk forms, demanding answers and justice. The PCs may seek out *Voi* to provide medical attention to the freed people. If any PCs died in the encounter, consider using a kidnapped person to introduce a new PC, with a backstory compelling action against the horsemen.



# Chapter Three: Riders on the Storm

The players' actions concerning the mayor will not stop the feared arrival of the Horsemen of Reinhorn.

It begins with a drastic drop in temperature, and blowing snow. A sudden blizzard brings its wrath upon the town. A shrill howl, almost similar to that of a wounded man, rips through the evening. This is followed by the clear drumming of hooves echoing throughout the town.

*Pregis* decides this time, they're not taking anybody and orders the town's guard to the palisades to resist the horsemen.

If the players rush to the palisade gates to join the town's guard, or wait and watch, they see a thick mist creeps through the cracks in the palisade. Skeletal hands, which claw at the air and pass through all objects dance within the mist.

*Pregis* shouts words of encouragement to calm the men-at-arms. Then, with a sudden burst of energy, the gates of the palisade blast apart. Chunks of wood are launched into the ranks of the guardsmen, wounding and killing several. The seven slain rise as zombies and attack the PCs. The Horsemen enter. Roll initiative.

The horsemen are here for one purpose, to acquire a child from Reinhorn. If the PCs retreat, the horsemen disregard them, and proceed to their target. *Astrid Kulgurd*, the child who baked the PCs a cake. One of the horsemen drags *Astrid* away from her family. *Astrid's* parents try to stop the horsemen, unless somebody intervenes.

The horsemen strike any who interfere, if those struck survive the attacks, they are too overwhelmed by their wounds or their fear to stop the horsemen. The horsemen are not interested in wanton slaughter on this night. They use necromancy on the dead to raise the dead as zombies to pit against anybody who dares to unsheath a blade against them, and do not hesitate to strike down anybody that stands between them and their quarry.

*Astrid's* parents can only weep as their daughter's cries echo in the night. The horsemen ride back into the storm, towards the Fenwood, lost to sight. The hoofbeats dim, the storm fades and the world is still in the aftermath of the attack.

## The Three Horsemen

Dressed in armor from another age, these evil spirits bound in dead flesh torment Reinhorn, stealing the children of the town on each full moon. These are the most powerful servants of the baroness.

When the baroness began her reign of terror, some of her knights plotted her destruction. When she slew her headman *Gesrick*, her remaining knights watched horrified as the baroness transformed him with necromancy. She ordered *Gesrick* to hunt the rest of the knights and put them to the sword.

A single knight named *Tenvadal*, survived the massacre. While fleeing from the baroness' wrath, he received word of two siblings who slew a giant. He sought the two giant slayers from the town of Reinhorn and asked for their aid. They were *Dunvalin* and *Heldula*. They agreed to help *Tenvandal* stop the baroness.

The heroes fought their way through the castle until they confronted the baroness within her tower. They managed to wound the baroness and the three champions followed her.

The baroness lured the champions into a trap and slew them. Death, though, was only the beginning. The baroness used necromancy to transform the champions into undead servants, who do her bidding. Their appointed task, is taking a child of Reinhorn every full moon.

The horsemen are incapable of mercy, they cannot be reasoned with, do not feel compassion, empathy nor sympathy. They are bound to the baroness' will through necromantic spells. They ignore any attempts to parley, unless the would be negotiators intend to offer a child, in which case, the horsemen take the offered child and leave.

In their initial encounter with the PCs, the horsemen are only interested in taking a child. They do not press an attack against any PC unless the PC continues an attack against the horsemen. The horsemen will use their lesser powers such as raising zombie servants and Causing Fear before using their deadlier powers. This is not the case later in the module.

## Tenvadal

AC 5[14] chainmail **HD** 6 (30 hp) **Att** 1 x longsword (1d8+1)

**THAC0** 14[+5]

**MV** 120' (40')

**SV D 10 W 11 P 12 B 13 S 14**

**ML:** 12

**AL:** Chaotic

**XP:** 900

**Languages:** Common

**Undead:** Makes no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to Mind-Affecting Spells (e.g. charm, hold, sleep)

Cast Animate Dead: 3/day 5 HD of creatures

Cast: Cause Fear 1/day

Cast: Lightning Bolt 1/day

Cast: Phantom Steed 2/day

Wields a magical sword, the *Sword of Pain*. This is a +1 sword. On a roll of a natural 20, the target must make a saving throw vs. Paralysis/Petrification or become wracked by pain for 1d4 rounds, and unable to act. A *Cure Light Wounds* spell cast upon the victim allows the victim to recover from the pain immediately.

*Tenvadal* begins the attack on Reinhorn by casting *Lightningbolt* on the gate to the town. *Tenvadal* will cast fear against any martial class (fighter) that rushes forward to engage in melee combat.



## Dunvalin

AC 5[14] chainmail **HD** 6 (25 hp)

**Att** 1 x mace (1d6+1)

**THAC0** 14[+5]

**MV** 120' (40')

**SV D 10 W 11 P 12 B 13 S 14**

**ML:** 12

**AL:** Chaotic

**XP:** 900

**Languages:** Common

**Undead:** Makes no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to Mind-Affecting Spells (e.g. charm, hold, sleep)

Cast Animate Dead: 3/day 5 HD of creatures

Cast: Phantasmal Force 1/day

Cast: Control Weather 1/day

Cast: Phantom Steed 2/day

Wields a magical *Mace of Terror*. This is a +1 mace. On a roll of a natural 20, the target must make a saving throw vs. Spells or becomes the victim of a Phantasmal Killer spell.

Dunvalin is responsible for creating the winter conditions using his *Control Weather* spell upon the arrival of the horsemen. After Tenvadal uses *lightning bolt* to shattered the gates to Reinhorn, *Dunvalin* animates the dead guards as zombies to keep any defenders occupied while the horsemen take *Astrid*.





## Heldula

AC 5[14] chainmail **HD** 6 (24 hp)

**Att** 1 x longbow (1d6+1)

**THAC0** 14[+5]

**MV** 120' (40')

**SV D 10 W 11 P 12 B 13 S 14**

**ML:** 12

**AL:** Chaotic

**XP:** 900

**Languages:** Common

**Undead:** Makes no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to Mind-Affecting Spells (e.g. charm, hold, sleep)

Cast Animate Dead: 3/day 5 HD of creatures

Cast: Hallucinatory Terrain 1/day

Cast: Dispel Magic 1/day

Cast: Phantom Steed 2/day

Wields the ***Bow of Misfortune***. This is a +1 bow. On a roll of a natural 20, the target must make a saving throw vs. Spells or suffers from the Curse spell.

*Heldula* may cast Hallucinatory Terrain to mask the horsemen's approach, or aid in their retreat. *Heldula* stays in the rear, using the ***Bow of Misfortune*** against noticeable spellcasters, targeting clerics first, and then magic users. The horsemen are wary of any attempt of a cleric to turn the undead. If a cleric fails to turn them, this does not dissuade *Heldula* from attacking the cleric.



## Running the Combat: Heavy Hands and What Not

Yes. This encounter is heavy-handed and likely unwinnable. Its purpose is to set the stage for the adventure to come, allow the PCs to gain the measure of their foes, and act as a prelude for the inevitable rematch against the horsemen.

We strongly suggest making use of *Tenvadal's Cause Fear* for *Tenvadal's* first action. If successful, it keeps one party member from attacking, and the others will likely hesitate if not at full strength. If there's a cleric with *Remove Fear*, that's one round the cleric is spending on the defensive. Target the PC with the worse saving throw. You're doing them a favor, trust us.

The PCs at this stage in the adventure, even after completing random encounters or set encounters are likely 2nd level, perhaps third level. Fighting the horsemen, plus their seven zombie servants would likely result in a Total Party Kill (TPK). If the PCs are insistent in fighting the horsemen, because "that's what my character would do" or, they just don't like feeling that they're in a situation that they can't win, and persist, feel free to let the dice fall where they may. Who knows? They might win. We've seen stranger things when the dice clatter on the table.

Veteran old schoolers know that sometimes, you have to run from a fight or not take on an encounter directly. Through experience, they understand that modern "balance" designs are not a given in old school play. New players introduced to old school play, might meta-game it, and make assumptions about "challenge ratings." That could prove fatal to their characters. While this module was originally designed for 5e, we've made several changes. Its conversion to OSE makes this module deadlier than its 5e counterpart. Referees should consider making sure that the PC face the zombies rather than PCs face the horsemen directly. If they want to take a pot shot or cast a magic missile at one of the horsemen, let them, but refrain from having the horsemen retaliate directly, unless the PCs persist. Let the immediate threat of the zombies deal with the PCs. It should take no more than three rounds for the horsemen to kidnap *Astrid* and ride off, its unlikely the PCs will finish off the zombies in that amount of time, even if one happens to be a cleric and manages a successful turning. On average, the cleric will turn 7 hit dice of undead, which is about four zombies. The remaining zombies should be enough to keep the average party of four occupied long enough for the horsemen and their captive

to ride off into the night. If the zombies are proving too much to handle, *Pregis* and members of the town guard aide the PCs. *Sahi the Druid* may also assist against the zombies. The town's guards, however, are too terrified of the horsemen to aid in an attack against the horsemen. If the PCs choose that course of action, it should be clear to them, they'll receive little assistance from the terrified townsfolk.

Nonetheless, weird things happen when rolling dice. Maybe the cleric rolls double sixes, turns all but one of the zombies, and two others PCs easily take out the other zombie, and the fourth PC scores a hit on one of the horsemen. What to do?

You could have the horsemen retaliate. One hit might not kill a PC, then again it might. One hit might be enough to dissuade the PCs. If they persist, its possible three out of four characters are killed in the first round against the horsemen. The survivor of that first round might persist, and well, you're back to a TPK.

If that happens, and you and your group want to continue play (you should, PC deaths happen, no need to let them take the swords and go home) here are some options:

Now that they're familiar with the location, make the new characters from Reinhorn. They're townsfolk who decide enough is enough, and they're setting out to end this evil, once and for all. *Phala* makes for a good starting mentor for a group from the town.

There's another adventuring party, recently arrived. They're hired to save *Astrid*. *Pregis* is the most likely individual to hire them.

They're adventurers hired by one of the villages to save a missing child taken by the horsemen last month. They'll only get their full reward if they bring back the child, or bring justice to the kidnappers.

Consider the hooks on page 10, perhaps there's one you'd like to use that wasn't used in the first run, and pick up the story with their arrival the morning after the horsemen take *Astrid*.

## Aftermath

Once the horsemen leave with their quarry, the townsfolk slowly emerge from hiding, many appear guilt-ridden. The *Kulgurds*, if they lived, are distraught, begging for help to save *Astrid*. *Astrid's* mother, a PC or another NPC retrieves a mud-caked raggedy doll from

from the imprint of a horse's hoof. *Voi* and *Sahi* offer healing to injured PCs. *Pregis* demands justice, and if PCs and *Pregis* are aware of the lord mayors' perfidy, he's demanding that the lord mayor pay for his crimes.

It is possible that the PCs are motivated on their own to save *Astrid*, after all, she baked them a cake for being 'heroes.' If the players show no interest in saving the child who baked them a cake, is dragged away from their family and are begged by the parents to help, the referee may wish to have *Pregis* offer an incentive, such as an extraordinary payment in gold (4,000 gp), if the characters are completely mercenary.

*Pregis* is willing to pay any price to save *Astrid* and stop the horsemen, better to empty the coffers than turn Reinhorn into a ghost town. The PCs may ask *Pregis* to accompany them against the horsemen. *Pregis* insists he still needs to lead the town, but if the referee feels the PCs need the additional assistance, the referee can allow the PCs to persuade *Pregis* to join them.

If the characters decide not to rescue *Astrid* or pursue the horsemen or take more than a day in doing so, it ends tragically for *Astrid* (see page 81).

The truly brave or foolhardy might insist on immediately pursuing the horsemen. If the characters are undeterred, let them proceed. Under these circumstances, the PCs receive aid from the townsfolk as follows:

*Strokhout* gives the PCs a silver sword and some equipment (such as arrows and shields) for free. He can provide one human size character with chainmail as well.

*Voi* give the party two *potions of healing*, unless the party killed the lord mayor, whom she loved.

*Pregis Loudmouth*, though he was wounded in the night's battle, he gives the players aid by offering them a *scroll of Detect Magic* and a quiver of 12 silvered arrows. He explains that one of his scouts reported that the horsemen road off to the north east. He also warns the players that the deep forest is haunted and shrouded by a sorcerous mist.

One of the townsfolk, a veteran ranger named *Baerodin* offers to join the characters. He comes along freely to end the terror of the horsemen. Modify the beginning of Chapter Four when the PCs leave to pursue the horsemen and save *Astrid* so it fits the actual circumstance that emerges in play.

## Baerodin

**Class:** Ranger 2

**Str** 17 **Int** 11 **Wis** 9 **Dex** 11 **Con** 13 **Cha** 9

**AC** 5[14] chainmail **HD** 2d8 (11 hp) **Att** 1x polearm +2 to attack (1d10+2)

**THACO** 19[0]

**MV** 90' (30')

**SV** D 12 **W** 13 **P** 14 **B** 15 **S** 16

**AL:** Lawful

**Languages:** Alignment, Common

**Special Abilities:** Awareness, Forage and Hunting, Pursuit, Stealth and Tracking

**Weapon:** polearm

**Treasure:** 15 GP 20 SP

*Baerodin* is a veteran ranger and one of the town scouts. He was knocked unconscious while manning the gate. He volunteers to join the PCs in their quest.



## The Lord Mayor's Fate

The mayor's fate lies in the hands of the characters and the townsfolk.

If the players managed to capture the lord mayor and alerted *Pregis* of his villainy, *Pregis* puts the lord mayor on trial.

If the characters killed the mayor outright, an investigation into the mayor's death occurs. *Pregis* questions them about the lord mayor's death.

If the lord mayor survived and the characters did not learn the truth, he will continue to rule. Since he knows the players are setting off to retrieve *Astrid*, he does not take any action against them. He doesn't believe they'll return.

The players have a journey deep into the Fenwood, whether they leave that same night or the following morning. This begins Chapter Four.



# Chapter Four: The Deep Dark Fenwood

## Within the Woods of Fenwood

The PCs can track the Horsemen if *Baerodin* accompanies them, or there's a ranger in the party. The horsemen make no effort to hide their tracks. If the PCs fail to successfully track the horsemen, they might continue northeast hoping to find the trail again. The referee may also allow the casting of *Detect Magic* to illuminate the trail of the horsemen for the duration of the spell because of the eldritch power of the horsemen and their magical steeds (player's should not expect this spell to work in this manner in other scenarios, this is unique to the magic of the horsemen). When the spell expires, any ranger can attempt another tracking roll with a +25% bonus to the roll.

The characters may run into some trouble while moving deeper into the Fenwood. Random encounters are rolled in the day and night. There's a 2 in 6 chance of a random encounter.

## Days of Travel

The Fenwood Forest is home to beasts and crumbling elven ruins. If the referee chooses, instead of random encounters they may chose specific events. On each day of travel, the character could come across one of these sites per day. This allows the characters to explore more of the history of the Fenwood without deterring them from their quest. We've also included an expanded Random Encounter Table in Appendix B.



| Roll 1d20 | Day            | Night           |
|-----------|----------------|-----------------|
| 1         | Ankheg (3HD)   | 2d4 Bugbears    |
| 2         | 1d6 White Apes | 1d3 Ghouls      |
| 3         | 1d8 Bandits    | 1d3 Hellhounds  |
| 4         | Black Bear     | 1d3 Wererats    |
| 5         | Boar           | 1d10 Stirges    |
| 6         | 3d6 Brownies   | 2d6 Wolves      |
| 7         | Giant Frog     | 1d4 Dire Wolves |
| 8         | 1d8 Gnomes     | 1d10 Giant Bats |
| 9         | 1d4 Satyrs     | 2d4 Goblins     |
| 10        | 7 Dwarves      | 4d4 Kobolds     |
| 11        | 3d6 Sprites    | 1 Dark Creeper  |
| 12        | 1d4 Wood Elves | 2d4 Orcs        |
| 13        | Pseudodragon   | Coffer Corpse   |
| 14        | Giant Hawk     | 2d4 Zombies     |
| 15        | 2d10 Centaurs  | Treant          |
| 16        | 1 Griffon      | 1d3 Aranea      |
| 17        | Flail Snail    | 3d4 Skeletons   |
| 18        | 2d4 Goblins    | 1 Ogre          |
| 19        | Dryad          | A Jackalwere    |
| 20        | 1 Owlbear      | A Banshee       |

The chart below can help determine what random event the characters encounter as they travel to the castle. Roll a D20 to determine the encounter (or pick one). Each can happen only once on their journey.

| Day | 1-16 | 17 | 18 | 19 | 20 |
|-----|------|----|----|----|----|
| 1   | -    | 2  | 1  | 1  | 6  |
| 2   | -    | 3  | 3  | 4  | 7  |
| 3   | 1    | 2  | 5  | 5  | 8  |

Below are a list of options including locations or events that could take place during the first three days of travel.

### 1. Bad Weather

Traveling through the forest is easiest when the weather is clear. However, the weather may suddenly change. The characters experience unnaturally strong winds. Roll Strength ability checks to push through the fierce windstorm. Failure results in 1d3 damage from fatigue, being knocked down on rocks, hit by debris, etc. The winds are followed by a terrible storm with heavy rain. The characters must make **Constitution** ability checks or become ill. The illness affects the character for 1d3 days, resulting in -2 to all rolls during this period. *Cure Disease spells* can heal the illness.

## 2. Wandering Monstrosity

When the characters set up camp for the night they hear a child moaning and crying. If the characters investigate, they will find a young boy weeping into his hands while sitting on a log. He is scraped and cut.

If the PCs approach the child, the child continue to cry into its hands until a character is five feet away. Surprise attack. The three **Doppelgangers** attack the PCs. See OSE Advanced fantasy for doppelganger statistics. The one in the ruse of child is a Doppelganger that transformed into one of the children taken by the horsemen long ago. The Doppelganger uses the name *Sebastian* which was the child of *Kargin the Maddened*. He has no knowledge of what happened to *Sebastian* and only uses the form to lure victims close to him. He knows the direction in which the riders rode with *Sebastian*. It could be threatened into giving the information if captured.

If the players manage to kill the Doppelgangers they acquire the following treasure from the Doppelgangers: 8 gems worth 100 gp each. 4 pieces of jewellery worth 100 gp each. A *scroll of Detect Magic*, a *potion of Speed*, *Incense of Meditation*, *Bag of Holding*, An *Arrow of Location*.

See Map 8.1 The Lone Stump.

## 3. Site of an Ancient Battle

The characters may stumble upon the site of an ancient battle. The bones of the fallen are left untended. Many of the bones are from orcs with a few elven remains. The bones are gnawed with teeth marks from scavengers. Rusted weapons lie about broken and cracked. The site lies just near the banks of the Sleeping Nymph River and some of the bodies have sunk into the river bed.

If characters either pass the site or explore the site the characters have a 3 in 6 chance of spotting Gullygugs trying to repositioning themselves for an ambush. Their movements are loud and clumsy. Rattling bones may alert the PCs. Failing to notice allows the Gullygugs to make a surprise roll.

If the players confront the Gullygugs, one of the Gullygugs wears a boar skull that is too big for its head. He announces his name *Roggert* in the Common Tongue. He tells the PCs that he wants compensation, or blood, for the death of his brother *Duurg*.

## Bargaining with the Gullygugs

Though *Roggert* wants blood, he will accept gold as payment for his dead brother. He demands 150 gold pieces for the death of *Duurg* but the characters can negotiate it down to 50 gold pieces. Characters may also “redeem” themselves in the eyes of the Gullygugs. The Gullygugs will demand that the characters put on a performance in honor of *Duurg*, or sing an eulogy for *Duurg*.

If the characters refuse their offers then the Gullygugs attack. There are six Gullygugs that attack the characters. See OSE for statistics on Gullygugs.

See Map 9.1 Ancient Battle Site.

## 4. Scorched Forest

This area of the forest is charred as if a massive fire spread through the region. The trees are withered. This area is barren with a large shadow imprinted in the center of the burnt ground.

The Shadow. This shadow was once a troll that met its end in the blast of a fireball.

The **Shadow Troll**. The troll slain by *Pheao the Sorceress* has not yet left this world. Its sprit has rooted in the earth and it preys on those that passby. Use the statistics for a Shadow in OSE for the Shadow Troll.

See Map 10.1 Scorched Forest

Referee - this is the site where *Pheao* and the *Woodsmen* met. If this location is mentioned to *Pheao* and the *Woodsmen*, they tell the characters about how they first met. The *Woodsmen* is saddened by the damage done to the forest but notes they had little choice in dealing with the troll. They'll be surprised to learn that the troll's spirit lingered in this world.

## 5. Ancient Grave Shrine

Cutting through a mass of thickets and bushes the party stumbles upon an old shrine. The shrine is worn and the stone engraved with various elven runes symbolizing love and peace.

The shrine is covered in moss and the altar is cracked. In front of the altar are two graves that have small statues of roses erected upon their crown. Most of the epithets have faded but a few words remain legible in Elvish. The grave marker on the right still has these words

legible, “Beloved Mother... Zandyra....”

The one on the left reads, “Father... V....” Set on each grave are wilted flowers. Characters notice they are being watched on a roll of 2 in 6. In one of the bushes nearby, a **dryad** named *Ayna* watches them.

### Ayna the Dryad

*Ayna* is very shy and initially hides from the characters. If the characters seem kind and gentle to *Ayna*, she approaches them and explain why she was watching them. She explains that she’s seen a woman visit the graves. The person she spied upon has a heart filled with sorrow and malice.

If the characters ask why she never talked, to the person, the dryad explains how there was an evil aura to the woman and though there were moments of light in her heart most of the time her aura was filled with malice. She leaves and wishes them well. If at any point the characters become hostile, she will flee into the woods rather than fight.

**Referee note:** The figure that visited the grave is Baronness Voren. When she has a rare moment of clarity from her madness, she visits the graves of her parents. While there, she asks for forgiveness and an end to her misery before she reverts back into her monstrous personality.

In her journal that the players may find in room 41, feel free to add a journal entry about her visits to her parents’ graves and her remorse. Then have the entries follow with all sorts of invectives.

### 6. River Ambush

As the characters travel through the forest, they have to cross the winding Sleeping Nymph River to continue following the horsemen’s trail. While following the trail, the characters venture near the habitat of a **Water Fiend** that preys on the local wildlife. The Water Fiend attempts to ambush the characters.

See OSE for the statistics of a **Water Fiend**. In the water nearby, is a muck encrusted war hammer, if cleaned, it’s true glory is revealed. It is a magical weapon, A **Warhammer+1** used by a long-forgotten hero who sought to slay the Water Fiend.

See Map 11.1 Water Ambush

### 7. Wounded Unicorn

The characters enter a thicker part of the woods where the trees crowd together and the light of the sun barely pierces the tree tops. As they push forward, they see that the trees are covered in thick webs. The characters hear the struggle of what sound like a horse neighing in a desperate panic. If the characters chose to investigate, or sneak forward, struggle, they see a **Phase Spider** attacking a **Unicorn** that is entangled in a large spindle of webs. The unicorn thrashes wildly in the webs. Its horn is a gleaming ivory that jabs at her attacker in last-ditch effort to survive.

#### Helping the Unicorn

If the players save the Unicorn, she uses telepathy to speak with the characters. She thanks the characters for aiding her and promises to aid them in turn in their most dire time.

If the characters manage to make it through the halls of Iron Pike Castle and fight the Horsemen, the Unicorn joins the battle to aid the characters in the fight against the horsemen. Choosing to leave the Unicorn to its fate will make each character feel as if another great light of the world was snuffed out.

The wounded Unicorn is named *Aunraali*. When she is found she only has 12 hit points at the start of the battle.

**Treasure:** The blood drained corpses in the Phase Spider’s web have the following: 1,000 sp, 1000 gp, a gold torc worth 200 gp, 4 gems worth 100 gp each, a *scroll of Protection from Lycanthropes*, *Leather Armor+1*, *Dust of Appearance* (20 parcels), *Periapt of Proof vs. Poison+1*

See Map 12.1 Trapped Unicorn

### 8. The God of Valor’s Ruined Hut

The characters notice an old, rundown hut overcome by a massive oak tree. The roots of the tree entangle and ensnare the small hut, though it allows enough space for characters to squeeze through. Once they enter, they see rotten wooden chairs and a broken table. In one corner of the room, a golden statue lies knocked over from its pedestal and rests on the ground gathering dust. The statue is of the god of valor.

#### The Statue

The statue is in the likeness of god of valor and finely



crafted of solid gold. The statue is worth 5,000 gold pieces however, there is a spell on the statue, and its purpose is to test the heart of the PCs. If a character takes the statue the statue feels heavier with each step. After the first hour, the statue gains tremendous weight and in order to carry it the character must make a strength ability check. If they make the check, they can still carry the statue. This check is repeated for every hour and the character suffers a penalty of -2 for every hour its carried. Once they fail, they can no longer move the statue further away from the hut. The weight is too heavy. The players can choose to leave the statue or bring it back to the shrine to redeem themselves. Returning the statute does not require any rolls. Either way, they are not rewarded for their greed.

If the player chose to place the idol back on the pedestal without taking the statue out of the hut, and honors the god of valor, the statute transform into a horn. This is a **Horn of Valor**. See Appendix A on page 82 for details.

## Monster in the Mist

During the fourth day of travel a thick fog forms. A **Troll** uses the cover to attempt to surprise the PCs. See OSE Advanced Fantasy for Troll stats. After the first round, two people come to their aid.

The commotion caught the attention of *Pheao the Sorceress* and *Tynor the Woodsman*. They rush to help the players. After the encounter, *Pheao* and the *Woodsman* offer the party shelter in their home nearby. If the characters accept, they are led to *Pheao* and the *Woodsman's* cottage. Refusing the help of the *sorceress* and the *woodsman* prompts mention that if they continue to travel, they should be wary of the horsemen. If the characters ask how to find the horsemen, *Pheao* gives the party directions towards Iron Pike Castle and the *Woodsman* offers to guide them.

## The Sorceress and Woodsman

If the players accept the help of *Pheao* and the *Woodsman*, they're led to a small cottage in the woods.

The wooden cottage's roof is covered in flowers and vines, which grow down the sides of the house. A warm, flickering fireplace light beams out from the windows. There's smell of onion soup in the air. The inside is cozy. A well-worn green rug covers the wooden floors and a wooden table is centered. Upon the table is a small cauldron of soup that is encircled by glass bowls. A loaf of bread is cut into pieces and rests on the cloth napkins next to the bowls. A fur armchair is near the

crackling fireplace. The *Woodsman* and *Pheao* invite the characters to have dinner with them and rest here for the night. See Map 13.1 *Pheao and the Woodsman's Hut*.

*Pheao* and the *Woodsman* are happy to talk to the characters, They can provide vital information on the surrounding area and the best way to Iron Pike Castle. Below are some responses *Pheao* and the *Woodsman* may have to the characters' questions.

If the characters ask who they are, *Pheao* responds that she is named *Pheao* and introduces her husband as the *Woodsman*. She tells them that he prefers to be called 'The Woodsman' for personal reasons

If the characters ask about the horsemen, the *Woodsman* confirms he had, about two days ago.

If the players asked if they saw *Astrid*, the *Woodsman* replies, he confirmed he did, the girl was alive.

If the players ask, where did the horsemen ride? *Pheao* responds that they rode towards Iron Pike Castle.

If the characters ask about the castle, *Pheao* explains, "that its ruled by the *baron* and *baroness* who claim the Fenwood as their domain. They do not trust them.

If the characters ask how to get to the castle, the *Woodsman* offers to guide them. Otherwise, he draws a crude map for them to follow. It takes two days of travel.

When the characters are done questioning the *Woodsman* and *Pheao*, they show you to the guest room. A large group will have to make due with sleeping on the room's floor and in the common room of the cottage. Their rest is peaceful and invigorating. Injured characters recover hitpoint damage at x2 the normal rate.

The *Woodsman* makes breakfast for the characters. The couple allow them to take some supplies for the journey if they're lacking in food or water too.

## Pheao and The Woodsman

The *Woodsman* is an imposing figure, larger than most men, and looks as if he could wrestle a troll. His father was a runt hill giant skilled when it came to the natural world. His mother was a human who lived in a small village. The *Woodsman* received his father's gift. He learned from a young age that he could communicate with nature similarly to his father. This gift caused the people of the village to believe he was possessed or cursed in some manner.

When his mother died of illness, the villagers chased him out of his home, and he fled to Fenwood. In the Fenwood, he harnessed his unique abilities of speaking with animals as well as communicating with nature. He calls the land "the wood" and he does everything he can to protect it and his home with *Pheao* from the dangers in the forest.

It was during his early years in the Fenwood when a young red-haired sorceress stumbled upon him after he was wounded by a vicious troll. She saved his life and nursed him back to health.

*Pheao* is a half-elven woman. Her life was no easier than *Tynor's*. She was on the run from the law, hunted for killing guards that were extorting the common people. These guards served the *baron* and *baroness Voren*.

After saving *Tynor's* life, *Pheao* left in an attempt to protect the *Woodsman*, but bounty hunters hired by the baron to arrest her attacked her. She fought desperately, but the mercenaries were too many. The *Woodsman* charged from the woods surprising the mercenaries and together they defeated their foes. After the fight, and without the fear of pursuit, *Pheao* no longer felt the need to leave him to protect him. The *Woodsman* shared with *Pheao* his true name, *Tynor* something he has shared with no one else.

The two returned to the deep woods together and fell in love. They married in glade with the forest. They have been together ever since.

It is possible, that the characters may come back to *Pheao* and the *Woodsman*, after their initial confrontations in the castle or in Fenwood for help or refuge. *Pheao* is of higher enough level that if the referee sees fit, she can supply the PCs with some magical aid, such as a potion or two. The Referee may wish to run an extra encounter or two, as *Pheao* sends the PCs on a specific quest to acquire the necessary ingredients for a desired potion. *Pheao* and the *Woodsman* will help shelter the PCs, and the PCs are safe here from the pursuit of the *baron* and *baroness'* servants. The *Voren's* servants fear *Pheao* and the *Woodsman*, and avoid the place.

*Pheao* and *Tynor the Woodsman* remain friendly and helpful. They are simply two good people in the world, seeing to make things better and live in peace. If the referee decides the PCs need more assistance against Iron Pike Castle, *Pheao* and the *Woodsman* are a good means to provide that support.

## Pheao the Sorceress

**Class:** Half-Elf 8

**Str** 9 **Int** 14 **Wis** 13 **Dex** 12 **Con** 10 **Cha** 13

**AC** 9[10] **none** **HD** 8d6 (23 hp) **Att** 1 x Sword (1d8)

**THACO** 14[+5]

**MV** 120' (40')

**SV** D 8 W 9 P 9 B 10 S 10

**AL:** Neutral

**Languages:** Alignment, Common, Elvish

**Special Abilities:** Arcane Magic Detect Secret Doors, Infravision 60'

**Arcane Spells**

1st Level: Read Magic, Charm Person, Light, Magic Missile

2nd Level: Detect Evil, ESP, Mirror Image,

3rd Level: Fireball, Protection from Evil 10' radius

Weapons: Sword

Treasure: Her spell book, 300 gp, 450 sp, 100 pp, 2 potions of Healing, Potion of Fire Resistance, Potion of Speed, Alchemist's Beaker



## The Woodsman

**Class:** Druid 4

**Str** 18 **Int** 12 **Wis** 14 **Dex** 10 **Con** 14 **Cha** 9

**AC** 7[12] leather **HD** 4d6 (20 hp) **Att** 1 x Spear (1d6+1), Sling (1d4)

**THACO** 19[+0]

**MV** 120' (40')

**SV** **D** 11 **W** 12 **P** 14 **B** 16 **S** 15

**AL:** Neutral

**Languages:** Alignment, Common, Giant, Elvish, Druidic, Treants, Dryads

**Special Abilities:** Divine Magic Energy Resistance, Identification, Pass without Trace, Path-Finding  
Divine Spells

1st Level: Animal Friendship, Speak with Animals

2nd Level: Cure Light Wounds, Slow Poison

**Weapons:** Spear+1, Sling

**Treasure:** 250 cp, 450 sp, *Potion of Longevity*, *Potion of Giant Strength*, *Sweet Water*





# Chapter Five:

## Iron Pike Castle



The approach to Iron Pike Castle is marked by grey stumps of trees that have decayed over the years. The shadows of the mammoth stone walls spread over the clearing. A portcullis is raised as some servants pass through the castle's gate. The merlons of the wall are jagged and narrowed to a fine point that resemble spearheads.

An elf upon the gatehouse wall, who says his name is *Harcad*, questions the PCs. If the players wish to meet with the baroness, he dismisses them, and explains the lord and lady are far too busy to see every traveler who visits.

If they mention the horsemen, *Harcad* agrees to inform his lord and lady. He returns to tell the PCs that the baroness grants their audience.

*Harcad* escorts the party into the keep past the busy courtyard with servants maintaining the garden. Many of

the servants are elf or humans though there are few that are half elven. All of the servants wear tattered clothing and stare blankly, focused only on their assigned tasks.

When the characters enter the castle, they are brought through a grand entrance with statues of ancient elf lords on each side of the hall.

Two great wooden doors open into the a grand hallway. Statues of knights dressed in glamorous plate armor are spaced evenly across the center of the room. Each statute hoists an iron sword towards the sky, creating an archway.

At the end of this hall is another wooden door that slowly grinds against the floor as two human male servants pull it open as *Harcad* and the PCs approach.

Marble busts and golden statues of beautiful women decorate the hall, and a massive chandelier looms over the hall. Two thrones are at the far end of the hall. On the right side is an ivory throne.

Sitting upon the throne is a man dressed in royal blue silk. His beard is trimmed and he has long brown hair. Curiosity is evident in his blue eyes. The throne adjacent to his is golden and occupied by an elven woman. She has green eyes, and thin red lips. Her hair is golden and long. She wears a dress fringed with jewels.

When speaking with the characters, the baroness' goal is to ascertain what they know about the *Horsemen* and their purpose here. Regardless of their answers, she intends to trick the characters into visiting the cave where she know's an ogre resides. She excuses herself from the room after the baron speaks with the characters. When out of sight of the characters, she casts the spell *Invisibility*.

The baron answers the characters' questions, pretending not to know anything about *Astrid* and very little about the *Three Horsemen*.

He does invite them to dine with him while they talk and if they agree, he leads them into the dining hall.

If the characters ask in any way if the baron has seen *The Horsemen*, he will affirm that the guards witnessed them and saw them riding through the woods. The guards came back shaken and they seemed afraid to speak of what they saw.

Scouts were sent after them into the dark night, and returned with some news.

The scouts claim the trail runs east to an old silver mine cave once used to worship old gods. But the dwarves who owned the mine disappeared, and the locals claim the mine is cursed. The baron doesn't know anything about the old gods or the dwarfs.

If the characters want to know how to get to the cave, he offers a guide.

If the characters ask if she can provide any more aid. He explains they've had trouble with the orc sea raiders. He can spare the guide, but not men-at-arms.

When the characters finish talking to the baron, he will have one of his servants escort the players out to the front gate of the castle where they can set off for the old mine.

## The Truth of Iron Pike Castle

The castle seems to be fair but it is hiding a foul true form. While the PCs are near or present in Iron Pike Castle, the castle is under a powerful Illusion. If the characters attack servants or the baron, the Illusion is dispelled and reveals the true form of the castle. See page 54, to continue from there.

PCs may ask for a savings throw if they believe they might be subject to an illusion. Give them one vs. Spells. If any PCs make it, tell them the truth. How they communicate this is up to them. If they overact and immediately attack.

### Snooping around the Castle

If the characters decide to snoop around for information or loot, then a few things happen. **Twisted Servants** patrol the hall of the castle while it is still under the illusion and any snooping or intrusion is not tolerated. Snooping characters are caught on a 2 in 6 chance. Roll once per turn. If the characters are caught looting or snooping, five **Twisted Servants** approach them. They attempt to escort them outside the castle walls.

If the characters resist or become hostile, one of them emits a grave howl alerting **Twisted Servants** in the vicinity. Five more **Twisted Servants** rush to join the fight. The players may have to flee or they can attempt to fight them. Use the stat block of the **Twisted Servants** on page 65.

If the players attack the baron, he shouts for aid. An additional five **Twisted Servants** join the battle.

Use the stat block of the baron on page 79 and the Stat

block. Once either of these events happen, the PCs are not subject to the grand illusion that masked the castle. The PCs begin in room 4. See page 56.

## What's in the Stew?

If the characters agreed to dine with the baron, note who eats the stew. The baron will call it venison stew; however, the stew is actually made from the "naughty" victims of the baroness.

Players who do not openly say the character does not eat the stew, are considered to have consumed the stew. Make a note of this; because, each character who consumes it will need to make a save if they enter the kitchen (encounter page 60) or discover the source of the unconventional diet through other means.

## Ulag's Cave

Whether on their own, or guided by one of the baron's scouts, the characters arrive near an old withered oak. It's bark scorched by fire. The characters notice massive tracks lead towards the cave. As the characters approach the mouth of the cave, they can smell rot.

Once they enter the cave, Ulag attempts a surprise attack (1-in-6). Ulag serves the baroness. Ulag is draped in chains and uses long lengths of chains to smash and whip its opponents. See Map 14.1 Ogre's Cave.

### Lack of Light

Characters that lack infravision are blind during the fight until they shine a light source into the cave or enter with a light source into the cave. Characters fighting in the dark without infravision or light suffer -4 to attack.

## Ulag the Ogre

**AC** 5 [14], **HD** 4+1 (25 hp), **Att** 2 × chains (1d8), **THAC0** 15 [+4], **MV** 90' (30'), **SV** D10 **W**11 **P**12 **B**13 **S**14 (4), **ML** 10, **AL** Chaotic, **XP** 150



The Cave is just that; a cave, not a silver mine. The baron lied to appeal to what he assumed would be the adventurers' greed.

**Treasure:** Ulag's cave treasure consists of 2,000 sp, 2 gems worth 100 gp each, 2 pieces of jewelry, a brooch of gold and emeralds worth 600 gp, and a gold necklace worth 200 gp. There is also a *Round Shield+1*, and a *Gem of Seeing*.

### Runes on the Wall

A circle of runes forms an archway on the back of the cave. A *Detect Magic* reveals the runes contain arcane energy. A *Read Magic* will reveal the runes act as a teleportation spell.

The circle follows the rules for teleportation. If the PCs succeed in activating the spell, they are teleported into room 7 of Iron Pike Castle. See the Ritual Room on page 58. This runic archway can be used 2/day.

### The Journal

A search of the cave locates a journal from an adventurer whose bones are scattered about the floor, save for its torso, which is still intact. In one of its hands, is a little brown leather journal with damaged pages.

The journal tells the story of Baila, a warrior who joined a group of adventures to reclaim her son.

During her account, she explains that she met with the baroness who misled her to believe that the horsemen were in the cave.

Her last entry explains they made camp outside of the cave and intended to enter in the morning.

She writes, "I have a bad feeling about this cave. There is no mining equipment around the perimeter, and no signs of the horsemen being here. Something isn't right. I think we should pay her a visit." Her writing ends abruptly with a blotch of spilled ink and blood covering the page.

When the characters return to the castle, the sky that was once a cheery blue is covered in dark clouds. Wise PCs cautiously approach the castle, wait for nightfall, or seek another way into the castle rather than blunder up to the frontgate.

If a character uses the *Gem of Seeing* acquired from Ulag's treasure to scan the castle when close, they

see through the illusion that shields the castle and its inhabitants.

The merlons, which were once tall and fair, now have skeletons impaled upon their wicked spikes. The wooden gate is shattered and lays collapsed in front of you.

A rusted portcullis is stuck halfway down in the gate house, and its bottom stakes is like a row of jagged knives.

*Harcad* patrols along the upper wall though his once living flesh is decayed. He lumbers across the rotten battlements maintaining watch.

### Foes

*Harcad* is a *Twisted Servant* and if he spots the PCs (because they once again decided to take the direct approach), four other *Twisted Servants* join him, and the five creatures attack.

The characters have two options to enter the castle (assuming they didn't use the runes in Ulag's cave).

## Front Gate

They could pass through the courtyard into the keep. This is heavily guarded and if the party chooses not to take a stealthy approach then they are attacked by ten *Twisted Servants*. See Map 15.1 Courtyard.

If they survive the attack, they can reach the keep gate. Two grand doors block the path. The doors are closed to them. Characters must force the doors with an Open Doors roll.

Once the characters pass through the double doors, the doors slam shut behind them, making a loud rumble that echoes throughout the castle.

This also triggers a *Wizard Lock* spell, as if cast by a 9th level magic-user.

The characters are now in area one, the start of their journey through Iron Pike Castle, and its highly unlikely they can go back the way they came.

The only way is forward. They must explore Iron Pike Castle and hope they find another way out of the Castle.



## Secret Passage

If the characters explore to find another way into the castle, they may find a hidden passage that is located near the western wall of the castle down a wooded path. Roll for *Secret Doors* for each character in the party. If they're successful, they find that an old tombstone covers a secret entrance. Moving it aside, the party can enter a lengthy corridor, however, the floor of the tunnel has a **Grey Ooze**.

### Grey Ooze

**AC** 8 [11], **HD** 3\* (10 hp), **Att** 1 × touch (2d8), **THAC0** 17 [+2], **MV** 10' (3'), **SV** D12 **W**13 **P**14 **B**15 **S**16 (2), **ML** 12, **AL** Neutral, **XP** 50

**Special Abilities:** Blend in with stone: difficult to tell apart from wet stone. Acid: After a successful attack, sticks to the victim and exudes acid. The acid destroys normal armor immediately and inflicts 2d8 damage per round. (Magic armor is dissolved in one turn.) Energy immunity: Unharmd by cold or fire.

If they defeat the Grey Ooze, they reach a ladder that leads to a trap door that opens into the Armory. See the Armory on page 57. Room 6.

### Referee's Note

The baroness is aware of this passage. A secret passage she used to slip from the castle. She used to have *Twisted Servants* posted in the passage, but they met their ends against the Grey Ooze. The baroness is unaware of this development.

## The Castle

Long ago when the dragon brood of *Koranax* ruled the land, Iron Pike Castle stood as a reminder of the power of a sorcerous empire. When the elves rose against them, Iron Pike Castle was the first castle captured by the elves. *House Lunplan*, a noble elf house, claimed the castle. They used the castle as it had been used by the empire before them, to defend against the hostile orcs or the human barbarians that sought to claim the land for their own. *Baroness Terrassa of House Lunplan*, inherited the castle.

### Hunt the Intruders

The monsters and guards of the baroness' castle do not wait for the characters to come to them if they are alerted to the party's presence. They will search for the

characters if the PCs make too much noise or cause major disturbances throughout the castle. The creatures from rooms 17 move towards the locations where the characters are and attempt to ambush the PCs. Make sure to mark the creatures that migrate from room 17 so as not to accidentally duplicate the number of monsters. Below is a table of events that could happen if characters draw too much attention to themselves. Characters who cause a ruckus attract *Twisted Servants* or other denizens in a nearby room with a 2 in 6 chance.

### Terrifying Intruders

Once the baroness is alerted to the characters' presence, she uses her cauldron to spy upon them. Her cauldron functions as a **Crystal Ball**. She will send 1d4 poltergeists of children to disturb them. She may also send 1d6 Skeletons to ambush them.

## The Restless Child

One of the horrors that stalk the halls is a flesh golem made from many of the children that did not bend to the will of the baroness or that she found flawed in some manner. The golem moves through the halls silently looking for intruders. She starts in area 30 and makes her way through the rooms by the descending order of numbers. None of the monsters attack her and she can avoid all the traps.

If the characters alert her to their position, she pursues the characters. Occasionally, the characters may hear the vocalizations of a child calling for her mother or shrill screams. If they try to hole up for a day's rest inside the castle, they're likely to confront the *Restless Child* if they fail to take precautions.

If the players kill it, she will cry like a child before collapsing. Attached to her chest is a doll that has been stitched on to her, and sewn on the back of the doll's head are the words, "*To my dear Zunna. Love Always, Grandma Phala*" This is the doll that *Phala* gave to her granddaughter. The characters can return this doll to *Phala*, if they survive. She is grateful for it, and rewards them generously for bringing her granddaughter peace.

### Restless Child

**AC** 8 [11], **HD** 9 (27 hp), **Att** 2 × fist (2d8), **THAC0** 12 [+7], **MV** 90' (30'), **SV** D10 **W**11 **P** 12 **B** 13 **S** 14 (4), **ML** 12, **AL** Neutral, **XP** 900

**Special Abilities:** Mundane damage immunity. Only harmed by magical attacks

Energy immunity: Unharmed by fire, cold, and electricity.

Healed by electricity: Each die of damage an electrical attack deals restores 1hp.

There are other ways of dealing with the *Restless Child* that can keep it at bay for a time. If the characters manage to figure out that the head and face of the golem is *Phala's* grandchild, and call her by her name, she pauses for 1d4+1 rounds in taking actions against the characters. If the characters attack her during this time, they nullify the effect.

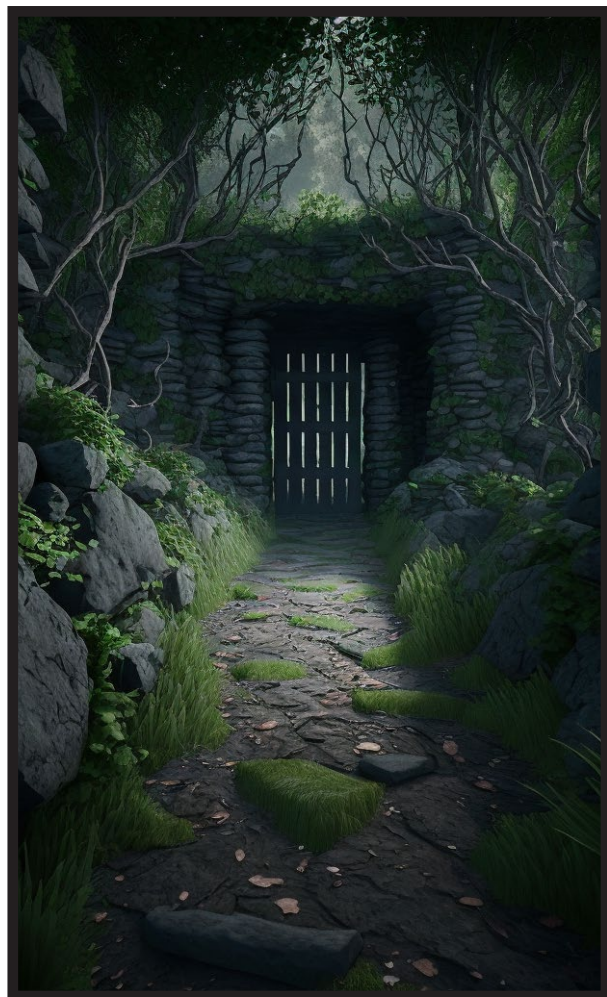
If the characters play joyful music or provides some sort of whimsy, like a colorful display (by a spell perhaps), the *Restless Child* is amused for 1d4+1 rounds. As noted before, if the PCs try to attack during this period of reprieve, the *Restless Child* resumes her attacks. If the PCs do not attack her and avoid aggressive interactions, you may allow one Reaction Roll for the PC that shows most effort to establish a rapport. If the roll exceeds 9, the *Restless Child* becomes enamored of that PC, and will no longer attack the PC, and will leave the PC's group alone.

In the PC befriends the *Restless Child*, any attack against the PC by the baroness' servants, triggers a furious rage of the *Restless Child* in defense of the PC.

## Iron Pike Castle Random Encounter Table A.

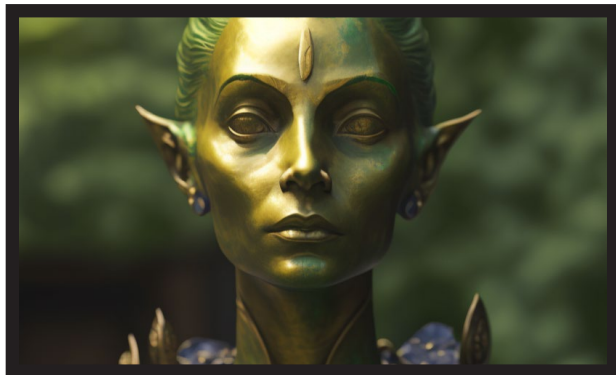
Random Encounters occur on a 1 in 6, check at the end of a turn.

| 1d10 | Encounter            |
|------|----------------------|
| 1    | 1d6 Skeletons        |
| 2    | 1d4 Zombies          |
| 3    | 1d4 Poltergeists     |
| 4    | 1d3 ghouls           |
| 5    | 1d6 Twisted Servants |
| 6    | 1d4 Mutoids          |
| 7    | A Wraith             |
| 8    | A Wight              |
| 9    | 1d3 Ghouls           |
| 10   | The Restless Child   |



## 1. Entry Way

Torches mounted on sconces emit a dull light that barely illuminates the room. Bits of shattered glass from the windows glitters in the torchlight. Damaged furniture is scattered about the floor. In the center of the room is a tarnished bronze statue of a robed woman. Around the statue's neck is an emerald and gold pendant. A trail of dried blood which starts at the base of the statue, leads off past the door on the northern side of the room.



**The Statue**

A character that inspects the statue has a 2 in 6 chance of noticing that the dress is made up of hundreds of tiny anguished faces. If a character touches the statue at all, including trying to pilfer the gems, hands shoot out from her robe and begin to pull the character towards it.

A character may try to steal the necklace without touching the statue. A character without the skill Pickpocket has only a 1 in 6 chance. A character with the skill Pickpocket may roll normally. If this character fails to make the Pickpocket roll, they receive the 1 in 6 chance like other characters, if the wish.

## Hungry Statue

**AC** 5 [14], **HD** 5\* (18 hp), **Att** 1 × Tiny Mouths (1d6), **Grab** THAC0 12 [+7], **MV** 30' (10')  
**SV D** 10 **W** 11 **P** 12 **B** 13 **S** 14 (5), **ML** 9, **AL**  
Neutral, **XP** 700

**Special Abilities:** Grab and Drag: Save vs. Petrification or the character is grabbed, and unable to attack or escape. The character may reroll the save at the end of every round to escape.

**Tiny Mouths:** A character grabbed by the statue is pulled into a hug, and bitten by numerous mouths.

### Treasure

The gold and emerald necklace is worth 4,000 gp

## 2. Knight Statutes

Six knight statues line the hallway. They hoist their swords into the air, point-to-point creating an archway. The air is musty.

### Trap

The characters are likely wary of the knight statues, and keep an eye on them. Which is unfortunate, because they fail to see the pressure plate on the floor. As the characters walk down the hall, each character has a 2 in 6 chance of triggering the pressure plate.

If this occurs, the characters beneath the knightly procession have a chance of being struck by swords that swing downward. Allow a DEX ability check to avoid being struck. Otherwise, characters are struck for 1d10 damage.

If a character paid attention to the floor, the character has a chance to find the trap as normal, a thief or other character with Remove Traps can attempt to disarm it. Failure, however, triggers the trap.

## 3. Pit Trap

A wooden door to a small rectangular room. Parts of the ceiling collapsed and there's rubble around the corners of the room. Broken brooms lie scattered about. Three wooden doors allow egress. One door is on the northern wall, one is on the eastern wall and the last door is on the western wall.

In front of the door, is a pit trap with an illusory floor. The first two characters in the marching order have a 2 in 6 chance of falling 10 feet and take 1d6 points of damage. If a character happens to use the Gem of Seeing, the party's in luck, and can avoid the trap. There is a small ledge around the trap. If the character manages to search the room, there's a crushed skeleton beneath some rubble with a bag of 70 sp, a *scroll of Wizard Lock*, and a *spellbook* with the following spells: 1st Level: *Read Magic*, *Magic Missile* 2nd Level: *Knock*, *Wizard Lock*.

## 4. The Pillars

The pillars encircle the exterior of two rooms. The pillars are in the center of the tiles, each equidistant from one another. Twisted faces of men and women with demonic features jut out from each pillar. Their mouths hang open as if they were frozen mid scream, and their crazed eyes seem to follow the PC no matter where



they step in the corridor. Attacking the pillars causes a deep and foreboding laugh to echo for a radius of 120 feet, centered from the struck pillar. This noise alerts monsters in nearby rooms to the party's location with a 4 in 6 chance.

There is a Slithering Tracker that inhabits one of the mouths of the pillars, that usually feeds upon the baroness' servants. If the PCs explore this room, including any of the statue's mouths, the Slithering Tracker selects that character as its prey and waits until the character is asleep or separated from the party to attack. For the complete details of a Slithering Tracker see OSE Advanced Fantasy.

## Slithering Tracker

**AC** 5 [14], **HD** 5\* (19 hp), **Att** 1 × touch\ (paralysis), **THAC0** 15 [+4], **MV** 120' (40')

**SV D** 10 **W** 11 **P** 12 **B** 13 **S** 14 (5),

**ML** 6, **AL** Neutral, **XP** 300

Special Abilities: Surprise: On a 1–5,(d6) unless target can detect invisibility. Tracking, Detecting: Victim has a 1-in-20 chance of noticing the slithering tracker. Paralysis: For six turns (save versus paralysis). Once paralyzed, the Slither tracker caused 2d6 hp of damage per turn. The Tracker can squeeze through small holes and cracks.

**Hidden Treasure:** Inside one of the pillars close to the eastern entrance is a small door designed to resemble part of the pillar. On a successful detection of Secret Doors, the character discovers that the pillar is hollow. The hollow contains 4 gems worth 100 gp each, 2 pieces of jewellery worth 100 gp each, and a *Periapt of Wound Closure*.

## 5. War Room

There is an oak table in the middle of the room with a musky, brown stained map and an unlit, half-melted candle. The worn wooden floorboards are dotted with fragments of furniture and cloth. Old, torn papers lay forgotten amidst the wreckage, collecting dust. Emptied wine bottles lay discarded amidst broken glass goblets.

The map dates back to a time when the dragons ruled the region. The map is outdated and many of the fortresses shown upon it are in ruins. There are three symbols scrawled across the top that were once the heraldry of ancient kingdoms. The map is written in elvish and any character who can read elvish, can identify the heraldic devices placed in the corners of the map. One of the

heraldic devices is that of a coiled serpent with the name **Seramorn**, another is a dragon breathing fire with the name **Othilon** scribed above it, and the last is that of a unicorn rampant in the air with writing below it reading **Ahualan**. These symbols are a significant clue for solving the puzzle in 16a on page 63.

When looking around the room, hidden beneath some of the debris is a silver key. The key unlocks the door that leads to room 6. On the western side of the room, a locked wooden, reinforced door leads to room 6. Trying to force the door requires an Open Doors check. If the characters break the iron door down, a loud thud is audible for 120 feet. The sound may attract other monsters in the vicinity (4 in 6). You can use Iron Pike Castle Random Encounter Table A provided on page 55 for any random monster encounter.

## 6. Armory

There's a pungent odor of decay. Black sludge coats the ceiling. The sludge drips into the center of the room and oozes down the walls, making puddles on the rotten wooden floors. The puddles of sludge bubble and gurgle, releasing noxious odors. Weapons and armor racks line against each of the walls gather dust and display various rusting, corroded swords, old shields, and spears. In one corner of the room, an ornamented chest sits undisturbed in a pile of gold.

**Sludge.** The sludge is the beginning of a new black pudding, slowly forming. This Black Pudding is only 3 HD (12 hp) and will not fully form until the end of 1 turn. See OSE for the entry on Black Pudding. The PCs have a chance to flee or kill it, before it gains full strength. If the PCs return here after 1 turn, they face a fully formed Black Pudding.

Trap door. There is a secret door that leads into an underground section of the castle. The characters can also reach this trap door from the graveyard's secret entrance.

**Coin Pile.** This pile of coin contains 500 cp, 400 sp, and 300 gp.

**Treasure Chest:** The chest holds 750 gp. It also holds a large amber figurine of a deer worth 200 gp and 10 arrows that were crafted by the elves long ago. The arrows are **+1 arrows**.

## 7. Ritual Room

Thorny branches that twist and turn cover this room,



making it difficult to navigate. Four holes from the ground allow for the thick brambles to creep across the floor. Bookshelves filled with ancient, worn books of magical arcane theory and legends, and damaged scrolls of incantations and otherwordly entities, line the walls. A circle of runes is etched on the floor at the center of the room. Around the perimeter of the circle are four symbols. The symbols are placed at 3, 6, 9 and 12 o'clock positions.

### Ritual Circle

The baroness uses her powers to teleport to and from the ogre's cave from this location. However, it can also summon a powerful creature of Chaos. Opening it may have unforeseen consequences. A successful use of Read Magic reveals that the runes scribed along the circle connect to the runes from the cave wall in the ogre's lair.

**The Symbols:** The inner circle has hieroglyphs encircling it. They are positioned around the circle and closely resemble a clock. These runes are in elvish and etched in the stone. In the 12 o'clock position there is an elvish rune of a new moon. In the 3 o'clock position there is an elvish rune of a first quarter moon. In the 6 o'clock position there is an elvish rune of a full moon. Lastly, in the 9 o'clock position, is an elvish rune of a waxing moon.

### Unfurled Scroll

There is a scroll entitled **The Dress of Neatha**. This scroll is helpful to understand and perform the ritual. The scroll tells a short tale of *Neatha*, a human woman who resisted a prophecy that she would die by her lover's hands. *Neatha* loved a woman named *Helda*, but *Helda* was on the opposing side of the war. *Neatha* attempted to visit *Helda* every night changing her appearance to trick the fates and sneak into *Helda*'s bed chambers. The scroll contains the following passage:

"Each week *Neatha* would don a new dress. The first week she wore a dress that was wondrous and bright. The second week she wore a dress of perfect balance. The third week she would slither into darkness knowing the shadows hands crept upon her. And by the fourth week nothing remained of the beauty that once was. Only now can we use the thing that we all share to reveal the truth of her dismal fate."

This metaphorical passage represents the phases of the moon. The symbols around the ritual circle are activated when they are connected with blood ("the thing that we all share") in the correct order.

## Completing the Ritual

To complete the ritual, the characters must first determine what the symbols mean. *The Dress of Neatha* uses different dresses to represent the phases of the moon. The first week represents the full moon, the second week represents the first quarter moon, the third week represents a waxing moon, and the final week represents a new moon. Characters must connect each of the symbols in this order: 6 o'clock, 3 o'clock, 9 o'clock and the 12 o'clock positions with a thin line of blood.

The runes glow a deep red. The temperature in the room rises and waves of heat dance in the air. Molten rock rises from the center of the circle and then cools rapidly. the cooling lava rock splits down the middle, cracking like a massive egg, revealing a finely robed and hooded figure. The creature throws back its hood, revealing a white tiger's head with glowing silver eyes. It pulls a pipe from the folds of his vibrant orange robes and takes a gratified puff from it. He exhales deeply and smiles.

## Theote the Rakshasa

**AC** 0 [19], **HD** 7\*\* (31hp), **Att** 2 × claw (1d3), 1 × bite (1d4+1), **THAC0** 13 [+6], **MV** 150' (50'), **SV D 4 W 5 P 6 B 5 S 8** (14), **ML** 9, **AL** Chaotic, **XP** 1,250

**Special Abilities** Cloak true form: Read the minds of those they encounter then cloak their true form with an illusion of a creature or type of person deemed friendly.

**Spell immunity:** Immune to all spells of 1st to 3rd level. Mundane damage immunity: Can only be harmed by magical attacks.

**Spells:** 1st level (MU): Charm Person, Read Magic, 2nd Level: ESP, Invisibility, 3rd Level: Hold Person. 1st Level (C) Darkness, Cause Fear

**Vulnerable:** A hit by a blessed crossbow bolt kills a rakshasa

*Theote* claims the baroness steals children because of a curse upon her, and she cannot bear children of her own. He promises that he will answer all of the PCs questions, as well as reward them with wonders from his personal treasury if they sent him free. If the characters foolishly agree, he asks one of them to repeat the phrase, "Kunam ark Faha," which frees him from his cage.

*Theote* would prefer freedom. However, he harbors enough animosity towards the baroness that he will settle for revenge. In exchange for her ability to birth a child she ended up losing her soul to him. Before *Theote* could collect the debt, she learned his true name and

bound him. He intends to exact his vengeance on her one way or another. If he is not set free, he decides to use the characters to complete this task. He might even offer one of them the same power he bestowed to the baroness for the trifle of a cost; the character's soul.

## 8. Ruined Towers

Broken stone and rubble cover the floor, along with a thick layer of dust. The stairs that leads to the top of the tower collapsed, and rubble blocks access to the upper levels.



## Collapsed Stairs

Trying to move the rubble is dangerous and can cause more masonry to fall into the room. Any character who tries to move the rubble must make a DEX ability check or take 1d6 damage from the falling scaffolding and stone. There is also a 1 in 20 (a roll of 1) chance that moving the rubble will cause the room to collapse. If this happens, have the players roll a DEX ability check on a failure the characters take 4d6 points of damage.



## 9. Floor Puzzle

The room is filled with a tar-colored stone that seems to swallow any illumination. There is a wooden statue on either side of the several wooden doors. Tiles of green, purple, yellow, red, and black form a checkered pattern in the center of the room.

Once the PCs enter the room, the doors swing shut. They are Wizard Locked as if cast by a 9th level Magic User. The western wall is scrawled messily in dried blood. It reads: “*Ruby’s cherries, lemons, and plums, earned her pretty sums. Violet’s broccoli stew, turned into goo. Sable’s little black bat, was squashed by that brat. Ruby, Violet and Sable all told a lie, such dismal ways to die.*”

### Doors

The doors are made of a sturdy wood. They are **Wizard Locked** as if cast by a 9th level Magic User.

### Floor Puzzle

The puzzle is three tiles wide and six tiles in length. To move from tile to tile requires five feet of movement. The poem offers a clue to safely traverse. The lines of each stanza refer to names or objects that correspond to the colors on the floor. The characters need to step to each of these colors in order to open the doors. The correct order is red, yellow, purple, green, black, and then all three on the last row. The first time a character, gets it wrong, a **swarm of scarabs** is released from the statues. After the initial failure, the next failure produces a **swarm of spiders**. The third failure produces a **swarm of flying cockroaches**. Below is a diagram to help with the visualization of the puzzle.

|     |     |     |     |     |   |
|-----|-----|-----|-----|-----|---|
| Yes |     |     |     |     | 3 |
|     |     | Yes | Yes |     | 2 |
|     | Yes |     |     | Yes | 1 |

**Puzzle Hints:** Cherries, means red for the first color. Lemons mean yellow. And plums means purple. Broccoli, means green. Sables’ bat means black. The final part of the puzzle refers to all three girls, which means the players need to step upon all three tiles on the last row. Ruby (Red), Violet (Purple), then Sable (Black).

### The Penalties of Failure

The first time a character fails, the character is **teleported** back to the starting position. The character must make a saving throw vs spells or suffer a **Curse** (as the spell). Subsequent failure by the same character results in

**teleportation** back to the starting position and requires a savings throw vs spells or the character is **polymorphed** into a beetle. Subsequent failed saves after a character fails the save against the **Curse** triggers the **Polymorph Other** spell. If the PCs examine or damage the statues they find the statues crawling with beetles.

## 10. The Kitchen

Pushing open the rusted oak door is a struggle because smashed cookware, porcelain, and silverware clutter the entrance. Roll to Open Doors as normal. If the door is force open, the characters see cast iron pots and pans scattered about. All of the cookware is covered in grime and dried blood. Rotten vegetables splatter the wall. A man dressed in a filthy, stained chef’s apron holding a cleaver mindlessly hacks at the cutting board, splitting a small arm into several chunks. Blood splatters against his apron. He scrapes the pieces into the pot. Its face is rotted. It mutters in a raspy voice, “Stew, stew for the guests...” This is the baroness’ chef Loban.

Loban stands near a pot filled with the limbs of victims in a boiling thick stew. Loban is undead, with a modicum of intelligence.



## Loban the Undead Chef

**AC** 6 [13], **HD** 4\* (19 hp), **Att** 1 × cleaver (1d6), 1 × throw slop. **THAC0** 13 [+6], **MV** 90’ (30’), **SV D** 10 **W** 11 **P** 12 **B** 13 **S** 14 **ML** 12, **AL** Chaotic, **XP** 400

**Special Abilities:** Undead Immunities. Throw Slop (1/round) at a character. The character must make a saving throw vs. Poison or become nauseated for 1d3 rounds, unable to act.

**The Stew:** Anyone that dined with the baron and ate the

stew must make a savings throw vs. Poison or become nauseated for 1d3 rounds, unable to act until it passes.

## 11. The Cell

The musty odor of old feces lingers here. Small human bones are stashed in a pile with deep teeth marks imprinted on many of them. A single thin stone pillar stands in the middle of the room. Pooling at the bottom of the pillar is a puddle of fresh blood. The only inhabitant in the room is a creature stitched together with different hunks of human bodies. Strands of black hair hang in front of its sunken and malformed face. Around its neck is a metal collar chaining it to the pillar.

### The Creature

The creature that is attached to the chain is a torpid flesh golem. It remains this way if the party does not disturb it. However, if the characters try to break the chain, free it, talk to it or touch the creature in any way, its eyes open; pale, milky and dull. It emits a warbled croak. It lashes out from its chains and attacks the characters. The creature though isn't complete (hp 18).

## Zombie

**AC** 8 [11], **HD** 9 (18 hp), **Att** 2 × fist (2d8), **THAC0** 12 [+7], **MV** 90' (30'), **SV** **D** 10 **W** 11 **P** 12 **B** 13 **S** 14 (4), **ML** 12, **AL** Neutral, **XP** 900

**Special Abilities:** Mundane damage immunity; Immunity: Energy immunity: Unharmed by fire, cold, and electricity. Healed by electricity: Each die of damage an electrical attack deals restores 1hp to a flesh golem.

Wise characters will quickly realize moving back and striking it from a distance is the better way to deal with the thing. They'll also learn that only magic can harm it. If the PCs remain out of range, they can strike the thing without the creature attacking them in return. The thing can only attack creatures within a 10' radius, the maximum radius of its chains.

## 12. Storage Room

The walls of the room are lined with barrels and crates. A nozzle from a single, massive, ale barrel slowly drips onto the stone floor forming a puddle. Some tipped over containers spilled rotten food onto the ground. A massive spider lies dead on the floor in eastern side of the room. Its legs curled inward towards its abdomen. A

small cage lays next to the corpse of the spider. Sitting on top of the cage is a tiny blue dragon. It watches you, intelligently cocking its head from side to side like a bird.

### Pseudodragon

The tiny dragon is a Pseudodragon by the name of *Umtu*. Unlike most Pseudodragons, *Umtu* has the ability to communicate in full sentences with the characters. *Umtu* is cautious at first; however, if the characters are nice to her, she relaxes and tells them her story.

## Umtu

**AC** 2 [17], **HD** 2\* (9hp), **Att** 1 × bite (1d3), 1 × tail sting (1d3 + poison), **THAC0** 18 [+1], **MV** 60' (20') / 240' (80') flying, **SV** **D** 12 **W** 13 **P** 14 **B** 15 **S** 16 (2), **ML** 8, **AL** Lawful, **XP** 25,

### Special Abilities:

Surprise: On a 1–4, due to chameleon-like ability to blend in with surroundings. Poison: Induces a comatose, near death state for 1d6 days (save versus poison). Victim appears dead, except to very close inspection.

Magic resistance: +2 bonus to all saving throws against magic.

Telepathy: Communicate telepathically within 30'.

Companion: May become a companion for a lawful adventurer. Able to telepathically transmit senses to the companion, up to 240' distant.

The baroness captured *Umtu* for her ability of telepathy. The baroness tried to use *Umtu* to develop her powers over the human mind. *Umtu* tried to trick the baroness. When the baroness noticed *Umtu*'s little game, she threw her into a cage in the storage room. When the spider attacked her, the cage's lock broke and she fought her way to freedom. The only problem was the door was locked and *Umtu* was too malnourished to escape the room.

The characters could convince *Umtu* to join their party if they are kind to her, offer her food (she's very hungry) or a gift. *Umtu* happily joins the party of whichever party member that proved the kindest, fed her or granted her a gift. The DM may decide that *Umtu* acts as a familiar to any magic user or class capable of having a familiar.

**Ale Barrel.** The massive ale barrel in the back of the room still contains a small amount of liquid. If a character drinks some of the ale, they learn that the liquor has magical qualities. A draught of the ale

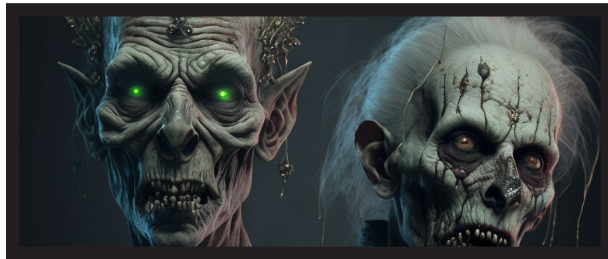
requires a Savings throw vs poison, failure results in -2 to all rolls for two turns because of instant intoxication, however the character heals 1d6 hp. There is enough for five draughts within the ale barrel then it taps out.

### 13. Honored Guests

Two cadavers sit in wooden chairs near the back of the room. Their heads droop towards their feet. They raise their heads when the PCs enter and spring hungrily at the PCs.

The cadavers are two ghouls.

### Ghouls



**AC** 6 [13], **HD** 2\* (9 hp, 7 hp), **Att** 2 × claw (1d3 + paralysis), 1 × bite (1d3 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV D** 12 **W** 13 **P** 14 **B** 15 **S** 16 (2) **ML** 9, **AL** Chaotic XP 25

**Special Abilities:** Paralysis: For 2d4 turns (save versus paralysis). Elves and creatures larger than ogres are unaffected. Undead: Make no noise, until they attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells

**Treasure:** Each ghoul wears a gold torc with 500 gp. In the tattered pockets of one ghoul, is 6 gems with 100 gp. The cloak of one of the ghouls is a **Cloak of Defense+1**, but because it wears old, worn and rent leather armor, it does gain the benefit of the cloak.

#### 14. Spinning Blade Trap

At the end of a hall framed by a grand arch are two great doors. The archway depicts a woman holding a baby towards the sky. Script carved in Elvish decorates the base of the arch.

### 14. Trap

A spinning blade trap activates with a 2-in-6 chance for each characters that passes through the archway. A floor pressure plate triggers the trap. If the party is searching for traps here, a character may roll to Find Traps, and the

pressure plate in the center of the archway that activates the trap. A character with the Remove Traps may roll to disable the trap. If they're actively searching for traps, characters may also note on a 2-in-6 the grooves from which the trap springs, a 1-in-6 if they're not actively searching.

If the characters do not see the pressure plate or fails to deactivate the trap, blades shoot up from the ground and begin to spin. The spinning blades have a THAC0 14[+5] Attack and inflict 1d6 damage.

Elvish script: *"May the gods lift the spirits of the quiet and the still."*

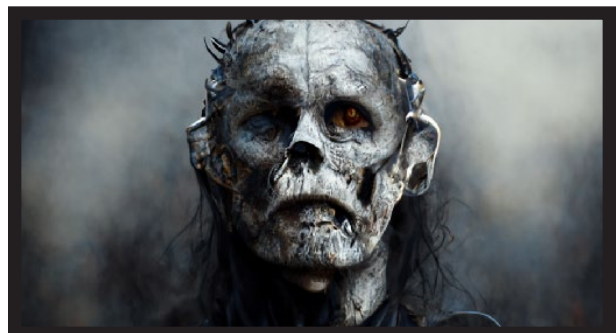
The images show a mother offering her son to the heavens. This is a goddess appropriate to the campaign setting. The characters may know the folklore that claims mothers who gave birth to stillborn, or lost their child shortly after birth, would bring the corpse for blessing of the goddess, to ensure its spirit did not become a tragic undead creature. The goddess is believed to act as a psychopomp, freeing the spirit.

### 15. The Throne Room

The warm charm this room once possessed is lost. Marble columns are set in evenly spaced rows. A few of the columns have toppled to the ground and shattered against the floor. Purple rugs cover the walkway to the elevated stone dais upon which two thrones rest. The left throne is composed of bones. The throne on the right is a glossy black. Standing next to the throne is a tall figure in plate armor. The flesh is ghastly pale and its eyes are empty sockets. When it sees the party, it draws its sword and descends the stairs of the dais towards the party.

The undead creature that challenges the characters is *Gesrick Banewolf*, once a knight under the service of the baroness. He tried to kill her when her reign turned tyrannical. Now he is cursed to serve her as a Wight.

### Wight





**AC** 3 [16], **HD** 3\* (15 hp), **Att** 1 × touch (energy drain) or sword (1d8+2), **THAC0** 17 [+2]

**MV** 90' (30'),

**SV D** 12 **W** 13 **P** 14 **B** 15 **S** 16 (3), **ML** 12, **AL** Chaotic, **XP** 125

**Special Abilities:** Undead. Mundane damage immunity: only harmed by silver weapons or magic. Energy drain: A successfully hit target permanently loses one experience level. See the entry for Wight in OSE for more information.

*Gesrick* uses the sword **Oathsworn**. He also uses his touch to energy drain the PCs. The Referee may wish to alternate the attacks of *Gesrick*.

**Treasure:** *Banewulf* carries his sword **Oathsworn**, a +2 **Sword**. See page 82 in appendix A for the complete details of the sword. *Banewulf* wears plate mail, though old, a PC could take it, it requires some repairs. Until repaired, its AC is one lower than regular plate armor. Repairing it costs 50 gp. He has 300 gp on his person.

### Throne of Bones

If a character touches this throne, they notice its unnatural chill. The moment their warm skin touches the icy bones, the throne will let out an evil hiss before forming a *Necrophidius*. Because it takes a moment for the *Necrophidius* to form, the PCs win initiative. If using individual initiative, grant the PCs +2 to their initiative rolls for the first round of combat.

## Necrophidius

**AC** 1 [18], **HD** 2\*\* (9hp), **Att** 1 × bite (1d8 + paralysis), **THAC0** 18 [+1]  
**MV** 90' (30')

**SV D** 12 **W** 13 **P** 14 **B** 15 **S** 16 (2),

**ML** 12, **AL** Chaotic, **XP** 30

**Special Abilities:** Undead, Surprise: If a necrophidius surprises enemies, it begins to sway hypnotically. All who observe must save versus spells or be hypnotised for 1d4 rounds, unable to move or act. The necrophidius attacks hypnotised victims. Paralysing bite: Victim must save versus paralysis or be paralysed for 1d4 turns.

The PCs gain initiative against the Necrophidius because the creature takes 1d3 rounds to completely form from the throne. The PCs cannot harm it until its fully formed, but can prepare for it or run from it. The Necrophidius will pursue them beyond this room.

### Throne of Shadow

If a character touches the throne of shadow or sits in it, it triggers a **Shadow Monsters** spell (See OSE Advanced Fantasy for the precise details on this spell and how this spell functions), as if cast by a 9th level Illusionist. The characters make saving throws vs. spells as normal. This forms eight hobgoblins formed of shadow-stuff, each with 2 hp. If the PCs flee from the room, the **Shadow Monsters** do not pursue them and return to the throne.

### Smashing the Thrones

The thrones have AC 2[17] and 100 hit points. After vanquishing the Necrophidius and Shadow Monster hobgoblins, these entities reform in six rounds. If the PCs haven't destroyed the thrones after 6 rounds, they'll have to face those entities again. This process repeats until the thrones are reduced to 0 hitpoints.

### 16a. False Wall

Elven script is scrawled along a section of the wall: "In the years long past there was an old king that wore a garnet ring. He sought a **unicorn** far beyond his court, for a **serpent** bit him, and his time grew short. During his journey, he was thrown from his wagon, and set upon by a terrible **dragon**. The king fought with vigor, like in the days of his youth, slaying the beast with its own jagged tooth. Seeing the beast slain, the **unicorn** stepped into the light, and promised the king, eternal life. Before the king could obtain the reward for his quest, the **serpent's** poison seeped into his chest."

The names of three great elven houses of the region are engraved into stones protruding slightly out of the wall. **Seramorn**, **Othilon** and **Ahualan**.

### Puzzle

The characters must press the stones with the heraldry named in the correct order. If the characters have been to the War room (room 5), the characters found an old map with the heraldry of a few noble lines with their corresponding symbol of a serpent (Seramorn), dragon (Othilon) or unicorn (Ahualan). If the characters solve the puzzle, the wall recedes and the party accesses a hallway that leads to room 16b.

**Correct Order.** Ahualan, Seramorn, Othilon, Ahualan, Seramorn.

## 16b. Secret Treasure Room

The heat in this room rivals that of a fired forge. Flames shoot out from demon-faced statues set along the walls of the circular room. A massive spiked pit lies exposed in the middle of the room. The pit's rough metal spikes glow a molten orange from their constant exposure to the heat of the flames.



In the far back of the room, piles of gold and gems surround a golden chest. The chest shimmers and reflects the light of the flames. There is a lever pulled downward on the other opposite side of the pit.

## Trap

The obvious trap in the center of the room is a pit trap that is surrounded by flames from the demon-mouth statutes. There is no space to walk around unless a character can climb the steep walls that surround the pits (using a thief's skill). If a player tries to jump through the flames to reach the other side, they must succeed at DEX ability check, penalized by 4 if wearing armor heavier than leather (or studded leather if used in your game). Failure results in the character falling into the pit below taking 2d6 damage from the fall, and 1d6 from the fire of the demon mouths. If a character manages to reach the lever on the other side, switching it upward deactivates the flames and closes the pit, locking it in place.

**Treasure:** The treasure pile consists of many items that were once gifts to the baroness, spoils of war or items she had little use for, but were valuable in some manner. The treasure hoard contains; 4,900 copper pieces, 4,000 silver pieces, 3,000 gold pieces, 11 rubies worth 50 gold pieces each, 5 gems worth 500 gold pieces each, and 12 gold figurines of the baroness' likeness each worth 100 gold pieces. Inside of the chest are: a *scroll of Cure Light Wounds*, a *scroll of Cure Serious Wounds*, a *scroll of Bless*, *four Blessed Crossbow Bolts*, a *scroll of Cure Disease*, a *scroll of Create Food*, a *scroll of Remove Curse*, and *chainmail+1*

## 17. Servant's Quarters

These wooden floors creak and moan when walked upon. Beds are stacked on the far side of the room. Their stained and torn sheets reek of mildew. Run down furniture is pushed against the wall of the room. Dressers and cabinets are slanted to one side with broken legs that have fallen into the cracks in the floors.

In each of the rooms there are five *Twisted Servants*, unless the servants engage in other rooms with the characters because they were alerted to the characters presence such as if the PCs made too much noise. Make sure to keep track of which monsters leave the rooms and were already defeated by the characters during random encounters or other triggering events.

**The Twisted Servants** have no will of their own. The servants were normal humanoids employed by the baroness to tend to the castle. She warped their minds to her will with her magic.



## Twisted Servants

**AC** 9 [10], **HD** 1+1 (5hp), **Att** 1 × dagger (1d4)

**THAC0** 18 [+1]

**MV** 90' (30')

**SV D** 12 **W** 13 **P** 14 **B** 15 **S** 16 (2)

**ML** 12, **AL** Chaotic, **XP** 30

**Special Abilities:** Broken Minds: Immune to mind affecting spells, Enslaved Wills: The Twisted Servants act only to serve their lady's will, they cannot retreat unless she wills it, and therefore, never check morale.

## 18. Bathing Room

Marbled floors are drenched in murky water that seeps into footwear. Potted dead ferns decorate the corners of the room. Mold pollutes the air. A layer of green algae and scum cover the water in the bath.

Tattered towels are scattered about the end tables; completely soaked with the putrid water. The bath's occupants are naked, rotted and bloated corpses.

The corpses in the water were once nobles that ridiculed the baroness. The baroness offered to have a bath and drinks with them, she mixed the water with poison.

When the poison seeped into the bathers' skin, the victims became comatosed and drowned. The baroness bound their spirits to their corpses. There are four *Bloated Walkers* here.

## Bloated Walkers

**AC** 8 [11], **HD** 2 (9 hp), **Att** 1 × drowning

**THAC0** 18 [+1],

**MV** 60' (20')

**SV D** 12 **W** 13 **P** 14 **B** 15 **S** 16 (1)

**ML** 12 **AL** Chaotic **XP** 55

**Special Abilities:** Undead, Drowning: The Bloated Walker attempts to grab its foe and bring it close for an embrace, and vomits foul water into its foe's mouth. If the Bloated Walker's attack is successful, the PC takes 1d4 damage each round, unless a saving throw against Paralysis succeeds.

The character may roll at the end of the combat round. Damage is automatic unless the saving throw is made. Those damaged by Bloated Walkers must also make a savings throw against Poison or contract a disease.

## Taking a Bath

If the characters attempt to take a bath, they must make make a saving throw against Poison or become comatose and drown in 1d4 rounds. If they're saved from drowning, make a saving throw against poison or suffer from a disease. The referee may also wish to review the character's Intelligence score and see if its too high.

## 19. Spider Nest

A giant web with thick strands hangs from the ceiling to the stone floor. Bloodless cocooned corpses dangle in the webs, or lay on the floor along with fragments of furniture.

Opening the door triggers vibrations in the web. A giant albino spider ascends from a large hole in the floor. A **Phase Spider** has made this dark room its home and it its hungry.



## Phase Spider

**AC** 6 [13], **HD** 5\* (20 hp), **Att** 1 × bite (1d6 + poison), **THAC0** 15 [+4], **MV** 60' (20') / 150' (50') in webs, **SV D** 12 **W** 13 **P** 14 **B** 15 **S** 16 (3), **ML** 8, **AL** Neutral, **XP** 300



**Special Abilities:** Poison: Causes death in 1 turn (save versus poison with a -2 penalty) Phasing: Can shift out of phase with surroundings, becoming intangible. Attack by briefly phasing back in. In a round when the spider attacks, characters who win initiative may attack it as it phases in. Otherwise, the spider can only be harmed by magical attacks.

**The Webs:** Characters may make a saving throw vs Paralysis to avoid being caught in the webs. If a character is caught in the Phase Spider's webs, the character becomes entangled and cannot move. It takes 2d4 turns to escape for characters with a strength in the normal human range; 4 rounds for strength 18 or above; 2 rounds for creatures with giant strength. Fire destroys the webs in two rounds. All creatures in a flaming web suffer 1d6 points of damage.

**Treasure:** There is a single broken chest. Inside of what remains of the chest are 200 copper pieces, 150 silver pieces, and 100 gold pieces.

## 20. Desecrated Temple

The remains of this holy site send a shiver down your spine. Two rows of benches are lined in the lightless room which are split by a worn red carpet in the center alley. A statue of a woman holding the sun and moon rests upon a stone base that's shaped like a crescent moon.

The floor has fallen away around the statue, its too dark to see where the bottom lies. The walls are covered in moss and long vines that stretch from the ceiling to the floor.

Moving around the room is a massive blob of grey and pink goo. its body is riddled with mouths and eyes pop out randomly, some on membranous stalks. It blabbers incoherently and slides slowly around the room.

### Creature

The creature is a **Gibbering Moulder** (See OSE Advanced Fantasy for complete statistics and description of the Gibbering Moulder). This creature is cursed. It was an assassin disguised as a cleric prior to its curse. The **Gibbering Moulder** is not initially hostile towards the characters, and it will try to plead for help. This doesn't go too well considering its current state. The mouths whimper incoherently while it moves towards the door, blocking room 21.

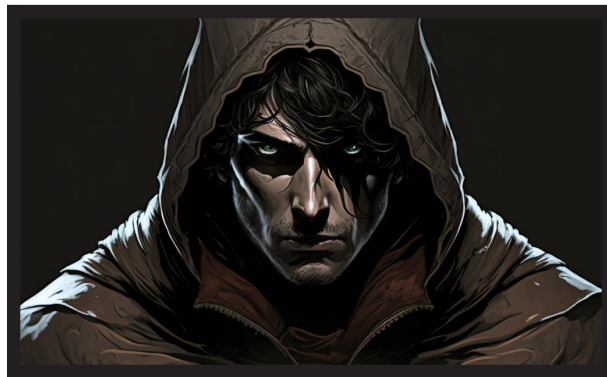
### Curse

Long ago when the baroness searched for an answer to why she was unable to birth living children, she went to a priest. He said he was a cleric who could heal her womb. In actuality, he was an assassin attempting to kill her.

He was close to assassinating her using a poison that he claimed would allow her to have children. The baroness saw through the ruse and she cursed the assassin, turning him into a gibbering moulder. If the characters notice that the gibbering moulder is not hostile, they could deduce it's a person under a curse or under a polymorph spell.

If they wish to break the curse there are two ways to do this. One is if the characters have the spell **Remove Curse**, they can remove the curse on the gibbering moulder, the only other option is to kill the caster of the curse, the baroness.

If the characters are able to remove *Kuam's* curse, he is jubilant, and offers to join the character's cause against the baroness, and finish what he started. He becomes a retainer, and has a +2 loyalty rating.



## Kuam

**Class:** Assassin 4

**Str** 12 **Int** 12 **Wis** 11 **Dex** 14 **Con** 10 **Cha** 12

**AC** 6[13] leather **HD** 4d4 (10 hp) **Att** 1 x Dagger (1d4), Sling (1d4)

**THACO** 19[+0]

**MV** 120' (40')

**SV** **D** 13 **W** 14 **P** 13 **B** 16 **S** 15

**AL:** Neutral

**Languages:** Alignment, Common, Elvish

**Special Abilities:** Assassin Skills, Disguise, Poison

**Weapons:** Dagger

## 21. Temple Storage

Situated in small hallways are two large bronze statues of lions with the heads of women. There is a damaged marble statue of a woman holding her hands outstretched to the sky in the southern part of the room.

Beneath her feet is an open wooden chest, revealing three worn scrolls. Unlit candles encircle the base of the statue, their cooled wax glued to the floor.

### The Scrolls

There are three scrolls. One in each small chest. In the chest on the left is a *scroll of Bless* lying on a bed of 1,000 sp. In the middle chest is a *scroll of Remove Curse*, lying on a bed of 1,000 cp, and in the right chest is a *scroll of Cure Light Wounds*, lying on a bed of 1,000 gp.

### The Candles

When the players interact with the scrolls, the candles ignite. The orange flames cast an eerie shadow across the walls and surround the players with fire. They see martyrs tied to a stake, desperately struggling to break free of their bonds. They rise above the players, before burning to death. The characters must make a saving throw vs Spell or suffer an effect of a *Fear spell* from the illusion placed to guard the three temple treasures. Otherwise, they can easily retrieve the three scrolls and the coins.

## 22. Dining Hall

This room is well-lit from the torches that line the walls. Tables are arranged laterally against each other, and connect to a massive wooden table in the southern part of the room forming a U shape. Plates and silverware are set neatly all across the table with napkins laid daintily across each plate. Soup bowls are laid out next to the plates. Everything is perfectly polished. At the head of the far table are two massive wooden chairs with cushions of red velvet. Bowls of fruit, and other supple delicacies are spread across the tables along with pitchers filled with numerous drinks.

### Dinner Miscreants

If the players interact with the silverware or table, the silverware, plates, and even food come to life and begin to fling themselves at the characters. Each piece has a THAC0 20[-1] to attack and inflict 1 point of damage. Each character suffers three attacks per round. A dispel magic ends this effect permanently. If the PCs leave the

room, the tableware calms down. If the PCs remain in the room, the calamity continues for a 1 turn, and then ceases, the magic dispelled.



## 23. Pit Demon

Four statues carved to resemble gargoyles flank the corridor and stare into a fleshy pit in the floor. A strange red light illuminates the pit's vortex that's ringed with teeth and casts shadows upon the floor. The space around the statues allows a character to squeeze by.

### Demon's Maw

This trap is very simple. If the characters jump into the maw, it snaps shut and swallows the character whole. The demon consumes the character's body and soul. *Raise Dead* is not possible.

They can walk around the large mouth without difficulty; it really is that simple. If the characters choose to attack the maw, the demon extends its tongue, that resembles a massive slug, to attack. It's THAC0 11[+8] and does 3d6 damage. It attacks any character that attacked it first. Fighting the maw is a terrible idea. Some things can't be solved with a sword. If the PC ceases their attack, they can resume walking past the maw. Feel free to allow the PCs to try and jump, making DEX ability checks. Characters in armor heavier than leather or studded leather have a -4 penalty.

### Experience Reward?

All they had to do was walk on by, it wasn't that hard. But, if you must, 50 xp.

## 24. Mycelian Prison

Pulsating iridescent colors from several different species of mushrooms illuminate the room. Tall mushrooms that almost scrape the ceiling shine blue, yellow, red, orange and green. Meandering about are mushroom humanoids.

If the PCs try to communicate with Mycelians, they begin to run around flailing their arms in the air or hide behind massive, mushroom stems, or root in the earth pretending to be mushrooms. This occurs the moment they become aware of the PCs.

If the PCs show no hostility, one of their number approaches them, willing to parley with them.

## Fingle McRingle

The Mycelian that speaks is named *Fingle McRingle*, and he claims to be the leader of this clan of Mycelians. He claims a **Leprechaun** named *Flupo* rescued him when he was just a small spore, and named him. He and his people are trapped in the baroness's hold, and their brains are used to make the paints she uses for her art. They fear and hate her. The PCs stand a good chance of acquiring an ally.

He knows the baroness lives in the highest tower of Iron Pike Castle. The Mycelians can provide some information about the baroness and the baroness. They warn the PCs of the werewolf.

If the PCs ask for other assistance, the Mycelians offer them the opportunity to inhale a certain mix of spores that can cure disease, and on a failed saving throw vs poison, become intoxicated by a hallucigenic, PCs have -1 to rolls while in this state. This effect lasts for 1d3 turns.

The Mycelians have a store of six potions, which they may share with the PCs if the PCs are respectful, friendly, helpful and dedicated to killing the baroness.

These are: **Potion of Delusion**, **ESP**, **Growth**, **Control Plant**, **Potion of Poison**, **Fire Resistance**, and **Gaseous Form**. They identify the potions by the patterns of color in the mixtures. If the Mycelians are forced to give up their potions, they lie about the potion of Delusion, which they claim resists fire, and the Potion of Poison which they claim is a potion of Healing. Only if the Mycelians freely give the potions do they tell the truth.

When the players leave, the Mycelians will watch them

leave and then close the door behind the characters. They will stay in the room unless the characters persuade them to do something else.

## 25. Trophy Room

This cold room is decorated with various hunting trophies. Heads of moose, elks, deer, bears, and other beasts long extinct, are organized by size on their lacquered wall mounts. Under each animal is a plaque which describes the animal and who hunted it.

Desks are situated against the walls of the room with unlit candle sticks surrounding tiny dolls with needles fed through their straw bodies. In the center of the space is a massive purple rug with golden frills.

### Foe

The rug in the center of the room is an usual **Mimic** that can take the form of rugs and tapestries, but not wood and stone items.

## Mimic

**AC** 6 [13], **HD** 9\* (24 hp), **Att** 1 × pseudopod (3d4)

**THAC0** 12 [+7]

**MV** 30' (10')

**SV D 10 W 11 P 12 B 13 S 14 (5)**, **ML** 9, **AL** Neutral, **XP** 1,600

**Special Abilities:** Mimicry: Rugs, this Mimic only does rugs. Remain motionless; only attacks if touched, lashing out with a pseudopod.

**Contact glue:** Anything that touches a mimic is stuck fast by the glue it exudes. Released only by killing the mimic. Yep, you can't get off the rug until its dead.

**Light sensitivity:** Suffer a -2 penalty to attack rolls and a -1 penalty to AC when in bright light (daylight, continual light).

**Treasure:** Hidden under the **Mimic** is a discolored flagstone (noticeable on a 2-in-6 if not actively searching, noticeable if a character is checking the floor) that lifted, conceals a cache of 50 gems worth 100 gp each.

## 26. Lavatory

The smell of excrement, body odor and urine is overwhelming. There are stone slabs with holes cut



out in the center; these are clearly toilets. Nobody has cleaned the toilets in years, and the *Twisted Servants* still use them.

Toilets. If a character is determined to search the toilets for whatever reason, they need to save vs poison at -2 or suffer a disease, and 1d4 damage. They find 1 cp for their trouble.

## 27. Ballroom

A golden chandelier hangs from the ceiling. Vibrant mosaics depicting dancing and festivities decorate the walls. Around the perimeter of the dance floor are polished marble steps. Wooden benches and chairs are positioned around the perimeter of the dance floor on the raised sections of the floor. A wooden pillar lays toppled, large bits of wood stick out of the floor. Dust dances in the air. Once the PCs step on the dance floor, the following occurs:

A **skeleton** appears in the center of the dance floor. It pulls out an ornate silver flute from the air and begins playing a cheerful tune - despite its lack of organs.

Two spirits appear, one on each side of the flautist in the form of dwarven women. One begins to play a strong and hardy rhythm on a drum. The other plays a lute, strumming mellow chords complement the melody of the flute beautifully.

### The Damned Troupe

Long ago when the baroness hosted parties, she had a troupe that would always play for her guests. She bound their souls to this room, and they play for whoever enters the ballroom.

The PCs must make saving throws vs *Spells*, to resist a **Charm Person spell**. The Damned Troupe compels them to dance at a heartbursting pace. After the first round, the characters suffer 1d4 points of damage. This occurs each round until they make a saving throw or they dance to their death.

A *Dispel Magic* or *Remove Curse* can undo the magic that dooms the troupe, freeing them forever. A cleric can also use *Turn Undead* to temporarily banish the Damned Troupe. Treat the Damned Troupe as a 4 HD undead creature.

## 28. Indoor Garden

Stone flowerbeds lay across the granite tiles. Overgrown

living and dead flora fills the flowerbeds. A marble fountain lies dormant and filled with dead vegetation.

Four giant centipedes are in the basin of the mucky, old fountain. Two more are in the flowerbeds. Six in all.

## Giant Centipedes

**AC** 9 [10], **HD** ½\* (2hp), **Att** 1 × bite (poison)

**THAC0** 19 [0]

**MV** 60' (20'), **SV**

**D** 14 **W** 15 **P** 16 **B** 17 **S** 18 (NH)

**ML** 7, **AL** Neutral, **XP** 6

**Special Abilities** Poison: Causes victims to become horribly sick for ten days (save versus poison): no physical activity possible except half speed movement.

## 29. Illusionary Floor

Elven and human corpses are sunk into the floor. Bookshelves and corner tables look as if they are being swallowed by the ground. A trail of bloodstains leads from door to door.

### Quick Stone

When the characters walk in the room, the floor tries to drawn them under. The baroness created this illusion of the floor acting like quicksand. *Detect Magic* identifies the magic in the room. *Dispel Magic* can remove the illusion. Characters also receive a saving throw against *Spells*. If the characters fail, they believe they're being sucked under, and take 1d4 hitpoints per round, gasping for air. Characters can make another saving throw at the end of each round. If they overcome the illusion, its a flagstone floor and nothing else.

## 30. Tinkers' Workshop

This small square room is littered with small hammers, nails, and spools of thread. A single workbench is pushed against the walls, with the parts of dolls scattered across it. Strange diagrams of wooden horses and dolls are pinned to the wall above the workbench. Two short, bald creatures with dark grey skin focuses intently on their work. Long white beards fall down to their feet and drag behind them as they pull their hammers out of toolbelts around their unnaturally thin waists.

They are two **Duergar** tinkers that attack the characters, if they notice them. They are named Uldwyn and Yord

## Duergar (Uldwyn and Yord)

**AC** 4 [15], **HD** 1\* (4hp , 3 hp), **Att** 1 × weapon (1d6 hammer)

**THAC0** 19 [0]

**MV** 60' (20')

**SV D 8 W 9 P 10 B 13 S 12** (Duergar1)

**ML** 8, **AL** Neutral, **XP** 13

**Special Abilities:** Surprise: On a 1–3, due to their ability to briefly become invisible. Enlargement: Once per day, may double in size for 1d4 rounds. While enlarged, inflict double damage in melee. Infravision: 90'. Light sensitivity: Suffer a –2 penalty to attack rolls and a –1 penalty to AC when in bright light (daylight, continual light).

### Angry Dolls

If the PCs kill the tinkers, numerous dolls come to life, grabbing needles, tiny pins, or use their little, snapping teeth, to attack the PCs.

## Doll Horde

**AC** 9 [1], **HD** 3\* (20 hp), **Att** 4 x pins and needles (1d4)

**THAC0** 19 [0]

**MV** 60' (20')

**SV D 8 W 9 P 10 B 13 S 12**

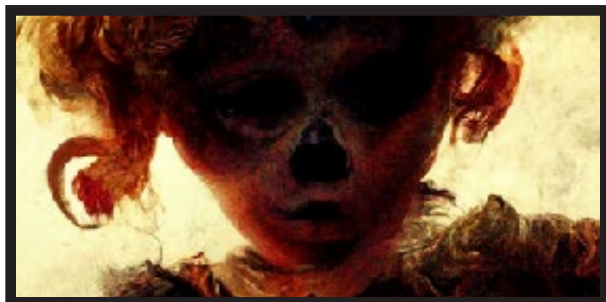
**ML** 12, **AL** Chaotic **XP** 350

**Treasure:** The two Duergar were well-rewarded. They have 2,000 sp in locked chest, they both have a key.

### 31. Stairway

Placed against the walls are worm eaten wooden coffins. Worms writhe out of holes in the lids and squirm upon the ground. In the far back of the room, a stone staircase leads up.

Inside one of the coffins is a **Spawn of the Worm** that bursts forth from its coffin and attacks. The rest of the coffins contain worm-ridden, dessicated corpses.



## Spawn of the Worm

**AC** 9 [10], **HD** 4\*\*\* (18hp), **Att** 1 × fist (1d8 + disease), 1 × worm (burrow),

**THAC0** 16 [+3], **MV** 90' (30')

**SV D 10 W 11 P 12 B 13 S 14** (4)

**ML** 12, **AL** Chaotic **XP** 225

See OSE Advance Fantasy for the Spawn of the Worm's complete abilities.

**Treasure:** The 7 corpses have a funeral mask decorated in gems worth 100 gp per mask. There are also silver necklaces and arm bands scattered in each coffin that's accumulative total is 100 gold pieces. The Spawn of the Worm wears a *Ring of Controlling Animals*.

## Iron Pike Castle: 2nd Floor

The staircase in room 31 leads into room 32 connecting the first and second floors of the castle. As the characters make their way up into room 32, transition to using the map of the second floor. See Map 18.2 Iron Pike Castle Level 2.

### 32. Magic Mirror

Rubble covers the floor. Fungus grows out of the cracks in the floor, walls, and the ceiling. A stone statue of a woman riding a horse is in the center of the room. The statue is defaced and two of the horse's legs are broken off. A single skeleton in rusted, pitted mail lies against the wall with an ornate two-handed axe next to it. The room's mundane decoration has a single mirror. Gems adorn its silver frame. An ethereal mist forms in front of the mirror taking the shape of a woman.

#### The Magic Mirror

The mirror was brought here long ago when the baroness attempted to use the magic within it to change her appearance. She learned how to use its magic for her own purposes and left the mirror discarded here. The mirror is magical and its origins are unknown.

The amber gems along the mirror frame can be plucked from its frame. One of the five gems is an amber stone that contains the *spell Major Creation*. To cast it, the player must be capable of using arcane magic. Once used, the magic is expended from the gem. The other amber stones are worth 50 gold pieces each.

The mirror is now home to the spirit of an adventurer who died here. Because of the mirror's properties, the ghost is sane and lucid. The PCs might overreact when

they see the ghostly image appear and try and smash the mirror. Roll initiative. If *Verna* wins, she cries out that she means no harm. See the entry for *Verna the Ghost* below, for more information about Verna, her past, and the consequences the PCs may suffer if they shatter the mirror containing *Verna's* ghost.

## Verna the Ghost

Inside of the mirror is a ghost of an adventurer that opposed the baroness. Her name is *Verna*. She was a human warrior from a nearby tribe that originally inhabited these lands. She accompanied her father, *Morbal*, who was a wizard and her sister *Felda*. *Verna* sought to rescue the chieftain's child from the horsemen. She sought to redeem her family's name after her mother attempted to kill their chieftain. Her family took an oath to bring back the child. Fate was unkind to *Verna*. Her father was killed at the entrance to the castle after he was attacked by a statue and stabbed to death by flying swords. She and her sister pressed on until *Twisted Servants* ambushed them and cut *Felda* to pieces. Wounded in the fight, *Verna's* wounds festered and made her gravely ill. She stumbled up the steps, before collapsing against the wall unable to continue. She succumbed to the wound and died within the dark halls. Though her body had failed, the Mirror absorbed her spirit. She inhabits the mirror hoping that one day a champion will finish the deed she set out to accomplish.

*Verna* appears before the characters if they look into the mirror and offers help. She gives them sanctuary within the room so the players may rest here safely. *Verna's* magic from the mirror prevents the baroness' scrying. The baroness only sees an empty room.

She offers the PCs her old **silvered, battleaxe+1** that she named Fenri that lays next to her skeletal corpse. The axe is pristine, with silver etched into the axehead. She asks that whoever takes the axe destroy the horsemen so she can rest in peace. A rusty set of chain mail rent in the side adorns her skeleton.

**Referee's Note:** If the player attack *Verna* she will first try to calm them. If this fails, she will fight back. Use the statistics for a Ghost in OSE Advanced Fantasy. However, destroying the mirror releases *Verna* to whatever fate awaits her spirit. The Mirror has 20 hp and an AC of 9[10]. If the Magic Mirror is shattered, the PCs must make saving throws vs Spells or suffer from a **Curse spell** for seven years, or until they receive a **Remove Curse spell** cast upon them.





### 33. The Study

A long, purple rug centered in the room covers the polished slate floor. Desks arranged in neat rows occupy the center of the room. Small but currently dry fountains are spread along the walls. Wilted potted plants sit in the corners of the room. Two massive remains of horned creatures are piled in between the rows of desks, each with an enormous double-headed great axe next to them.

**Foes:** Two **Skeletal Minotaurs** rise from the bone piles to fight. Rooms 34 and 35 have two **zombies** inside each room. The zombie join the fray on a 2-in-6 chance.

#### Skeletal Minotaurs

**AC** 6 [13], **HD** 3 (17 hp, 14 hp), **Att** [1 × gore (1d6), 1 × bite (1d6)] or 1 × weapon (1d8+2)  
**THAC0** 17 [+2]  
**MV** 90' (30')  
**SV D 12 W 13 P 14 B 15 S 16**  
**ML** 12, **AL** Chaotic, **XP** 275  
**Special Abilities:** Undead

**Treasure:** On the shelves are the following scrolls: Cleric: *Cure Light Wounds*, *Detect Magic*, *Light*. Arcane magic scrolls: *Hold Portal*, *Protection from Evil*, and *Read Magic*

### 34. Guest Room

This cluttered room contains an old queen size bed, its yellowed sheets and worn covers thrown to one side. Torn feather pillows are strewn about the room, and the floor is littered with broken pieces of furniture. The wooden floors are rotten, with some sections having large holes and cracks in the wood.

**Foes:** There are two **Zombies** inside of the room, unless these zombies joined the fight in room 33, in which case, the room is empty.

**Treasure:** A coin purse with 40 gold pieces hidden under the bed.

### 35. Emissaries Guest Room

This room is torn apart and its smashed door planks are scattered on the floor. A king-sized bed is toppled to one side exposing its underside. Holes riddle the blankets and sheets. The frills at the end of the cloth duvet are frayed. Two roughed up armchairs made from ruined elk

hide face an unlit fireplace. The creaky, rotting oak floor shows signs of water damage from leaks in the ceiling. Rain blows in through the smashed window. Glass, papers, and furniture are strewn about the floor. The dry papers swirl about when the chilling wind cuts through the room.

#### Foes

There are two **Zombies** here unless they joined the fight in room 33, in which case the room is empty. **Zombies** in Rooms 34 and 35.

#### Zombies

**AC** 8 [11], **HD** 2 (9, 6, 6, 5, hp), **Att** 1x (1d8), **THAC0** 18 [+1]  
**MV** 60' (20')  
**SV D 12 W 13 P 14 B 15 S 16 (1)**  
**ML** 12, **AL** Chaotic, **XP** 20  
**Special Abilities:** Guardians: Always attack on sight. Initiative: Always lose (no roll). Undead

#### Letter to a Loved One

They find a water-stained, smudged letter if they search the room. The bottom part is legible, and anyone who understands Dwarven can read it, "Oh brother, I can hear her talons scraping the wood, her shrieks. She is almost in; I have but seconds. My axe feels cold and heavy. You were right, I should never have come. Know that I will always love you, tell -" The letter ends abruptly.

### 36. Library

The smell of aged books and dust is thick in the air. Wooden bookshelves occupy the room. The shelves are filled with old books that have some pages sticking out from their loose bindings. Scrolls are scattered around the floor along with loose pages from the various books. Mundane spruce desks in the center of the room collect dust. In the southern part of the room, a single lantern emits an unnatural green light. The light creates shadows in the gaps of a skeleton's rib cage skeleton that lies against the old counter.

#### Books

A few of the books are still in decent condition considering their age. Many encapsulate histories of wars waged in the distant past, theology, and cosmology. Others describe social structures and political turmoil. Most of the books offer bits of knowledge. They also

find an unstained book with a blue and red cover that is as pristine as the day it was transcribed. This is a **Spell book** that contains Illusionist spells. 1st Level: **Auditory Illusion, Chromatic Orb, Light, Phantasmal Force, Read Magic**. 2nd Level: **Blur, Invisibility, Mirror Image**. 3rd Level: **Dispel Illusion**

**Scrolls:** Most of the scrolls are records of decrees made by the baron and baroness from the past. Two scrolls in the back room of the library are **spell scrolls: Continual Light, Knock, Wizard Lock, and Mirror Image**.

### The Lantern

The Lantern has a **Continual Light spell** cast upon it, though it has an unusual hue because of the green glass of the lantern. A character can take the lantern, if they wish.

### 37. Nursery

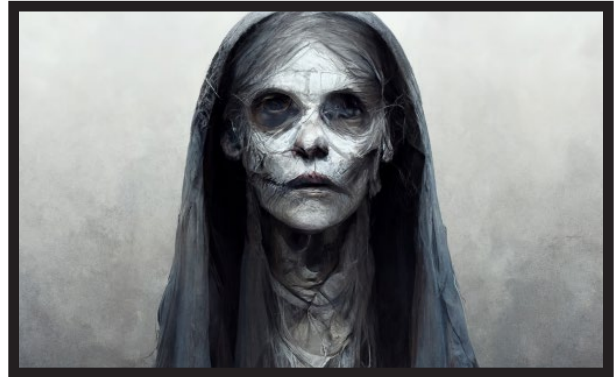
The characters hear the sounds of crying that distorts into gurgling from behind the door without the need for a roll. Inside, cradles line the walls of the room each with rich colored blankets and hand carved mobiles spinning gently over them. A stained soft yellow carpet lies in the center of the room. A tall and slender figure is tending to three of the birch woods cradles.

### Slana the Maid

*Slana* was the baroness' confidant even during the baroness' descent into madness, and the transformation of her castle into a macabre playground. She was devout and loyal, and regarded as the best vocalists within the castle. However, *Slana's* husband plotted to assassinate the baroness when the baroness slid into the practice of black magic. The baroness discovered the plot and arrested him. The baroness tortured him and then boiled him alive. *Slana* in anger and grief attempted to attack the baroness with a kitchen knife to gain vengeance for the death of her husband. The attempt failed and the baroness cursed *Slana*.

### Foes

The nursemaid is *Slana*, a human maid cursed by the baroness and transformed into a misshaped being called a **Dread Dowager** who is the caretaker of the baroness' **Wee Ones**.



### Dread Dowager

**AC** 6 [13], **HD** 4\* (18 hp), **Att** 2 × knife (1d4), Dreadful Voice

**THAC0** 16 [+3],

**MV** 120' (40')

**SV D** 10 **W** 11 **P** 12 **B** 13 **S** 14

**ML** 12, **AL** Chaotic, **XP** 200

**Special Abilities:** Undead. Dreadful Voice: The Dread Dowager emits an awful anguished and guttural sound. All characters in a 100' radius must save vs. Spell or suffer Fear and 1d6 damage. If the character is successful, they are immune to the Dread Dowager's Dreadful Voice in subsequent encounters. The Dread Dowager can use her Dreadful Voice 3/day.

The three creatures in the cribs are **Wee Ones**, monstrosities that the baroness created in her effort to bear children. Wee Ones resemble grotesque, malformed infants with an ill-formed, cojoined twin emerging from their chests. Their malformed bodies have little, tattered leathery wings. The Wee Ones are undead, and can be turned by a cleric.

### Wee Ones

**AC** 6[13], **HD** 2\* (6, 8, 9 hp), **Att** 1 × Suck (1d4)

**THAC0** 16 [+3],

**MV** 120' (40'), **Fly** 120' (40')

**SV D** 10 **W** 11 **P** 12 **B** 13 **S** 14

**ML** 12, **AL** Chaotic, **XP** 200

**Special Abilities:** Undead. Suckle: If the Wee One's attack is successful, make a save vs. Petrification/Paralysis or suffer blindness. The Wee One tries to suck out an eye. This blindness requires magic to heal.

The mobiles for the Wee Ones are constructed out of small gems. There are 10 cribs, the total value of the gems is 500 gp.

### 38. The Play Pen

You see a tarnished silver cage containing a single, older half-elven man lying on the cage's floor. A pillar nearby has a fastened silver chain and collar. The man is *Rensall*, Phala's husband. He begs the character not to come closer or he will attack. If the characters wish to help him, he asks that they kill him so he may be with his daughter.

He will also ask whether they know the fate of his wife *Phala of Reinhorn*. If the characters explain she is alive in the town, he smiles. He'll then ask the characters to bring her his ring and tell her, "Beyond the Sun is where you'll find me." If the characters agree, he will thank them. If they free him from his cage, he turns into a Werewolf and attacks the characters.

The players may convince *Rensall* to wear the silver collar. They could detach the chain from the pillar, and take *Rensall* with them.

They might convince him to return to *Phalla* alive or they might believe that if they kill the baroness, they can free him from his curse.

Unfortunately, killing the baroness will not free him from his lycanthropy. However, if they take him with them, and free him in the presence of the baroness, he will transform and attack her. If he slays her or dies in that battle, he fulfills a desire for revenge long avowed.

Use the stats for the Lycanthrope, Werewolf from OSE Advanced Fantasy, for *Rensall*. His silver collar, if melted is worth 100 gp.



### 39. Art Gallery

A long, spacious room. The marbled floors are cracked but have a shine to them as if they were recently polished. Along the walls are paintings of various children in ornate wooden frames. Many of the portraits show a child wearing clothing of the common folk. Each child holds a realistic toy, and they extend their hand, holding their gift forward as if presenting it to the observer. Each child has an ambiguous smile.

Bits of masonry and plaster dot the floor. Skeletal remains of various humanoids crowd the walls and floor of the room. A faint cry for help can be heard coming from behind one of the paintings. It sounds as if a little girl is calling for her mother and father, and her sobbing can be heard throughout the room.

#### The Paintings

The sobbing is a lure, tempting the characters to touch the painting. If the characters touch this painting, or any of the paintings in the room, results in a transformation. The children's smiles reveal vicious shark-like teeth. Their eyes are empty and hollow. The paintings shimmer. The children emit blood curdling high-pitched shrieks lunge out, slashing with their elongated claws and gnashing their teeth. They attempt to drag PCs into the paintings.

The ensorcelled spirits attempt to grapple the characters and drag them into their personal torment. Each character must make a savings throw vs. **Paralysis/Petrification** or be dragged into a painting. If a character is dragged into the painting, the child thing claws and bites the character for 1d6 damage per round. The





character may may a savings throw to escape at the end of every round.

On a successful save, the character is able to claw their way out of the painting or may choose other actions, such as attacking the spirit or destroying the paintings. The Paintings are AC 6 [13] and each has 12 hp but require magic to damage. Casting *Protection from Evil* forces the evil things to recoil and they are unable to drag the players into the paintings and become inert for the duration of the spell. There are 12 paintings containing the souls of children. If a character escapes a portrait, they may choose to reach in to drag a companion to safety, but in doing so, must make another savings throw or suffer the same fate.

The spirits continue to attack the characters until all characters have left the room or turned into portraits. Once this happens, the twisted spirits return to their painting and await their next victims.



**False Wall.** If the characters decide to look around the room and successfully detect secret doors, they find a wall that is an *illusion*. The wall hides a passage to room 40.

#### 40. Hidden Treasure Room

Inside of the circular room massive piles of gold are pushed against the walls. Multiple chests overflow with riches. The chests are ornate with carvings depicting heroes battling dragons or other monsters.

**Treasure:** The baroness collected her treasure hoard from all the heroes who died within her halls over the centuries. Within the chests, there are 500 cp, 8,000 sp, and 4,000 gp, and 2,000 pp. There are also 10 rubies worth 100 gold pieces each, 13 sapphires worth 100 gold pieces each, and 11 art pieces of the baroness worth 200 gold pieces each.

The following magic items are in the chests: a *Potion of Invisibility*, *Gloves of Dexterity*, a *scroll of Cure Light Wounds*, a *scroll of Protection from Undead*, *Staff of Healing*, a *Shield +1*, a *silver spear +1*, 2

*potions of Healing*, a *Potion of Heroism*, a *Sword+1*, a *Shortbow+1*, 12 *silver-tipped arrows +1*.

#### Locked Chests

The chests are locked and must either be open by force or skill. They are not trapped, the baroness cannot possibly fathom anybody could ascend her castle and manage steal from her here. The chests are sturdy, with AC 5[14] and 25 hitpoints, if the PCs resort to smashing them apart. Assume a natural 20 strikes the lock true, and opens the chest.

#### 41. The Baroness' Chamber

A lit stone fireplace warms and illuminates a room filled with exquisitely crafted furniture and an ornate bed with fine silk sheet from a distant land. Wardrobes and a desk are set against the walls. The wardrobe doors are open. The clothes within are fit for a woman of the aristocracy. A leather journal rests on the desk.

#### The Journal

The baroness reveals that her bloodline and the family of Lunglan descended from the Stom Giant Gurn, and she still visits the shrine of her ancestors and venerates the Sea Giant. She ponders whether this was an affront to the gods, who in return cursed her with barrenness?

Strife and bloodshed filled her early life, and she became an adept tactician. In the subsequent uneasy peace that followed, her parents sought to unite their house with another house. While she was betrothed for political reasons, she fell in love. She longed to provide an heir to the young baron of *House Voren*.

Later, the journal takes on a darker tone. The baroness describes the court physician telling her that she could not have any more children after her only two successful conceptions resulted in stillborn births. She frantically sought to overcome her perceived curse. She describes the various lengths she underwent with charlatans and priests. Her anger and resentment grew, and she punished those failures harshly. This raised concern among the nobility and the various religious leaders. She turned to necromancy and summonings. She eschewed the guidance of experienced arcanists, delving into the magic on her own in solitude. She succeeded in summoning *Theote the Rakshasa*, a being from another plane of existence, one that some called Hell. He made a bargain with her and sealed the pact in blood. She could have children in exchange for the first thing she saw when she returns to her room.

The baroness described walking into her room with her eyes closed, but stumbled and fell after her husband startled her. When she opened her eyes, she found herself looking into her mirror, and *Theote* claimed her soul. The baroness violated the pact, and bound *Theote* with magic. He cursed her for it; reciting his curse, “Oh fickle woman, mercurial as the sea, a hag you shall be.” The next entries are more frantic and some entries are incomprehensible or allude to an exploration of occult secrets. A few entries later, it is clear that she is lost, consumed by the fear of what will become of her soul, and the hate and resentment of her fate.

Shortly thereafter, a rebellion against her occurred. It’s led by one of her own knights, joined by the devote of the god of valor. Many of the rebels were from the town of Reinhorn, a town on the fringe of her barony. The baroness crushed the rebellion and the fire of vengeance burned in her heart.

The final entry is filled with curses and incantations dangerous to mortal souls, but a few lines reveal the following:

“I will make a new family that will make the gods shudder. I will make them rue their curse. I have created my most powerful servants from those that defied me. They are my champions now and they will serve me. They will bring vengeance upon those who wronged me...”

After this passage, she curses the names of *Dunvalin*, *Heldula* and *Tenvandal*. Finally, one last page seems to have been damaged heavily, but the characters can discern that the baroness wishes “the perfect daughter, the perfect heiress”.

### Secret Door

The characters can attempt to detect secret doors as normal. There is a stone slab that can be pushed opening the secret passage to the baroness’ tower.

## 42. Stairs to the Tower

An open circular room leads to a spiraling stone staircase ascending the tower. The stairs lead to a room near the top of the castle tower and begin the final confrontation against the horsemen and the baroness.

## The Portal

Atop the tower, a frame of magical energy reveals a sea-side cliff beyond it. Magical energy flickers, the portal is closing.

Give the players a limited amount of time to choose what to do. Go through the portal, or let it close. They think this the way but what if it’s a trap? Two minutes is generous, 1 minute, that creates some good tension. 30 seconds? Yeah, that will get them panicking. There are consequences either way.

***Failure to jump through the portal means that the baroness succeeds with her plans and transforms Astrid into a hag.***

Once *Astrid*’s transformation is complete, the baroness seeks to punish Reinhorn once and for all.

**See Ending 4, The Stand on page 81.**



## The Three Horsemen

If the players chose to pass through the portal, they appear on a rocky sea cliff. There's a blighted forest to the west and the rocky cliffs beehind.

Three sinister horseman gallop towards the characters from the deep shadows of the woods on phantom steeds. Their dark rusted mail glistening in the night.

Their weapons are cruel and their armor barbed. Their undead cries haunt the night air all around you.

No quarter asked, none given. Combat!

See Map 19.1 Battle on the Cliff.

**Allies:** If the PCs saved the unicorn earlier in the module, the fully healed unicorn joins the battle. The unicorn has 22 hitpoints fully healed.

## Falling over the Cliff's Edge

The cliff is 120 feet from the ground. Jagged rocks and roaring waves await below. If any creature is tossed or falls over the cliff, they take 12d6 damage from the fall.

The referee may decide, that a character may make a DEX ability check, and on a success, they grab the ledge or a protruding root and can climb back up the cliff. Failure means they crash into the rocks and water below, and take 12d6 points of damage, likely killed by the fall.

If the characters defeat the horsemen, their armor and weapons remain. Their horses fade away to nothingness.

If the characters die in the battle, *Astrid* is turned into a hag. Reinhorn suffers the baroness' wrath, many of the townsfolk are slain, and other terrible things occur.

**See Ending 2 on page 81. Reinhorn becomes a cautionary tale and maybe future adventure.**





# Chapter Six: The Sea Cave

If the PCs defeat the Horsemen they may acquire their gear. Their path to the baroness's sea cave is unimpeded. A short search allows them to locate a path that descends down towards the bottom of the cliff to the entrance to the Sea Cave. The sea crashing against the rocks makes the approach dangerous.

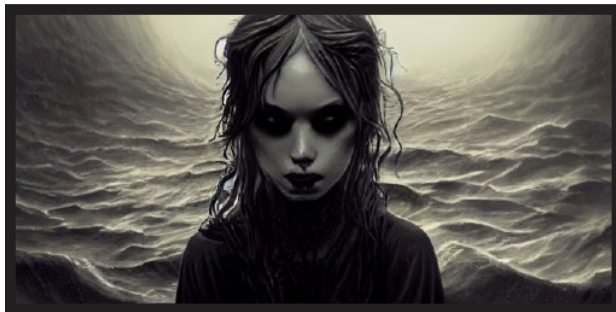
The characters must make a saving throw vs **Breath Weapons** or be knocked into the rocks by the waves, suffering 1d6 hp of damage. A successful save avoids all damage.

Puddles of sea water cover the natural, stone passage. A flickering green light illuminates the dark, cold corridor. Stalagmites and stalactites glisten in the green light.

Water drips down onto the rocky ground. Stained clothing and small humanoid bones are dispersed throughout the cave.

In the middle of the cavern, an eldritch green fire flares from a cast iron cauldron. A vile bubbling, sludge spills down the cauldron's side. There's an awful stink intruding in the salty air.

The baroness stands next to the pot. A figure dressed in dark mail armor, the *Baron Voren*, holds *Astrid* nearby.. *Astrid* is filthy. Dried tear stains streak her cheeks. Her clothing is ragged, and her struggles against the baron are futile.



**Foes:** The *Baroness Therrassa Voren* and *Baron Aeben Voren* of Iron Pike Castle.

The baroness' curse transformed her into a **Sea Hag**, but she retains the occult power she had prior to her cursed transformation. She delved into practices that her kin shunned, including magical vivisection and necromantic reanimation. She summoned creatures from the netherworlds of the multiverse.

## Sea Hag Baroness



**AC** 6 [13], **HD** 6\*\* (28 hp), **Att** 1 × dagger +1(1d4+1) or 1 × gaze (death)  
**THAC0** 13 [+6]  
**MV** 120' (40')  
**SV D 10 W 11 P 12 B 13 S 14** (11)  
**ML** 11, **AL** Chaotic **XP** 1800

**Special Abilities:** The baroness can transform her appearance to reveal a hideous visage: Anyone who looks at a sea hag must save versus spells or be weakened (–2 penalty to attacks and damage) for 1d6 turns.

**Deadly gaze:** Three times per day, may gaze at a character within 30'. The target must save versus death or die instantly. Magic resistance: +2 bonus to all saving throws against magic.

**Occult Studies:** The baroness was an occultist prior to *Theote's* curse. She can use the following spells as an 11th level Arcane Caster.

### Baroness' Spells:

**1st Level:** Auditory Illusion, Glamour, Protection from Evil, Read Magic

**2nd Level:** Improved Phantasmal Force, Knock, Wizard Lock

**3rd Level:** Curse, Hallucinatory Terrain, Spectral Force

**4th Level:** Phantasmal Killer, Polymorph Other,

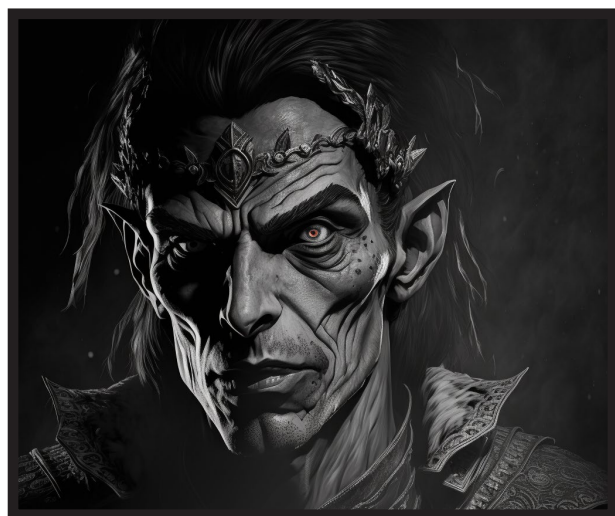
Shadow Monsters

**5th:** Animate Dead, Teleport (but she requires fixed portals to do so, a quirk of her studies)

**6th:** Control Weather

The Baroness' *+1 dagger* is calculated into her damage and THAC0. She resorts to it as last resort, instead she uses her hideous visage, deadly hag gaze and spells. She targets clerics first, whom she despises the most as agents of the gods.

## The Baron



**AC** 2 [17], **HD** 5 (25 hp), **Att** 1 × sword (1d8+2)

**THAC0** 17 [+2], **MV** 60' (20')

**SV D**10 **W**11 **P**12 **B**13 **S** 14 (5)

**ML** 8, **AL** Chaotic XP 500

**Special Abilities:** Infravision

**Spells:** 1st Level: Read Languages, Read Magic 2nd level: Detect Invisible, ESP 3rd Level: Dispel Magic

The Baron wears *platemail*+1. He uses a *Sword*+2, *Venger* (See OSE Advanced Fantasy) which gives an extra attack against an opponent who attacked the baron in melee that round.

### The Baron's Past

*Baron Aeben Voren met Terrassa of House Lungran when their two families sought to unite against the more powerful elven noble houses. He fell in love with the baroness. The two married, and their marriage was pleasant for a time. Problems arose after the baroness bore two stillborn children. Her troubled pregnancies led to permanent damage and she could no longer conceive any children. The baron tried to comfort her but he could not ease her pain or keep her from the path of madness. She became more erratic and delved into occult studies.*

In a desperate attempt to intervene, he went into her chambers and waited for her. He waited many hours, until the door opened slowly. Terrassa stumbled into her room with her eyes closed. When he called her name, she stumbled in front of her mirror. She told him of the dreadful pact she made. He aided her in thwarting Theote. In remaining faithful in his love, he committed unspeakable atrocities.

He despises what he's become, and during the course of events, he's done little to thwart the PCs. Deep in his heart he knows neither he, nor the wife he adores, deserve to live. Yet, he is compelled to defend her, and will do so with this life.

See Map 20.1 Coven of the Hag.

### NPCs and Actions

*Astrid's* goal is to escape the monstrous nobles. She may also freeze during the fight, standing out in the open crying. *Astrid* has 3 hit points, but does not figure into the combat. The baron and the baroness will not target her or risk actions that harm her.

The baroness' first spell is to cast *Animate Dead*, and the skeletons of the dead children rise. The baroness raises 11 skeletons.

## Skeletons

**AC** 7 [12], **HD** 1 (2 hp each), **Att** 1×1d6

**THAC0** 19 [0],

**MV** 60' (20')

**SV D** 12 **W** 13 **P** 14 **B** 15 **S** 16 (1)

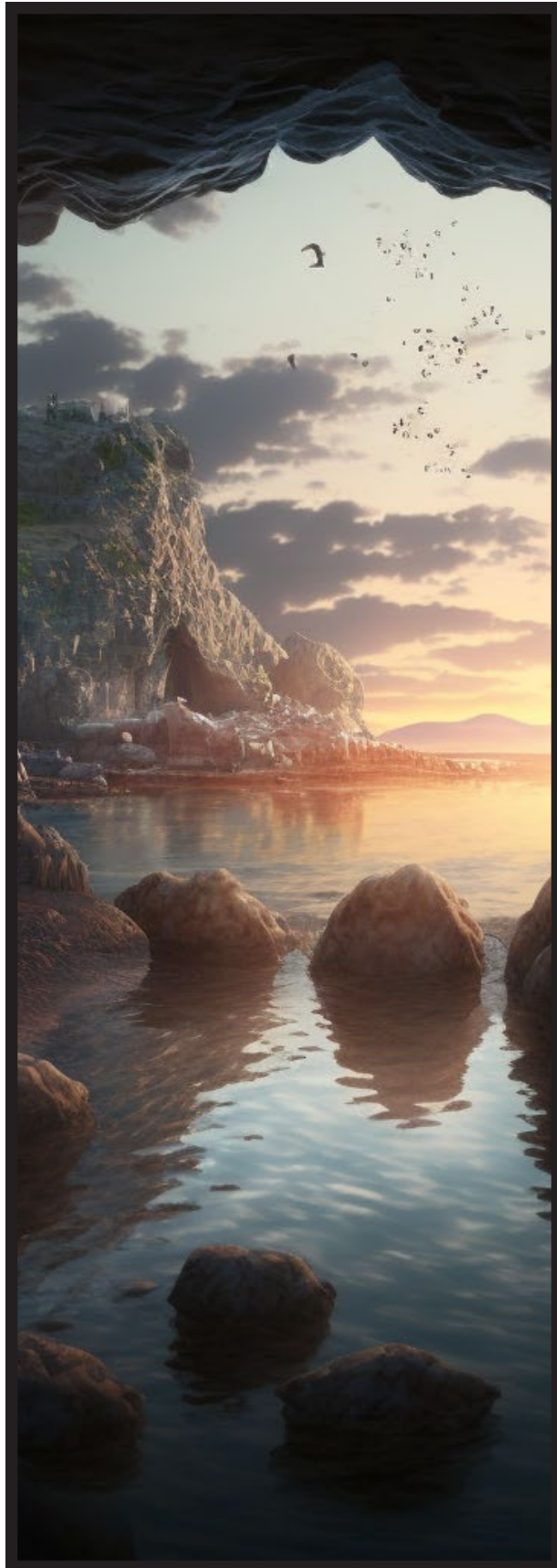
**ML** 12, **AL** Chaotic, **XP** 10

She'll follow this with a *gaze attack* to slay her foes, followed by *Phantasmal Killer*, *Shadow Monsters*, *Polymorph Other*, *Spectral Force*, and *Curse*. Remember, any looking to attack the baroness, must save or be weakened.

The baron defends the baroness, taking on the most martial of the PCs. Allow the baron to hesitate during one attack of the PC, skipping his turn to represent the baron's hidden guilt.

If the PCs defeat the baroness, the baron and the dead animated by the baroness, they save *Astrid*. They can exit the sea cave, the hint of dawn on the horizon. They return to Reinhorn as heroes.

**Treasure:** In addition to the baroness' *dagger*+1, the baron's *plate mail*+1 and *Sword*+2 *Venger*, if the



PCs can somehow take her cauldron, it acts as form of **Crystal Ball**. The baroness and baron do not keep monetary wealth here. There is a shelf of stone on which the the baroness keeps her various concoctions and tools for her magic for transforming captured children into all sorts of awful things. Among the vials, are three potions: *A potion of Flying*, *Potion of Gaseous Form*, *Potion of Polymorph Self*.

The baroness' occult grimore is here, and requires Read Magic to comprehend it. It contains the spells of the baroness. Use the OSE Advanced Fantasy rules for scrolls and spellbooks, as appropriate to your campaign.

There are several possible conclusions for this module based on the characters choices and actions. Below are possible endings to consider.

## Ending 1: A Future

If the characters manage to kill both the baroness and the baron, *Astrid* rushes to the nearest character sobbing profusely. The death of the baroness dispelled the summoned storm. They emerged from the sea cave with the waters calming and the clouds dispersing.

### Pheao's Hut

The characters' return trip is pleasant and safe. If they decide to stop along the way at *Pheao* and the *Woodsman's* cottage, they are welcomed to stay, bathe, eat and heal, before continuing their journey to Reinhorn.

### Returning to Reinhorn

When they arrive back in Reinhorn, the *Kolgurds* rush out shouting with joy when they see their daughter. Word spreads quickly and the entire town gathers to see the reunion of parents and child. They crowd around the characters, asking if they found their children as well. The characters must break the sad news that they only found *Astrid* but they ended the horsemen. Forever.

The town of Reinhorn mourns for four days. On the fifth day, *Sahi* ushes in a festival of celebration, and after *Voi* helps the families through their grief, a grand festival is held in honor of the heroes who saved their home. The children that hid within their homes rush out to play for the first time in many years with joy in their hearts. The birth of a new child is no longer feared, but celebrated.



### Phala the Wise

If the characters bring news to *Phala* about her husband and daughter, she rewards them with her old weapon (if she hadn't previously) and hugs the closest character. It is also possible that her husband returns with the characters, and they rejoice. Eventually, the two disappear in the wilds, and gift their home, wealth and the magic sword to the PCs.

### Lord Mayor's Fate

The mayor either faces trial for his crimes, and is executed by the headsman's axe or if he was not proven guilty or caught for his crimes, he takes his own life. His fear made him monstrous. The PCs proved right. He felt extreme guilt and sorrow for his actions. He leaves a note apologizing and pleading for forgiveness, saying he was wrong about everything. Alternatively, the Mayor's Fate under Ending 2 may occur, if more suitable to the events of the story.

### Rewards

The characters are awarded titles, 700 gold pieces each, and a promised safe sanctuary within Reinhorn. *Astrid's* parents offer *Astrid's* dowry as well adding 50 gold pieces for each player (though, truly good-hearted characters may decline this extra reward). The characters are legendary heroes in Reinhorn. Bards sing their praises and tales of their heroism spread across the land. Everybody wants to buy them an ale or a Candy Luck. The PCs may decide to stay in Reinhorn taking up various positions of responsibility, one might even become lord mayor or fall in love and raise a family of their own, free of the fear of the Horsemen of Reinhorn.

## Ending 2: The Doom of Reinhorn

If all the characters die and either the *Baron*, *Baroness*, or both survive.

If the *Baroness* survives or if both the *Baroness* and *Baron* survive. *Astrid* is transformed into a Sea Hag. The *Baroness*, turns the dead characters into undead servants (wights) and they lead her vengeance against Reinhorn. She reduces the town to a ghost town, enslaving and transforming its inhabitants into her twisted servants or undead. People shun the cursed and haunted region.

If only the baron survived, he knows *Theote* took his wife's soul. He returns to the ritual room, sacrifices *Astrid*, and bargains with *Theote*, or otherwise, seeks a

way to summon him again. He makes a deal to sacrifice Reinhorn to *Theote*, if he releases his wife's soul to him. The **Rakshasa** agrees. The Baron proceeds to bring humanoids and monsters under his command, and leads them to Reinhorn.

## Ending 3: Damnation



In the off chance the players choose to join the baroness, the baroness accepts their offer and tells them to drink from the cauldron, as *Astrid* does. *Astrid* turns into a hag and the characters become the new horsemen in service to the coven. They continue to steal children for the *Baroness*. You have every right to remind the players of their decision for all the years to come.

The new horsemen slay *Pregis* and any others that resisted the baroness. She teaches *Astrid* to animate the dead townsfolk as undead servitors. They release the lord mayor, forcing him to swear service to the baroness. He relents, and Reinhorn falls under the shadow of the baroness. The characters become her greatest servants. Reinhorn becomes a terrible and evil place, fraught with peril, shunned by good folk everywhere.

## Ending 4: The Stand

If the PCs chose not to go through the portal they're unable to locate the *Baroness's* sea cave and must return to Reinhorn and give the news of their failure. This leads to a terrible fate for *Astrid*.

## Astrid

*Astrid* is transformed into a Sea Hag. The *Baroness* now has the beginnings of her coven and new family. Angered by the character's interference, she gathers a host of undead, and the horsemen leads her army against Reinhorn.

When the players arrive, many people rush out to meet them. They ask what happened and the *Kolgurds* ask about their daughter. The town mourns when the people learn *Astrid* was not rescued and the evil was not thwarted. Some grow angry at the PCs for making matters worse. The *Kolgurds* prepare to leave. However, by the third day, a scout rushes into the town crying for the guards to shut the gate. The scout's name is *Olik* and he warns the horsemen return, with the dead marching with them.

*Pregis* rallies the guard and peasant levy. He asks the characters to help them with the defenses. If the characters refuse and leave, Reinhorn falls. If they stay, the characters have a chance for redemption.

## The Last Stand of Reinhorn

By day four, a terrible blizzard hits the town of Reinhorn. *Pregis* orders all those that are able to arm themselves while the children and elderly are brought to the mansion to hide. *Pregis* orders the players to defend the front gate with him.

The characters will have time to prepare but as the sun sets, the baroness and her army lumber out of the forest and attack the town.

*Pheao* and the *Woodsman* arrive before the attack and explain that the creatures overran their hut and they are here to help. They are sent to the mansion as the last line of defense.

The Referee may want to employ some sort of mass combat resolution to resolve the combat, or focus on the actions of the PCs. In a mass combat, 'zooming in' cinematically on the PCs and their conflict against the major villains of the module *The Three Horsemen*, *The Baroness*, the *Baron*, and now, *Astrid the Sea Hag*, is a good way to determine the whole of the conflict.

In this battle, the PCs are joined by major NPCs like *Sahi*, *Pregis*, *Pheao* the *Woodsman*, and any retainers they might that survived, to even the odds against the gathered host of the baroness. Let the dice fall where they may.

# Appendix A: Magic Items

## Moongazer, Sword

The Wood Elves of the Deep Fenwood forged *Moongazer* during an age of dragons. The smith forged it of moonsilver and meteoric iron and blessed the blade in the Temple of the Moon. The hilt is adorned with amber, it's color shifting from a light honey color, to deeper tones with the changes of light. As silvered and magical blade, it can harm any creature that requires silver or magic to harm it. Against regenerative creatures that required silvered weapons, it prevents the regeneration of those creatures.

The sword's magic is subject to the phases of the moon. The sword is a +1 weapon on nights of the new moon, a +2 weapon when waning or waxing, and a +3 weapon during the full moon. If your campaign has more than one moon, the most dominant moon dictates the blades magical power.

## Oathsworn, Sword

The Elves of Longlan forged this blade for *Gesrick Banewulf*, who swore an oath to rid the realm of the dragon Soronax. With this blade, he fulfilled the oath.

***Oathsworn is a Sword+2.*** Once per day, the wielder may swear an oath to vanquish a foe. Against that foe, Oathsworn inflicts double damage. If the foe escapes the wielder of the sword, another oath can not be sworn until the foe that escaped is slain.

## The Horn of Valor

The *Horn of Valor* disappeared long ago. The Horn vanquishes fear to all allies within a 60' radius when blown. This protection from fear lasts 1 turn. The horn may be blown prior to a Fear affect, preventing the Fear affect from taking hold. The user of the horn can blow the horn 3/day.

Those under the affect of the horn also gain +1 to Attack, damage and saving throws. They're emboldened, fearless and valorous. Of course, blowing the horn is heard from quite a distance and may attract unwanted attention. Valor can quickly become foolhardiness if you're careless.

## Sevik's Spear

There is a possibility of finding the remains of the old hero *Sevik* and his magical *spear+2*. See Random encounter number 98 in Appendix B, or the referee can simply introduce the encounter. If the PCs consecrate the remains of *Sevik*, the wind whispers his gratitude. In addition to being a magical spear, it can be thrown like a javelin. Upon striking, it teleports back to its wielder's hand. On a perfect strike (natural 20), the spear inflicts double damage.





# Appendix B: Random Encounters

| 1d100 | Encounter  |
|-------|--|
| 1     | 2d10 barbarians of Ingrid's tribe hunting for her and Swig. They may ally with the party if the party is hunting the brigand leaders. If Ingrid and Swig are captured by the PCs, the barbarian hunters demand the PCs hand over Swig and Ingrid for execution. If the PCs refuse, future reaction rolls from Ingrid and Swig are at +1.   |
| 2     | The underbrush rattles, and a half of dozen bizarre dolls rush by and disappear into the forest. Make saves vs spells, or the PCs are too frightened to do anything but stare. The dolls are fast AC 4[15] but easy to destroy [hp 1]. The dolls do not fight, but squeal like terribly injured children when destroyed. The squeals haunt your dreams.  |
| 3     | The PCs find an old shack, overgrown, and largely reclaimed by the forest. Near the shack is burial mound and stone marker for a grave. Disturbing the grave yields little of value; trinkets that were sentimental, valued only at 10 cp. However, even if they destroy the corpse in the desecrated grave corpse, or take the trinkets, a Coffin Corpse (see OSE Advanced Fantasy) stalks them at night, until its destroyed or they restore the trinkets and Bless the grave. |
| 4     | The PCs hear the laughter and song of small folk at night. They find a mushroom circle in a forest glade. They hear the tittering of laughter but see only an abundance of fireflies.  |
| 5     | They see a band of 3d6 goblins gathered on a rock outcropping under the night sky. They're gathered in a circle banging stones as one of their number draws a bone knife to sacrifice a stag. Another walks towards the dying animal, dipping its leather cap in the animal's blood. These are members of a secret order among goblinkind. The Redcaps, harbingers of Chaos.   |
| 6     | These strange, cloaked figures (Twisted Servants) carry a dead boar in the direction of Iron Pike Castle. It's for the baron, but the PCs won't know that, and the Twisted Servants will not communicate with them.  |
| 7     | 4d6 Orc Sea Raiders bearing loot from a village, appear confused, and fight among themselves. They're lost in the forest.  |
| 8     | A peasant desperately trying to fix a wheel of his cart. He's off the old forest road and lost. He has his wife and two children with him. He's fleeing Reinhorn. The PCs can help how they see fit. Regardless, unless they escort them back to Reinhorn, their next random encounter is the slaughtered family and destroyed cart. The PCs lack any clues of who or what committed the horrific murders.   |
| 9     | They find 2d4 skeletons who bear the holy symbols and surcoats of the God of Valor. These are undead animated by the horsemen.   |
| 10    | They find a camp of 2d4 villagers armed with simple weapons and lacking in armor. The PCs can gather that they've rebelled, refuse to pay the high taxes, and hide in the deep forest. They are frightened and paranoid.   |
| 11    | A large herd of reindeer run by. The PCs can hunt or observe.  |
| 12    | They cross paths with a moose.   |
| 13    | They cross path with a beautiful stag.   |
| 14    | They see a mated pair of Unicorns with three foals running through the forest.   |
| 15    | They find an abandoned camp site from another band of adventurers, but their tracks are long gone.   |
| 16    | They spy the strange and shy hill people, 3d6 of them move through the forest towards the foothills. (As neanderthals in OSE). They could follow them to their hill caves or leave them be.  |
| 17    | They find a bog that's home to a tribe of Gullygugs. Roll Reaction if the PCs choose to interact.  |
| 18    | They find the ruins of an old dragon shrine. The offering table is toppled and cracked. PCs who search the area have a 1 in 6 chance of finding 1-10 gp (50% chance) or 1 gem worth 10 gp.   |
| 19    | The PCs find the foundation of an old structure from the age of the reign of dragons.  |

| 1d100 | Encounter   |
|-------|---|
| 20    | The PCs encounter a walking Treant.   |
| 21    | The PCs find a nest of eggs that are hatching 1d6 baby owlbeats. The mother shows up enraged.   |
| 22    | The PCs hear crashing through the forest, they have time to hide if they wish. A Troll emerges.   |
| 23    | The PCs hear crashing through the woods. They have time to hide if they wish. A Hill Giant emerges.   |
| 24    | The PCs find a glade filled with humanoid and animal bones.   |
| 25    | The PCs find the burrow of a Gnome and his badger. They're upset the PCs didn't knock. Unless they did, in which case, the Gnome invites them to mushroom tea.  |
| 26    | You hear a rushing brook, and beautiful singing. Approaching the brook, the singing stops. On a 1 in 6, the first PC to the brook sees a beautiful, naked nymph slipping away in the forest.  |
| 27    | The site of recent battle. The corpses are already looted, and the bodies are in the early stages of decomposing.   |
| 28    | The site of an old battle. Grass and plants grow through the rusty, rent armor and the eye sockets of skulls. Here and there the PCs find a rusted, pitted weapon beyond use or repair.   |
| 29    | A wyvern descends from the sky and grabs a reindeer that struggles for its life.  |
| 30    | 2d8 Elves of the Woods. Roll Reaction. If they're hostile they fire arrows in warning, if they're friendly they offer a place by their fire, wine and a tale of Reinhorn. They tell a story of the chosen brides of Gurn, the fair Marisi of the elven house of Lunglan who bore a line of giant-blooded, great elves who harbored in their hearts, the tempest of the storm. |
| 31    | Five stone pillars arranged in a circle around a ruined shrine. It honors the nature goddess.   |
| 32    | Profane runes are carved into trees around a withered grove. Entering and remaining in the grove at night results in the summoning of a Banshee. Better run.  |
| 33    | There's an old stone path, barely noticeable, it leads to archway of stone. The archway is dwarf-made. An entrance to a dwarf hold long abandoned. Stone statues near its entrance become more startlingly life-like, the only warning that its now the lair of a basilisk.   |
| 34    | The fen here is buzzing with insects, in the fetid waters lurks a five-headed Hydra.  |
| 35    | A crazed adventurer stumbles terrified through the woods, too shocked to convey what's sent them over the edge. Her name is Emyra, she's a 1st level cleric. AC 5[14], hp 5 AL: Lawful. The party can convince her to accompany them with a Reaction Roll of 8+.  |
| 36    | Fallen logs block the path and rough terrain makes it difficult to pass by, make DEX ability checks or suffer 1d3 hit points of damage.   |
| 37    | An earth elemental takes a bath in a rock slide. It seems content.  |
| 38    | A flight of giant bats swoops across the night sky.   |
| 39    | Strange dancing lights bob pass the PCs. Who conjured them and for what purpose is unknown.   |
| 40    | Three brownies drunk on dandelion wine, wrestle over the last swig. Giving them more wine of any kind, grants a +1 to reaction rolls. A poor reaction and one brownie starts a fist fight.  |
| 41    | A pack of wolves shadow the PCs waiting to strike.  |
| 42    | A small pond, filled with plenty of fish.   |
| 43    | A half formed thing crawls through the forest, a golem not fully complete, it mewls for its mommy.  |
| 44    | A huge moss covered tree home to 2d6 Wood Elves.  |
| 45    | A burial mound. Its occupant rests in peace. If its grave is disturbed, it rises as wight, and has the treasure of a wight.   |
| 46    | Two Pixies snail racing. You could be here for a while.   |
| 47    | Two Pixies jousting from the backs of bats. (Night time only)   |
| 48    | 2d4 Twisted Servants gathering mushrooms.   |

| 1d100 | Encounter  |
|-------|--|
| 49    | A haunting mist with a poltergeist.  |
| 50    | 2d4 Gullygugs bearing a large wood carved frog idol.   |
| 51    | 1d3 Werewolves, these are the werewolves responsible for Rensall's lycanthropy. They seek to spread their condition, and not take lives, unless they must. They believe they offer a connection to nature like no other, its a gift, not a curse. They are elves in humanoid form. |
| 52    | An Ogre fishing in a pond. He challenges the characters to a fishing contest. He demands the bigger fish for his dinner.   |
| 53    | 1d6 Thouls carrying a silent halfling for dinner.  |
| 54    | 2d4 Halfling scouts searching for the Horsemen. They're kin of Pregis. All Loudmouths. A bad thing in the deep forest.   |
| 55    | The remains of an old ship. Was it tossed here by the Storm Giant Gurn?  |
| 56    | A lone traveler, suspicious of the PCs. He claims he's a pilgrim heading to a distant holy place. He's truthful.   |
| 57    | 2d4 Occulist attempting a ritual summoning. It fails. Any attempt by them at using magic fails. They leader is a charlatan. Powerless, they beg for mercy and their lives.   |
| 58    | A shambling mound placing old wild flowers in its 'hair'. Positive comments net a +1 Reaction. Negative comments -1 and it likely attacks the critic.  |
| 59    | A triggered pit of vipers trap, a human lies dead in the pit, a sack of gleaming gold (250 gp) lays their for the taking. Go on, you know you want it. There are eight vipers in the pit.  |
| 60    | A half covered chest lies exposed, erosion and time revealed it. It's a stash of 1,000 sp.   |
| 61    | 2d4 zombies with the holy symbols of the God of Valor. One wields a <i>Mace+1</i> , these are clerics of the God of Valor, animated by the Horsemen.   |
| 62    | 1d6 Perytons swoop from the sky and attack.  |
| 63    | You find a cave. It's filled with 3d12 Stirges.  |
| 64    | You spy 2d4 goblins fighting a wolf to capture her pups.   |
| 65    | 2d4 Orcs mounted on cave bears move through the forest.  |
| 66    | Three mantis folk gathered to eat another. Th victim seems to welcome its fate. The three are females, the victim is male. They complete their mating ritual. All four take offense if the PCs interrupt and attack the PCs.   |
| 67    | The cries of young child echo throughout the forest, no matter where you look, you cannot find the child. It stops abruptly.   |
| 68    | You smell smoke, and track it to a campfire where a Satyr sits roasting two rabbits. His name is Memennan. He offers to share what he has in exchange for a good tale or two around the fire.  |
| 69    | 2d4 hobgoblins work their way through the forest, they're off the trail, and cursing the one who leads them. tThis leads to shouting and then fistacuffs. You can move on by discreetly or surprise them.  |
| 70    | Ten nixies frolick beneath a small water fall that forms a small pond flowing into a rushing brook.  |
| 71    | The forest becomes suddenly still, a ray of sunlight shines on all of you, a sense of calm, peace and assurance comes over you. If injured, you recover 1d4 hit points   |
| 72    | There's signs of stone foundations here and there in this part of the Fenwood, searching the area has a 1 in 6 chance of yielding something valuable, like a piece of silver jewelery worth 10 gp.   |
| 73    | 2d4 Orc hunters are cleaning a deer they killed. They're preparing to smoke the meat and return with it to their tribe.  |
| 74    | 2d4 Goblins are skimming rocks across a pond, having a grand ole time.   |



| 1d100 | Encounter  |
|-------|--|
| 75    | You find a tunnel in hidden in the hollow of a tree. You spy Kobolds descending into the tree. It's a Kobold lair.   |
| 76    | You find a large bog, 1d4 Giant Frogs ridden by Gullygugs hop towards you to attack.   |
| 77    | Quick Mud in a bog. Roll for each character. 2 in 6 chance of getting caught in it. Roll a STR ability check to escape. Other characters can help you pull free using rope, long branches and other means. You sink in 1d6+1 rounds but make the STR check once per round.. If encumbered, reduce the rounds you have to escape by 1.                                    |
| 78    | Rising from a bog are 2d4 Zombies.   |
| 79    | Rising from the bog are 1d4 ghouls.  |
| 80    | You see a strange monument rising from a bog, it's part of a larger elven temple swallowed in the bog. Waterbreathing would allow you to explore it. It's inhabited by 2d6 ghouls but has treasure.  |
| 81    | You find the skeletal remains of a dragon.   |
| 82    | A wild boar rushes from the underbrush.  |
| 83    | You spy a wood and vine hut, near the edge of a bog. A lone lizardman lives there and he's trying to sound out words in a book. He speaks Common. He's trying to learn to read. He has four rather damaged books in Common. If given lessons in reading, he gift the PCs with a potion of ESP. He has no need of it and is grateful for the lessons. His name is F'sakk. |
| 84    | A lone halfling named Timmoran Loudmouth stumbles through the woods. He is a scout but he was separated from his fellows, and ran from some goblins. He welcomes joining the group. He's a 1st level Halfling hp. 4 AC 7[12]. AL: Lawful. He's armed with a shortsword and shortbow.   |
| 85    | You spy 4 brigands, they may lead you directly to their lair. If the PCs haven't encounter Swig and Ingrid, these brigands can lead the PCs to their cave, avoiding the pit trap on the way.   |
| 86    | Six brigands lead three captured figures through the forest heading towards Reinhorn. If the captives are freed, they claim the brigands are raiding all the nearby villages. Their elders sought aide from the lord-mayor but he's done nothing to help them.   |
| 87    | You find a decapitated traveler. The body leans against a tree. There's no sign of his head.   |
| 88    | You move through a bog and have to deal with an Insect Swarm.  |
| 89    | You find a large, stagnant pond. It hides a hungry Giant Mutant Frog.  |
| 90    | You find bushes and bushes of edible berries. you can acquire 1d4 days of rations.   |
| 91    | You find bushes and bushes of inedible berries. If the PCs can't identify the berries and eat them, save vs. Poison or suffer from cramps for 1 day and -2 to all rolls during that time.  |
| 92    | You hear a Griffon's cry and see it past briefly above the canopy of the forest.   |
| 93    | The PCs find a cave that's home to a Flame Lizard, It hisses in warning. They have a chance to run before it attacks. Play up the case of mistaken identity of the creature as a Red Dragon.   |
| 94    | A forest grove. It's quiet and if its a sunny day, the sunlight shines here. It's a safe place to rest.  |
| 95    | You find an Orc crawling through the woods, peppered with arrows. He tries to crawl away. If he's aided, he is grateful and will serve as a retainer, or the PCs may kill him or leave him. He has 20 sp.  |
| 96    | You spy a Will O' Wisp hovering over an old man, its feeding from him. The old man appears not to resist, consigned to his fate. He was an outlaw and murderer who's lived his life alone in the forest. He's dying of old age alone or by the Will O' Wisp, it doesn't matter to him.   |
| 97    | Crushed trees, toppled dead trees, broken branches, large footprints. It's a dragon's trail through the forest. Do you dare follow it to its lair or mind your own business?   |
| 98    | The skeleton of an adventurer, who bore a <i>magic spear</i> +2. Could it be...Sevik?  |
| 99    | An abandoned forest hamlet, less than 30 people lived here long ago.   |
| 100   | A Green Dragon. A descendant of the dragon-kings of old. It speaks and its name is Chloraxis. It has a cruel disposition.  |

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