

The Legacy of Scoundrels



An Adventure for Characters Level 1-3

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

The Legacy of Scoundrels is an adventure for Old-School Essentials, written by Guillaume Le Huche, and designed for characters level 1-3. Requires Old-School Essentials Advanced Fantasy.

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THIS IS YOUR ADVENTURE

This adventure should be seen as a toolkit and not as a script. Make it your own adventure and change it as you deem fit. The area where the adventure takes place is not very big, and so it shouldn't be too difficult to make it fit in your own campaign. If you are playing in a specific setting, the names of places, gods and goddesses can be changed to names belonging to that campaign world, and so on.

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Introduction

OVERVIEW

The Legacy of Scoundrels is an adventure designed for characters level 1-3. After having arrived at the village of Cairwick, the characters will soon discover that something doesn't seem to be right in the castle nearby. From there, they will follow in the footsteps of Sir Caspian Mortimer, nobleman and aspiring sorcerer, into the valley to the north, where he had travelled to find the truth about his mysterious grandfather.

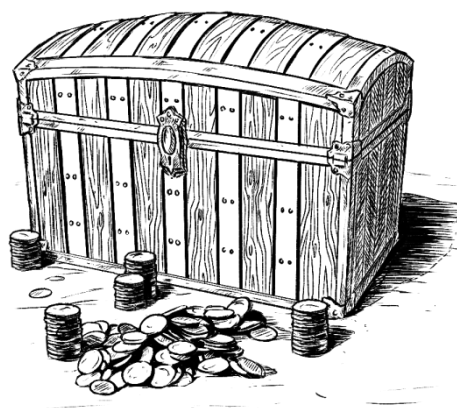
BACKGROUND

Sir Manus was quite a successful adventurer. Together with his fellow companions – Legwen the halfling thief, Grubash the half-orc barbarian, Shadari the Svirfneblin, Menha priestess of the cat people, Sarlok the assassin, and Arazor the wizard – he raided ancient, cursed tombs filled with deadly traps and guarded by undead kings, explored the pyramids built by lizard men inhabiting the jungles in the south and barely escaped the frost ghouls of the northern glaciers. They were not heroes, but rather scoundrels with few moral scruples, and acquired many enemies, but also a considerable fortune.

During their journeys they encountered a group of adventurers who had just killed a black dragon and managed to steal the treasures that the adventurers had retrieved from the dragon's lair. During the flight from their newly acquired enemies, Shadari was slain. The death of their deep gnome friend, known both for her deadly

pickaxe and her gem cutting skills, was a hard blow for the party. They decided to take a break from their adventuring and settle down in a valley, whose inhospitable marshes were rarely visited by outsiders and therefore a fitting refuge and hiding place.

Arazor used his treasures to build an impressive tower, surrounded by a garden with beautiful flowers that, apart from magical research, now became his main interest. He also built an intelligent animated doll to hold him company, and that he named Cornelia. Menha built a convent for her fellow sisters, servants of the cat-goddess Sera. She then took refuge within the walls of the convent for a calm, devout life together with her sisters. In the southern part of the mountains encircling the valley, Sir Manus bought a castle from a local count (at a low price, as a recompense for aiding the local count with stealing an ancient relic from a monastery). Grubash, who chose to live in a cave, spent his days hunting together with his two wolves. They all lived more tranquil lives now, even though Sarlok preferred to prey upon travelling merchants together with his newly acquired bandit friends.



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Over the years however, conflicts and suspicion arose among them, aggravated by accusations of theft and treachery. Sarlok never really liked the idea of settling down, and wanted them to go on, onward toward new adventures and hopefully even bigger rewards. Sir Manus wasn't really satisfied either, as he thought that the group should think on a larger scale and create a small principality together, high up in the mountains. Thereby they would be better prepared against future threats.

Arazor, Menha, Legwen and Grubash for their part just wanted to live calm, peaceful lives in their new homes, to their more ambitious companions' great disappointment. Sir Manus and Sarlok thought that the others had given up upon them, especially since they had all agreed upon avenging Shadari. They also never liked Menha's idea of bringing priestesses of Sera to the valley. They saw it as going against their plans and as a liability, and they thought that the high priestess, Pasht, was arrogant and too headstrong, and they realized that they would never be able to cooperate with her.

So, one day Sarlok took matters into his own hand and went to the convent of Sera, together with his fellow bandits, and killed everyone inside, including Menha. After having plundered the convent, they set it on fire. This heinous action would not go unpunished by the goddess – Sarlok and his accomplices were all cursed with lycanthropy and became werewolves.

After having murdered his former companion, Sarlok went to the others, claiming that the convent and its sisters had been attacked by their enemies,

probably in order to take revenge and reclaim the treasures that were theirs. He tried to use the so-called attack as an incentive to make the others agree to abandon the valley and resume their adventuring life.

The others, however, were reluctant. Legwen had become quite fond of her little house, her garden, and her fishing routines, and refused to leave. Neither did Grubash want to leave, instead choosing to stand his ground: "Let them come, I'll be waiting!" Arazor didn't really believe in Sarlok's tale, and so cautiously retired to his tower, waiting and on his guard. As for Manus, he now concluded that the valley was far from safe and urged the others to agree to his plan of seeking shelter high up in the mountains, where they would build an impenetrable fortress.

In the end, their unwillingness to leave the valley was perceived as treachery by both Sarlok and Manus. Sarlok also managed to convince Manus that the others had hidden treasures that should have been divided equally. And so, one late evening, as Grubash was flaying a boar in his cave, Sir Manus and Sarlok paid him a visit and then killed both him and his wolves. They then proceeded to the tower of Arazor, trying to find out if the mage had been conspiring with Legwen. Arazor however seemed very confused, only talking about his beloved flowers, and so they began to quarrel, divided by the question of what to do with him. Manus was now struck with remorse, regretting the murdering of Grubash, and argued that they should leave Arazor to his unfortunate destiny. He declared that he would return to his castle in the morning,

having lost his appetite for the whole plan. Alas, Manus' destiny was now sealed.

Manus was murdered in cold blood by Sarlok in the tower's wine-cellar. Thereafter, Arazor fell victim to the poison that Sarlok had put in his wine. Sarlok then went on to visit Legwen, whom he also poisoned. He then ironically succumbed to one of the traps that she had built in her cellar, to protect her cherished possessions.



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THE LEGACY

The story however does not end here, as Arazor's legacy would continue to haunt the valley. Even though Arazor had left this world, the animated doll Cornelia never realized that her master had passed away. One of the reasons for this was a small leprechaun, living in the attic, as this mischievous little fey creature found great pleasure in fooling the doll into believing that her master was still alive, and gladly ate of the food and drank of the wine that she, every day, placed outside of her master's door.

And so, Cornelia continued to perform her duties and supervising the animated objects that were silently cleaning the tower, sweeping the floors, dusting the bookshelves, and cooking food for her dead master. In the garden outside of the tower, animated rakes, shovels, sickles, and other garden utensils continued to work without ceasing under her supervision. She knew how Arazor loved his flowers, and how delighted he was to see them grow. And so, she ensured that they would continue to flourish, and as the decades passed, they flourished a little bit too well, growing all over the tower.

On top of that, during the last couple of years some giant bees have discovered the garden and built a hive in the tower. And since they carried pollen between the flowers, weird hybrids have started to grow, producing magical, glowing pollen, creating a certain distress among some of the valley's inhabitants.

Sir Manus left behind him his wife, Hanriette, and their two children, Peadrus and Marta. And while Peadrus made sure to erase all traces of his father's magical practices, his son Caspian's discovery of his grandfather's hidden books sparked his interest and made him embark on the journey to become a sorcerer himself, although not quite as successfully.

About eight years ago, Sir Caspian Mortimer, Sir Manus' grandson, and lord of Dorle castle, came upon a hidden chest in the castle, containing belongings that once belonged to his grandfather. Among these items were books about sorcery, which thereby confirmed the rumours that Sir Manus had been dabbling in forbidden arts. The chest also contained a journal

written by Sir Manus, containing notes on his alchemical experiments, which soon led Sir Caspian to start experimenting with alchemy, hoping to soon be able to create gold and an elixir of eternal youth, or at least a concoction that could cure his increasingly noticeable baldness.

The journal also seemed to suggest that Sir Manus had been on a treasure hunt in the valley to the north of the castle, apparently searching for the treasures belonging to a group of adventurers who had decided to settle down after many years of exhausting adventures. It seemed that Sir Manus finally had disappeared without a trace. Sir Caspian however was determined to walk in his grandfather's footsteps and find the treasures himself.

As he ventured into the valley's forests and marshes, it didn't take long before he encountered a mesmerizing fey creature: a dryad by the name of Endeis. Sir Caspian immediately found himself enthralled and in love with this magical forest creature. He started to visit her, trying to gain her affection, almost forgetting the reason why he had decided to explore the valley in the first place.

The feelings however were not mutual, and while the dryad initially found the humans' desperate attempts rather amusing, she soon got very bored and irritated. She therefore started to send the lovesick Sir Caspian on dangerous quests so that he could prove his love for her, while she was actually hoping that he would never return.

Sir Caspian however proved himself quite resilient, and Endeis was quite surprised to see him return after having

been sent to retrieve an egg from a gryphon nest high up in the mountains in order to make her an omelette. She therefore decided to increase the difficulty by requesting that he travel to the wizard's tower with its strange and dangerous flowers, to steal a red rose from its garden. Sir Caspian however did return even this time, although barely alive, with the red rose which he proudly delivered.



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Endeis, who now was getting very tired of the nobleman's inability to get her not so subtle hints, now sent him off to a lake in the southern part of the valley, to go diving after freshwater oysters. The lake belonged to a group of nixies and their giant pet eels, who weren't happy at all to see their oysters grabbed by some lovesick human. They decided to punish him by giving him the ability to breathe underwater and then imprisoning him in a cage at the bottom of the lake, where he has now been trapped for several weeks, feeling very miserable and getting quite tired of the seaweed that the nixies have been feeding him with.

RECENT EVENTS

One and a half month ago, the castle of Dorle was captured by a group of goblins, led by a goblin sorcerer by the name of **Krirk**. Using illusions to lure some of the guards out, the goblins then manage to sneak into the castle. The servants of Sir Caspian, patiently awaiting the return of their lord, were taken by surprise and brutally slaughtered. The goblins then decided to stay and enjoy their new life in the castle, wreaking havoc and feasting on the castle's supplies of food, beer, and wine.

The bailiff in **Cairwick**, a village nearby, sent one of his men to investigate two weeks ago, but he still hasn't returned. The bailiff has now sent one of his men to Lord Wallas Atherton, the baron, asking for guidance. The baron, however, is occupied by a group of witch hunters accusing some of his servants of sorcery, and therefore has no time to deal with this problem at the moment. But maybe some brave adventurers can?

ADVENTURE HOOKS

The DM can, as an option, choose that the PCs have special motives to be interested in the events in the area. Perhaps the DM even wants the PCs to have separate motives. Listed below are some options to choose from:

UNDER THE MOON'S PRYING EYE

(If the party has a cleric or paladin) The barony's high priestess, servant of the moon goddess Tyrela (or a moon goddess belonging to the campaign setting in which you are playing) is deeply worried by the rumours surrounding Lord Caspian, especially with the witch hunters roaming

the realm, and wants the PCs to find out if there is any truth in these rumours.

TREASURE HUNTERS

The PCs have heard the tales about the mysterious valley and the treasures that are said to wait within the tower of the mage Arazor that died half a century ago. They have also heard about the ruins of a convent where dwelt the sisters that belonged to the mysterious cat people from the southern lands. Will the PCs succeed where other adventurers have failed?



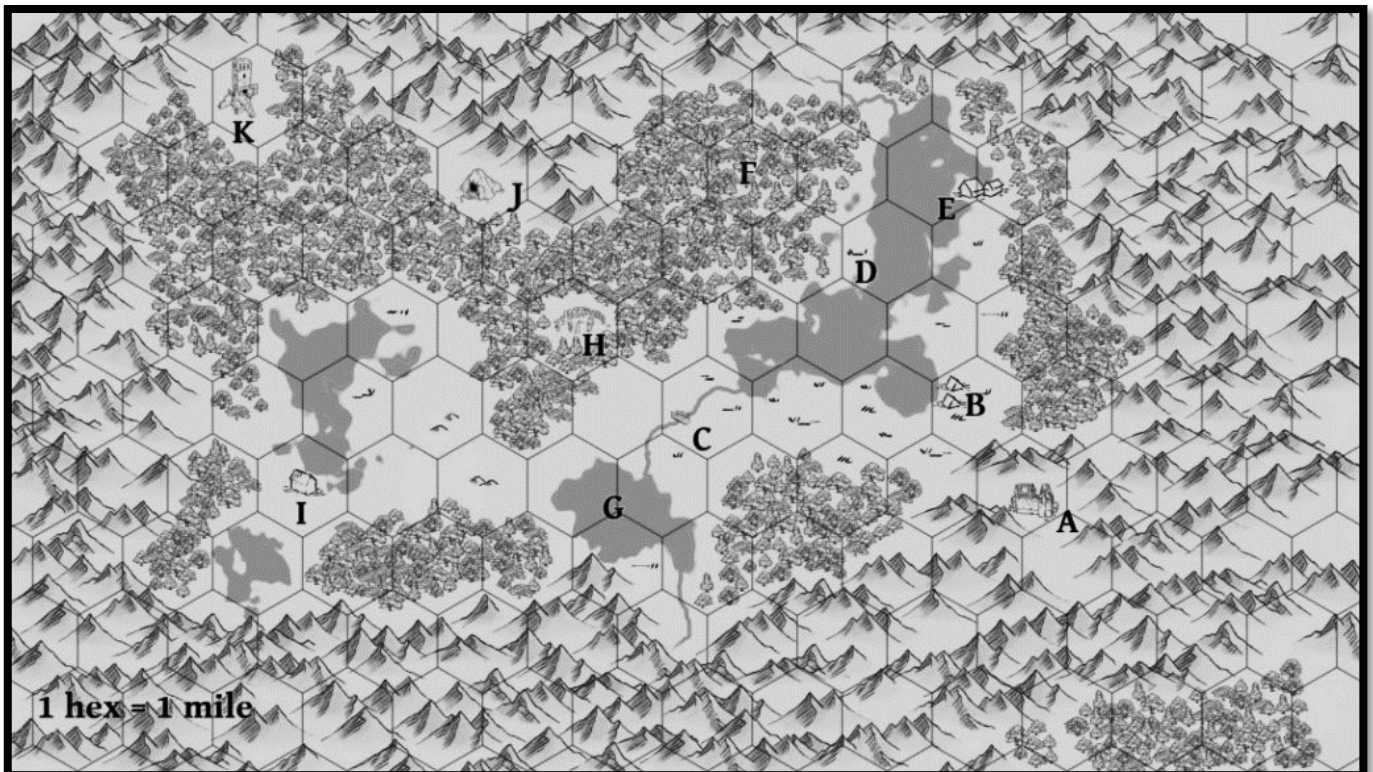
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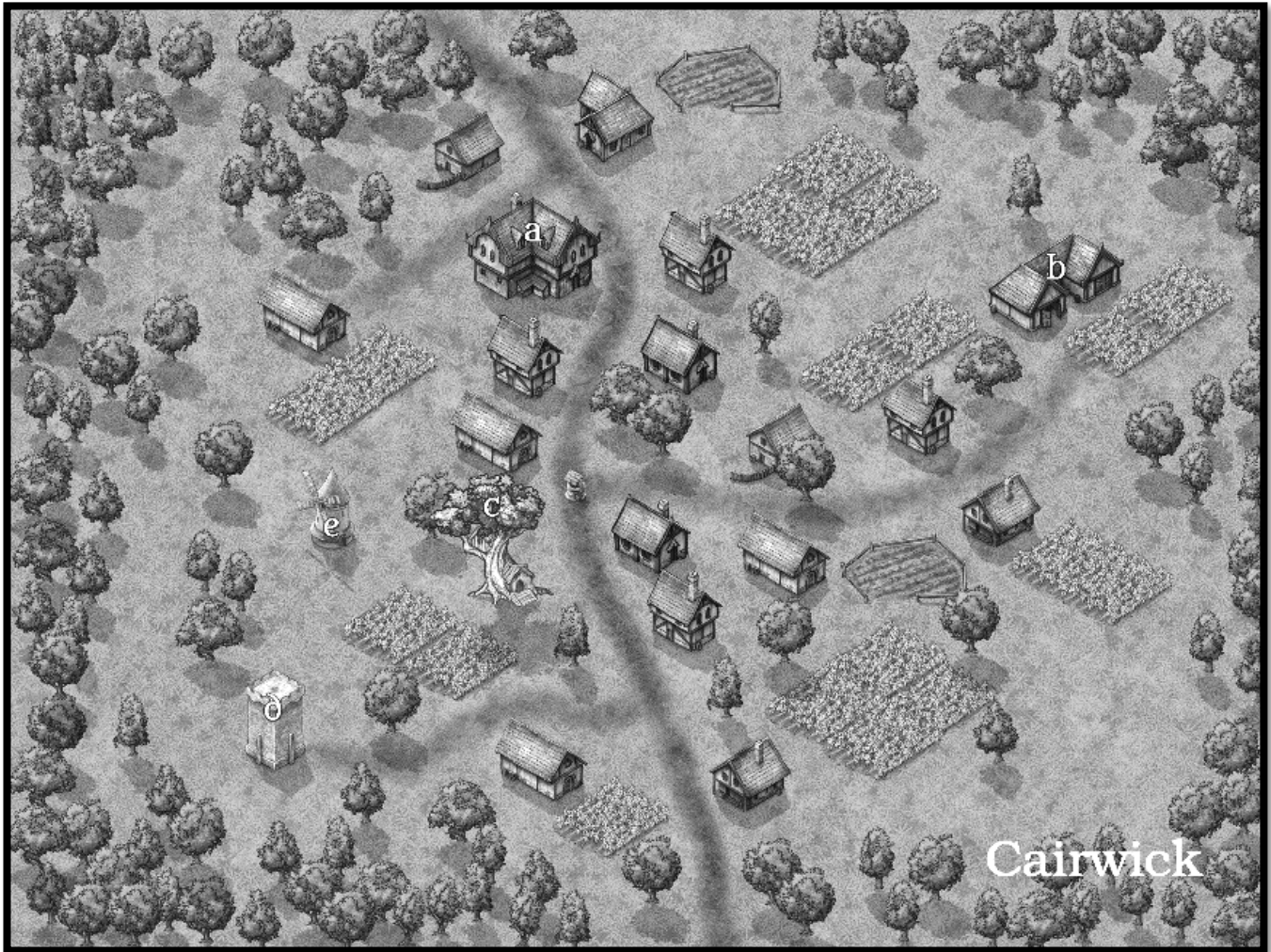
THE FLOWERS OF EVIL

(Works best with an elf, a druid, or a ranger in the party) Aruina, the old druidess, has had troubled dreams about poisonous violet flowers growing around a dark tower in a valley. She felt the balance of the land disturbed by these unnatural flowers and has asked the PCs to journey to the valley and investigate. She knows that there is a half-elven ranger, Linara, living in the village Cairwick near the valley, and that might be able to help them.

OVERDUE BOOKS

Brother Gabor, servant of the god Uhlto, lord of knowledge, has a hidden interest for sorcery. He and Sir Caspian discovered that they had this passion in common, and have been corresponding for several years, sharing tips about grimoires and alchemy recipes. Three years ago, Gabor lent Caspian a book about magic. He has reminded Caspian several times that he wants it back and has now lost his patience. He wants the PCs to go and retrieve this book for him.





CAIRWICK

The adventure begins with the PCs arriving at the small village of Cairwick, whose inhabitants have grown hardy from defending their home from several orcish attacks during the last decade. They will quickly notice the tower where the bailiff lives with his family. They will also notice the Green Lady, the village's inn, built in the tree crown of a giant oak.

A. COURTHOUSE

This is the house where the villagers meet to discuss legal affairs and hold trials. When the PCs arrive, the bailiff, Hartnar, and several of the village's inhabitants are gathered in the courthouse in order to

discuss the current situation. The fact that the scout, Dromen, which Hartnar sent to Dorle Castle hasn't returned is deeply worrying.

B. THE FORGE

The village's smithy is owned by a man in his 40s named Jarnulf (Thief lvl 1, 4hp). He is bald, with defined cheekbones and seems a bit distant. He arrived in the village 12 years ago. He has a dark past that he does not like to talk about. He spent several years in prison after participating in a burglary at one of the city of Brenham's most powerful trading houses. Together with his companions he was sent to a prison on an island from which he

barely managed to escape together with some other inmates. He then spent several years on the run, until he found the village and decided to start over again.

The other villagers don't know anything about his former occupation and only see him as a sour loner. His old accomplice, Farrell (Thief lvl 1, 3 hp), is also living in the village and working as a woodsman.



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C. THE GREEN LADY

The village inn, named after a star, that is said to watch over the forest's rangers and animals, is quite a sight, as it has been built as a tree house in a giant oak. Around the oak the grass grows tall, and a narrow path leads between some tall oaks to the small wooden circular staircase that leads up to the inn.

The owner of the inn, Wolanys, is a half-elven woman (HD 2, hp10) with dark, braided hair, blue-grey eyes, and a tough attitude. She worked for many years as part of a group of outriders under the bailiffs command who patrolled the roads in the area. Eventually she got tired of the

long days in the saddle and the constant worry of not knowing when orcish arrows would come whistling from the forest and decided to start working in her mother Jenarys' inn instead. The inn was built by Wolanys' grandmother, Xyrtana, an elven druid.

If the PCs show their interest in the castle, Wolanys will express her suspicions toward Sir Caspian quite frankly. Her grandmother, who built the Green Lady, was part of a group of valiant adventurers, which included among others Jaealen, an elven paladin, and Eridalar the mage. Together they protected the region from many threats: orc tribes, trolls, and even a black dragon, whose head now adorns the walls in a monastery consecrated to Themos, the god of sun and healing, not far away.

Unfortunately, according to Wolanys, the dragon's treasure was stolen by a group of evildoers that included sir Manus, who was Sir Caspian's grandfather. Apparently, Sir Manus Mortimer was a malevolent sorcerer and had collaborated with a group of murderers and thieves, making a fortune by stealing rare and holy artifacts and selling them to racketeers and greedy collectors. There have been rumours about Sir Caspian, claiming that he is conducting strange alchemical experiments underneath the castle. It wouldn't surprise Wolanys if he has become an evil sorcerer just like his grandfather.

Wolanys remembers a group of treasure hunters who travelled to the valley in the north, talking about the mad wizard's tower. The legend says that the wizard, Arazor, belonged to the same group of

evildoers that Sir Manus was a part of. Apparently, he became insane, and after his death turned into a spectre, haunting the tower and the woods in the valley. The treasure hunters were never heard from again.

Wolanys has a sister, Linara, who is also the village's forester. She told Wolanys that she had seen frogmen (Gullygugs) in the valley to the north. They were riding on giant frogs and seemed to be on patrol. She has also heard from a hunter about dangerous, unnatural flowers growing around the mad mage's tower in the north-western part of the dale. She felt that it was her responsibility to investigate both the frogmen and the strange flowers, and therefore left for the valley one week ago. Wolanys is worried about her sister and if the PCs are heading towards that direction, she will ask them to keep an eye open.

D. THE BAILIFF'S TOWER

The round tower, about 30 ft high, seems to be in quite good condition. In the tower lives the bailiff of the village, Hartnar (Fighter lvl 1, 6hp), and his wife Ulvira. Hartnar is heavily built, not to say portly, bald and with a tidy dark beard, and red cheeks. He is often accused of being somewhat lazy. He is a man who likes food and beer, and seldom manages to listen to all the complaints that the villagers bring to him.

His wife, Ulvira, is a short woman with fair hair in braids and round cheeks, who, however, can be surprisingly determined and does not tolerate disrespectful behaviour. She enjoys cooking, to Hartnar's great joy.

They have a boy, Jordy (7 years) and a girl, Adalyn (10 years), as well as some domestic cats and some chickens that the children take care of. One of Hartnar's men, Valdric, is teaching the children fencing and shooting with crossbows.

E. THE MILL

Cairwick's windmill is a place where the villagers like to meet to gossip and is therefore an excellent place to hear about rumours.

VILLAGE RUMOURS

- The village has not received any news from Dorne castle for over one month. Usually, Sir Caspian will send his sergeant Alren and a couple of soldiers regularly to check upon the villagers, order provisions and necessities and discuss current affairs with the bailiff. If the PCs offer to help with the investigation by travelling to the castle, the bailiff will be most grateful and willing to pay 100 pieces of silver to each of them upon their return.
- The village has been having trouble with two large orc clans up in the mountains for the last decade. The hostilities against the village only decreased because of fighting between the clans and when a goblin clan tried to migrate into these parts of the mountains. The last 3-4 months have been calm though, but the villagers believe that the orcs are gathering strength for an imminent attack.
- The bailiff did send a scout by the name of Dromen to the castle two weeks ago to investigate, but he hasn't returned. The scout has a wife, Gelena, who is deeply worried and will be most grateful if the PCs

agree to help and find out what has happened to her husband.

- In the valley north of the castle lie the ruins of a temple belonging to a mischievous cat goddess. The temple burned to the ground perhaps 50-60 years ago, probably a sign of divine wrath according to the villagers. Ever since the day the temple burned, there have been rumours of evil, bloodthirsty men and women being able to transform into large cats, stalking the land and always searching for prey.

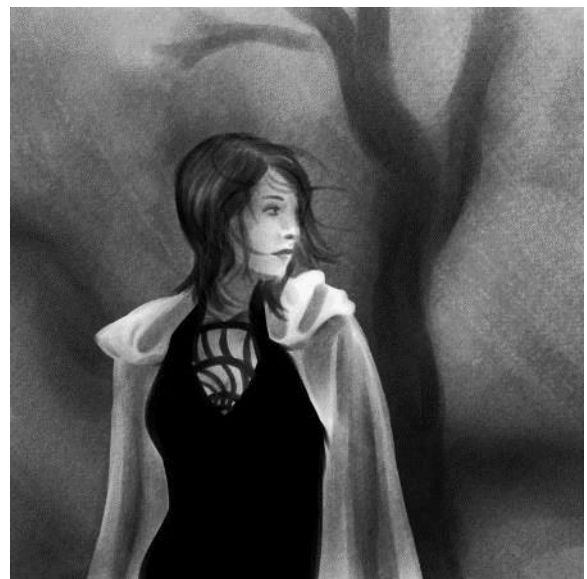
THE BARON'S DAUGHTER

While the baron's sons were occupied with preparing for their future careers, their younger sister, Rowena, was spending her time reading books in the library, exploring the countryside, and experimenting with alchemy. She is very clever and knows it and sees herself as a professional detective and loves solving mysteries. She is now worried that the witch hunters that are roaming her father's domain will investigate the Mortimer castle, because of the rumours surrounding Sir Caspian. She is curious about the extent of his knowledge in alchemy and would like to meet him and see his laboratory. She therefore plans to travel to the castle and, if she finds him, warn him about the impending threat of the witch hunters.

When the PCs reach the village for the first time, she will be conducting her own investigation, asking the villagers about the castle and the latest events. She might try to recruit the PCs to join her since she's aware that there might be dangers ahead. She has also heard that there are ruins in

the valley to the north, and would like to scout the area, in case there are treasures. Although she is a baron's daughter, she doesn't see herself above common people, and acts in a very relaxed and casual way.

She has dark brown hair down to her shoulders, dark eyes that observe the surroundings attentively and curiously, and a quirky smile. She can be a bit shy, not very talkative unless the subject is mysteries, magic, and alchemy.



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She is a magic-user Lvl 1 (4 hp), and knows the spell *Detect Magic*. She also has some alchemical potions with her: 3 potions of invisibility (duration 5d6 minutes), 4 potions of dark vision (duration 1d6 hours), 4 potions of water breathing (duration 1d6 hours), and 2 explosive potions (3d6 dmg). Her potions are not completely safe though, and a person who drinks any of them (drinking the explosive ones will not cause any effects except for devastating internal injuries) will have 50% of getting some weird unpredicted effect. These weird effects last for 24 hours.

1d10 Weird secondary effect

- 1 Glows in the dark, but also regenerates 1 hp/hour.
 - 2 Smells like a skunk, animals won't attack the person. Sleeping near or being close to that person is unbearable.
 - 3 Grows a long furry tail like a squirrel (might become difficult to wear armour), makes it easier to climb trees and keep balance.
 - 4 Grow horns – gets 1 extra attack (d4 damage).
 - 5 Becomes temporarily blind but starts navigating using sonar like a bat.
 - 6 Body and face get covered with thick red hair; AC is improved by 1 but the person looks really horrible.
 - 7 Grows long porcupine spines over the whole body, creatures hitting the person with natural weapons will take 1d2 dmg. Can't wear armour.
 - 8 Sense of smell is improved – can detect creatures within 60 ft, but strong odours will be overwhelming and cause dizziness, suffering a -2 on all rolls for 1d6 minutes.
 - 9 Grows scales, gills and webbed hands and feet, can breathe underwater and swim at double speed. Must be submerged in water every 4 hours or become dehydrated, suffering -2 on all rolls.
 - 10 Gets darkvision 60 ft, but also becomes very sensitive to light (-2 to hit in daylight).
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TWO OLD THIEVES

As the PCs are going around and asking questions, Jarnulf will become curious and start to tail them. The PCs will get the feeling of being watched. If they manage to confront him, he will explain that he once was somewhat of an adventurer himself (he won't go into specifics), and that he had missed that kind of life. He and his old friend, Farrell, would be interested in joining them if they plan to investigate the castle. They are not very brave or trustworthy and will take the first opportunity they get to run away carrying as much valuables as possible. If the PCs don't want their company, they will follow them, keeping out of sight, and then try to steal whatever they can.

**TRAVELLING TO THE CASTLE**

There is an old road that leads through the forest and then up in the mountains to the castle. It shouldn't take the PCs more than 3-4 days to reach the mountains, and then perhaps one more day to reach the castle.

The DM can choose freely among the following events:

THE HUNTER

When the PCs are sitting by the campfire, they will see a man approaching, wearing fur clothes and with a bow over his shoulder. Helmuth is a hunter who lives in the area, and he provides Cairwick with fresh game and furs.

He has visited the valley a few times, and knows the following:

- There is a magician's tower in the north-western part of the valley. Its garden is full of unnatural flowers spreading strange, glowing pollen. Some elves that were travelling through the valley and passed by the tower said that they saw a pale face looking out through one of its windows.
- The temple ruins in the valley that belonged to the cat people are said to be haunted.
- A group of notorious bandits were hiding in the valley when one of them was killed by a giant tick!
- The frog people that live in the eastern part of the valley arrived a couple of months ago. He hasn't seen them himself, but he has heard that they are bloodthirsty and very fond of human flesh.

BANDITS

The PCs suddenly see a four-wheeled carriage coming towards them on the road. A woman driving the cart will make the horses stop about 50ft in front of them and greet them kindly. She will ask if she might offer them some dwarven beer? "Only 7 silver for 1 pint, it's a steal!"

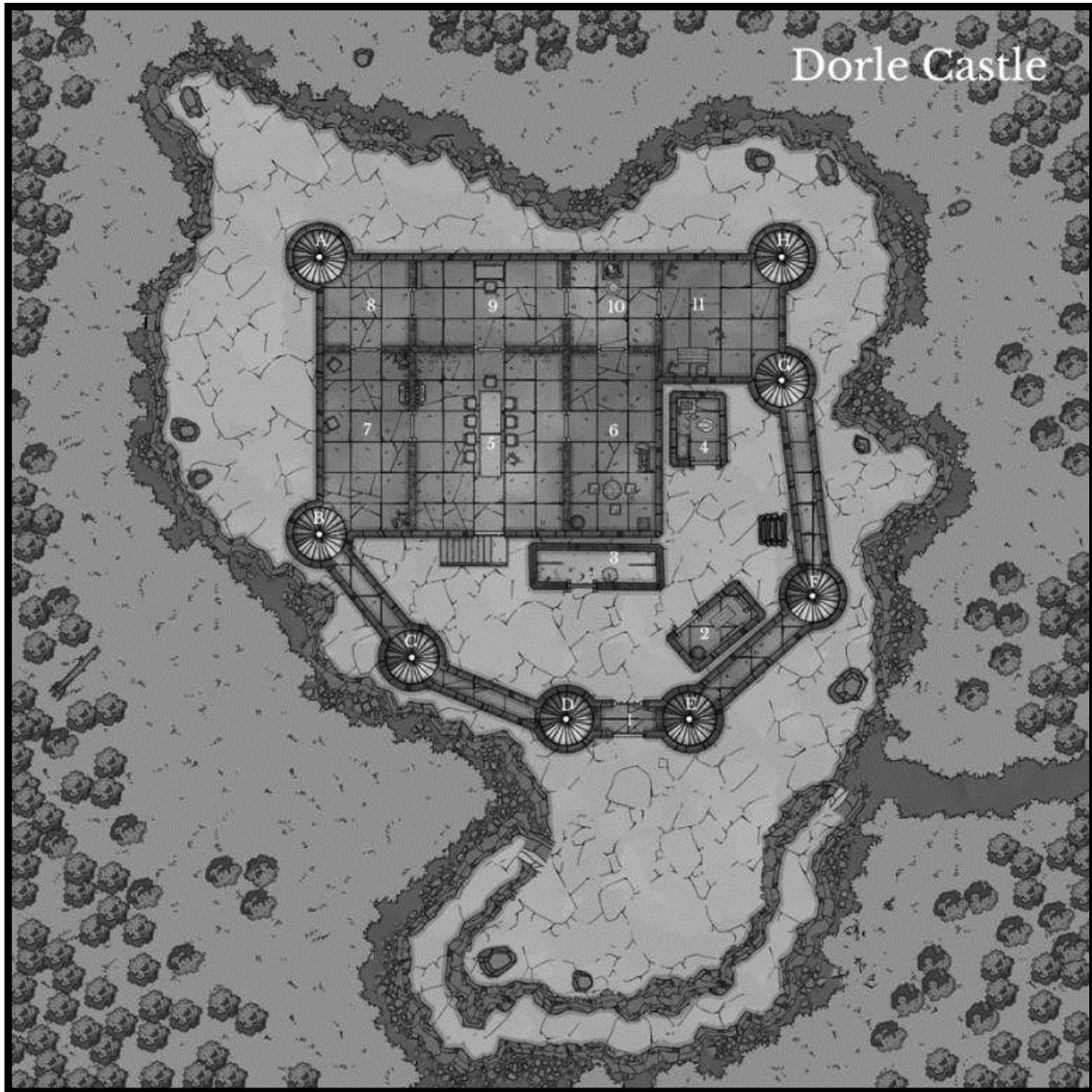
If they approach, she will pick up a loaded crossbow lying behind her in the carriage and aim it at them. At the same time, two men and one woman emerge from the surrounding forest, one with a crossbow, one with a bow and the third with a throwing axe. The robbers will demand that the PCs give up all valuables if they want to escape with their lives.

If the players explicitly say that they are on the lookout during this scene, they have a chance to spot the robbers – an elf has a chance of 1-2 in 1d6, and a thief can roll for *Hear Noise*.

For stats, see **Bandit** in *Old-School Essentials*. They have hp 3,6,6,8, and 1d6 sp and 1d6 cp each. There is a keg of beer on the cart, but it is not dwarven. The two draft horses are the most valuable possession the bandits have (worth about 40 gp each).



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A. DORLE CASTLE

The castle is built on the top of a hill, and a path, broad enough for two horsemen or a cart, leads up to the gates.

THE GOBLINS

Krirk and the other goblins have been living in the castle for at least 1½ month now. The lack of threats has made them quite lazy and negligent, and so there is a big chance that they will be caught off-guard. However, this doesn't mean that they should be static, sitting ducks – if

they hear noises in the courtyard for example, they will go out and investigate. If there is fighting somewhere in the castle, goblins in other parts of the castle will pick up their weapons and quickly mobilize to support their comrades. If they sense that the fight is going badly, they will retreat and regroup, and might try to barricade some of the doors and/or ambush the PCs. They are not fanatics and might also try to flee if the fight seems hopeless or plead for their lives and try to parley.

For stats, see **Goblin**, in *Old-School Essentials*.

TOWERS (A-H)

B. Through this tower one has access to room 7 and 16.

C & F have doors on the ground level, but they will be locked (Kirk has the keys).

D. There is a windlass on the first floor that can be used to raise and lower the portcullis. There is a heavy crossbow in a rack, and 40 bolts in a wooden box.

E. A goblin guard (6 hp) is sitting on the upper floor. He is supposed to patrol the walls but is right now drinking beer and eating boar ribs, and it would be quite easy to sneak into the castle without being discovered. There are also three goblin short bows, five quivers with 10+D10 arrows each, and two long spears.

G. Through this tower one has access to room 11 and 12.

1. GATEHOUSE

A gatehouse flanked by a tower on each side, and with reinforced gates. The portcullis is up and controlled with a windlass in the tower (D) on the western side of the gatehouse. Arrow slits in the walls make it possible for guards in the towers to shoot at intruders, and openings in the ceiling allow defenders to stand above and attack them with spears.

A person searching the gatehouse will find traces of (human) blood on the floor after the bodies of the inhabitants that the goblins buried nearby (the blood in the courtyard has been washed away by the rain).

2. KITCHEN

This house is obviously the castle's kitchen, but a quick glance reveals that it has definitely seen better days. The goblins are rarely using the kitchen, as they prefer to cook and roast food over the fireplace in the great hall, and they are not great at keeping the kitchen clean.

The room is a mess – on the tables are strewn kitchen utensils, pots, mortars, kitchen knives, spoons and bowls, and a lot of it has ended up on the floor, among shards of pottery, broken glass, and mouldy leftovers. There is a fireplace with a large kettle, as well as an oven for baking bread.

There is a wooden hatch on the floor and under it a ladder that descends to the cellar where food is stored. There is bread, corn, dried meat, a lot of salted horse meat, salted fish, as well as some berries and nuts. The cellar also contains some barrels and kegs of ale and wine.

3. STABLE

There is a lot of hay lying in piles, and reins, bridle, saddles, and blankets for three horses hanging on the walls. The three horses that once stood here were all slaughtered by the goblins. The goblins then ate some of the meat and preserved the rest, and now use the stable as a kennel for their 2 wolves.

For stats, see **Wolf** in *Old-School Essentials*. They have hp 9, 12.

When the PCs arrive, roll on the chart below to see where the wolves are:

1d6	The wolves are...
1	Out in the forest together with one goblin hunter (Hp 4, armed with a short bow).
2	In the stables/kennel
3-4	In the courtyard.
5-6	In the great hall(room 5).



@Dean Spencer

4. CASTLE SMITHY

A small house in which there is an anvil and a table with a smith's hammer, forging tongs, some armour pieces, horseshoes, and other things in need of repair. There is a furnace in the back of the house. The goblins have been using the smithy to make some minor repairs and adjustments, and therefore it's in better condition than many other parts of the castle.

On the table lies a chain shirt on which several rings have been broken, as well as a leather harness with some cuts, but both are still functional. There is also a battle axe. A couple of iron ingots lie near the furnace.

There is a stone slab in the floor which can be lifted, which can be noticed if one searches the room thoroughly. Underneath is a small hole where the blacksmith hid a beautiful masterwork elvish dagger (+1 dmg, worth perhaps 50 gp to an elf).

5. THE GREAT HALL

There are 3 goblins in this room, drinking and eating (Hp 1,5,2).

A long dinner table stands in the centre of this large room, surrounded with elegant chairs. In front of a fireplace lies a brown bearskin rug (on which can be detected a huge amount of wolf hair). There are stuffed stag heads on the walls on each side of the northern doors. The large table is covered with plates, cups, leftovers and traces of ale and wine. The goblins have carved goblin signs, skulls, and some ugly stick figures on the table.

On the wall to the right of the fireplace hangs a large painting of a serious looking knight in plate armour. The painting (5 ft tall) depicts Sir Manus (the name Sir Manus Mortimer is written on the frame). It has been used for target practice and shows considerable damage after having been pierced by knives and axes. The goblins have also drawn some obscene pictures on the painting and made Sir Manus' eyes cross-eyed.

6. GUARD ROOM

A room with a round table surrounded with three chairs. There is a small keg and some cups on the table. Against the eastern wall stands a weapon rack with some spears and other weapons. A pile of weapons lies in the north-western corner.

There is also a crate and a barrel in the south-eastern and south-western corners respectively.

There are 2 goblins (Hp 3,4) in this room, trying to get some sleep on their fur blankets. If a fight breaks out in any adjacent rooms, it will take them 1d3+1 rounds to get ready.

The weapon rack holds 2 spears, 1 broadsword, 2 crossbows and 60 bolts. In the pile of weapons lie 3 swords, 2 spears, 4 shields and 5 daggers. There are also 5 bolts with heads made of silver (as there have been encounters with lycanthropes over the past decades). The crate contains some dried fruits, nuts, and old loaves of bread. The barrel is half-filled with ale. The keg on the table also contains ale.

7. WESTERN ROOM

This room contains two armchairs that look quite comfortable, near a fireplace in which the remains of some charred books lie among the ashes.

In two of the corners stand complete sets of human sized knight armour. They have been used as punching bags by the goblins, who have been hitting them with axes and maces, and so they only have AC 4(15).

8. NORTH-WESTERN TOWER ROOM

The stairway leads up to room 17, and down to room 20 in the dungeon.

9. STUDY ROOM

This room contains a writing-desk whose drawer has been pulled out and the contents spread all over the floor, together with quills and broken flasks of ink. There

are two bookcases, with some books on the shelves.

The drawer contained sheets of parchment and some letters that are now lying all over the floor. Two of them are from Caspian's sister Victoria, who is a cleric of the moon goddess Tyrela in a convent not far from here (see *Handout: Victoria's letter 1 & 2*). One of the drawers also contains a small key (to the box in room 19).

The two bookcases contain some books about history and hunting, one book about flowers, one about dog breeds, and a small book with poems about courtly love.

10. CHAPEL

Against the northern wall stands a wooden statue of a woman, wearing robes and a crown. On her right shoulder sits an eagle, and two bear cubs are laying at her feet. She is Brerena, a minor deity, and protector of hermits, shepherds crossing mountain ranges, and miners. There is a small wooden bowl on the floor in front of the statue.

11. NORTH-EASTERN TOWER ROOM

A room with a table, some broken chairs, and two staircases that lead up to room 12.

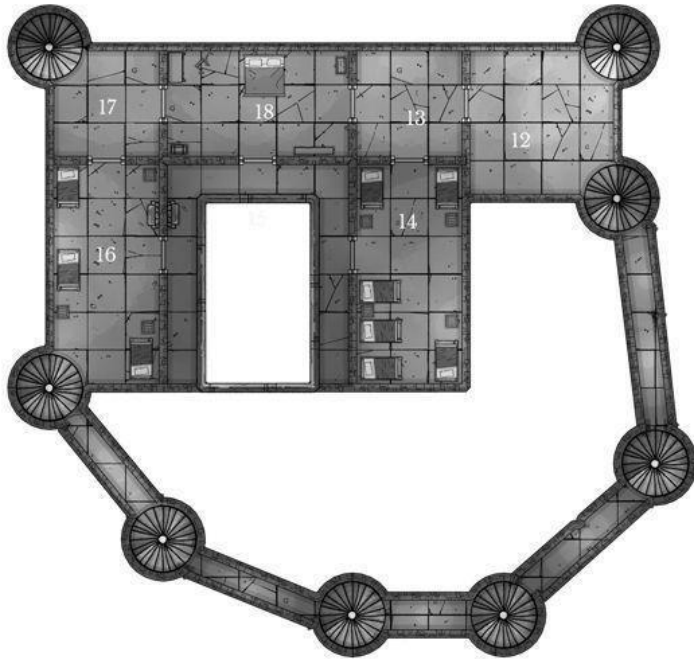
SECOND FLOOR

12. NORTH-EASTERN TOWER ROOM

A room with two staircases. They both lead down to room 11, and the one in the north also continues up to room 19.

Through the southern tower (G) one has access to the rampart.

Dorle Castle Second Floor



worth 50 gp. There is a shield with the same emblem, worth 50 gp.

14. GUARD'S DORMITORY

A dormitory with several beds. The room is a mess, personal belongings are strewn all over the floor and the stench of sweat and dirty clothes, blankets and bed sheets is overwhelming.

This is where most of the goblins sleep, and when the PCs arrive there will be 3 goblins (Hp 4,6,7) sleeping, resting, or tinkering with their equipment. One of them has a crossbow – if a fight breaks out downstairs, he will step out on the Balcony (15) to see if there are any targets in sight.

On the floor lies fur clothing, waterskins, boots in need of repair, blankets filled with fleas, dirty pots, equipment for armour and weapon maintenance, and leftovers.

One of the goblins has hidden a very fine dagger with encrusted gems (worth 50 gp), hidden under his mattress.

15. BALCONY

A balcony from where one can look down on the great hall. A hunting spear with a silver head hangs above the doors to the north, and on the other walls are some

13. ARMORY & COLLECTION ROOM

The walls in this room are covered with ancient shields, weapons, helmets, and other antiquities. Some of the weapons and shields have been taken down and are now strewn all over the floor. The goblins couldn't resist the temptation to test some of the antique weapons and shields, which are now broken or damaged as a result.

Many of the items however are still intact and could be quite valuable to a collector. One old sword (that will break if used in combat) that belonged to Sir Manus' grandfather could be worth 150 gp, and a tournament helmet with a crest in the shape of a bear could be sold for 100 gp.

There is a banner with the Mortimer heraldic emblem. The banner might be

animal trophies – some wolf pelts, the head of a giant lynx, and the pelt of a two-headed dire wolf.

16. SERVANT'S DORMITORY

A dormitory with a couple of beds, and with a strong stench coming from dirty blankets and bed sheets. Personal belongings and dirty clothing are strewn all over the floor. There is a fireplace where a log is burning.

There will be 2 goblins (Hp 3,3) in here, sleeping or tinkering with their equipment.

17. NORTH-WESTERN TOWER ROOM

The spiral staircase leads down to room 8. There is an easel here which has been overturned, and a sketch drawing lying on the floor, together with crayons, brushes, and some paint.

The sketch drawing (made by Sir Caspian) depicts an old man, almost bald but with some white hair on the sides, clean shaved, modestly, and properly dressed, standing by an arrow slit in the same room. This is Hutton, a servant who also served Sir Caspian's father. He was killed by the goblins during the attack.

18. BED CHAMBER

A room with a large bed covered with heavy furs. There is a bookcase in the south-eastern part of the room, and a table with a chair on the opposite side.

Krirk is usually sleeping the days off in the large bed, while spending the evenings and nights thinking of future conquests, ordering the other goblins around and scaring the prisoners in the basement.

Krirk, Goblin sorcerer

AG 6 (13), HD 2 (10hp), Att 1 x scimitar (1d6), THACO 18 (+1), MV 60'(20') SV D14 W15 P16 B17 S18, ML 8, AL Chaotic, XP 25.

► **Sorcery:** Krirk knows the following spells: *Green fire bolt* (same effect as a *Magic missile*), *Detect magic*.



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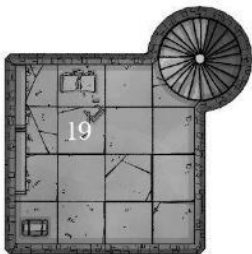
He carries a small pouch with 5 gp, 17 sp and a dead rat. He has a bunch of keys dangling from his belt, for the prison cell doors, tower G & F and the door in 5 leading out to the courtyard. He has a *Potion of invisibility*, a *Potion of polymorph self*, and a *Potion of sleeping poison* (save vs poison or fall asleep). His scimitar is coated with this poison. If in trouble, he might use his *potion of polymorph self* to make himself appear like a human and pretend to be a prisoner or transform himself into a rat or crow in order to escape.

In the south-western corner there is a small chest in which the goblins have

stored their loot: 750 sp, 150 gp, silver cutlery (25 gp), 4 silver goblets (10 gp/each), a silver ring (10 gp), a silver medallion (15 gp), and 4 gems (worth 10, 10, 50, 100 gp).

A wardrobe locker is standing in the north-eastern part of the room, and contains some fancy but a bit worn jackets, a fur cloak belonging to Caspian, two hats (one black and one red cap), a pair of riding boots and a pair of shoes with silver buckles.

Dorle Castle Third Floor



THIRD FLOOR

19. TOWER STUDY ROOM

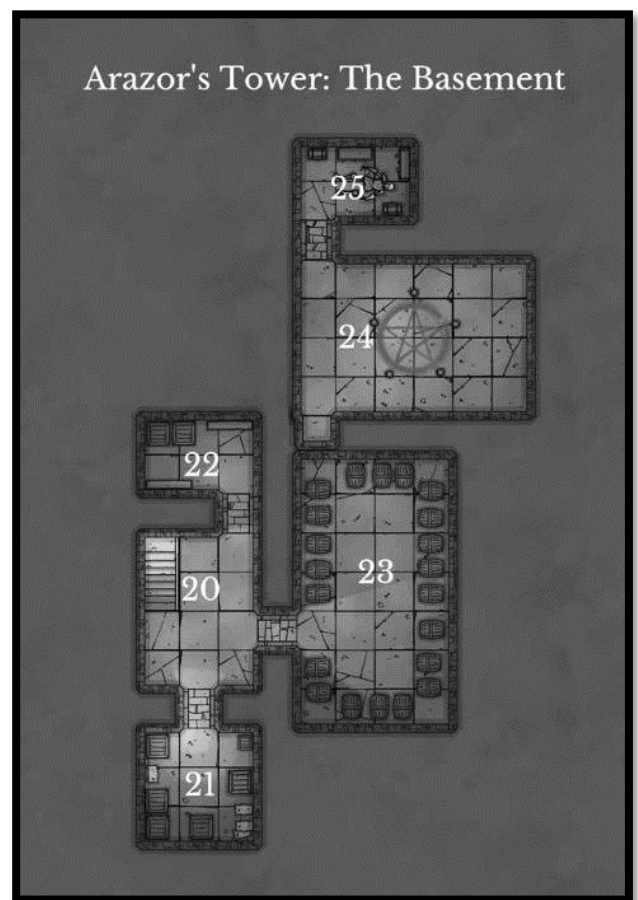
The writing-desk in this study has been smashed by the goblins, and parchment, quills and ink are lying on the floor among the debris. There is a bookcase which contains some books in different conditions.

Hidden among the debris lies a small tin box, locked (can be opened with the key from room 9). It contains letters from a man called Brother Gabor, who seems to be a holy man with a deep interest in sorcery and alchemy, and the letters show that he and Sir Caspian had lively conversations about these topics. It seems that Caspian has borrowed a book from Gabor, and the latter has been reminding

Caspian for several years that he wants the book back.

As for the books, they are mostly about history, but there is also a book with notes on the expenditures of the castle, as Sir Caspian has been trying to keep track of his dwindling finances. Someone studying the notes will notice that Sir Caspian even has been selling some of the castle's family heirlooms and old valuable books.

DUNGEON



20. STAIRCASE

The stairs lead down to a dark cellar room where traces of blood can be seen on the floor. If someone looks at the traces, it will seem like someone who was bleeding either was dragged or dragged him- or herself across the room and up the stairs.

21. SIRCASPIAN'S STUDY

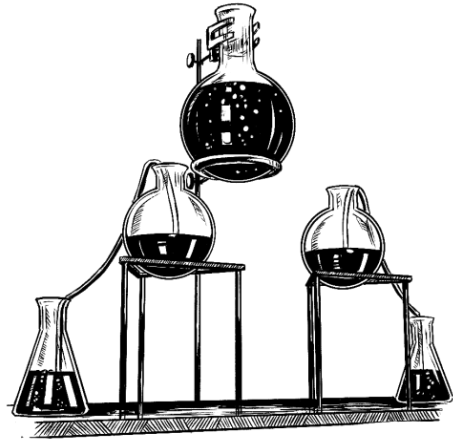
The lock to this room has been broken, apparently with a lot of violence.

The table in the north part of the room has been used for alchemical experiments and is filled with equipment for this purpose – a brazier, glass vials, a retort, pliers, wooden bowls, pouches, and small pottery jars with ingredients, and so on. Many of these items have ended up on the floor when the goblins turned the chamber upside down in their hunt for treasure, and there are glass shards everywhere. The goblins also managed to start a fire by experimenting with the liquids in some of the containers. The walls show clear signs of fire damage, and among broken vials and jars can be seen the charred remains of burned books.

There are also the remains of a second table that has been smashed to pieces, together with a broken chair. Among the broken furniture lies a map (Caspian's handiwork) of the area, showing some important locations that the PCs might want to explore (see *Caspian's map* in Player Handouts). There is also a notebook, badly damaged by the fire, but a few pages are still readable (see *Caspian's notes 1-3* in Player Handouts). The first note is actually a loose page inserted into the notebook. It is written with an older writing (Sir Manus' writing) but there are comments in the margins that appear to be more recent (Caspian's comments).

Several bookcases are standing against the walls, filled not only with books but also with vials and pottery jars. These contain different alchemical and herbalist ingredients, and there are also some potions: 1 antidote (neutralizes poison), 1

ointment that will repel insects (even giant insects will not come within 5 ft of that person) for 8 hours.



@Dean Spencer

The bookshelves also have some books about herbs, poisons, and antidotes. There is one book about snakes (reading this book will give the reader useful knowledge about snake anatomy and attacks will do +1 dmg when fighting snakes). There is also a stuffed owl on one of the shelves.

There is a secret door behind the shelf leaning against the southern wall. Underneath the shelf is a small switch which, when pressed, will produce a clicking sound and make it possible to move the shelf to the left, revealing the door behind.

The chest in the southwest corner has clearly been opened with a lot of violence (breaking the lock) and thoroughly searched. It still contains items that the goblins deemed uninteresting or scary: 3 books about alchemy, one small cat figurine made of onyx (a gift that Manus received from Menha, worth 15 gp), a leather folder with Caspian's not all too impressive watercolour paintings, depicting the castle from different angles,

the castle's horses who are now dead, an elder woman who was the castle's cook, a squirrel climbing up a tree, some birds, but also a small cabin near a lake. Outside the house stands a female halfling wearing a big hat and smoking a pipe (Legwen, as Caspian pictured her from Manus' description).

22. SECRET ROOM

Behind the hidden door lies a small chamber, filled with dust and cobwebs. To the left is a bookshelf with several old looking dusty tomes. On the other side of the room are two chests.

The books on the bookshelf are books about sorcery and demonology. One of them is signed with the name "Gabor" on the title page. There is a spell book which contains the spells *Charm Person*, *Darkness*, *Read Languages*, *Read Magic*, *Locate Object*, *Wizard Lock*, *Invisibility*, *Dispel Magic*, and *Hold Person*. There is also a magic scroll with the spell *Fly*, a magical *Scroll of protection against lycanthropes* and a book about dryads with some very revealing illustrations.

There is also a packet of letters: love letters from a countess by the name Isebail MacAra, with whom Sir Manus had a secret affair. While Isebail is now dead, her daughter, Olivia would be delighted to see the letters and would certainly pay at least 50 gold for them.

23. STOREROOM

A storeroom with several wooden crates and a shelf filled with tools and all sorts of items. The crates contain candles, lamp oil, blankets, a saw, hammers, iron nails, rope, and other tools for repairing stuff in the

castle. There is a shovel in one corner. On the shelf lies a hammer, some nails, two lanterns, some waterskins, and sewing tools.

24. STOREROOM

(The door to this room is locked. The lock can quite easily be opened with lock picks, or the door broken down with an axe – let at least one axe break during the demolition process).

The room is filled with large sacks and barrels. There will also be a chubby goblin, wearing an apron and holding a kitchen knife in his hand, standing in a corner, and appearing to be very frightened. This is Glulk (3 hp), the goblins' chef. As he heard the sound of combat (unless the PCs managed to sneak all the way down to the basement), he locked himself in here. He will immediately surrender and plead for his life, offering the PCs his service. He is not very brave, although quite good with kitchen knives (1d6 dmg in his hands) but will be happy to cook for them.

25. STOREROOM

A large storeroom with some wooden crates and large sacks. The crates contain salted meat and bread, and the sacks contain fruits and flour. There is also a well in this room, with a winch and a wooden bucket.

26. PRISON CELLS (A-D)

A damp, dark corridor with small narrow cells behind locked doors (Krirk has the key) made of iron bars.

In cell A sits Dromen (Hd 1, hp 4), the scout from Cairwick. He is about thirty years old, has dark, short hair, blue eyes,

and a thick beard. He is wounded and in bad shape (2 hp left). He was scouting the area when suddenly he was ambushed by a group of goblins that dragged him to the castle and then threw him in the cell.

The cells C & D contain two gullygugs that were captured by the goblins. Thox and his sister Rakra were out hunting about one week ago when they encountered a group of goblins and were captured. They don't know anything about the castle or its owner, although one of the hunters belonging to their tribe did see a fine-looking nobleman travelling in the swamp over one month ago. They can also tell the PCs that they have seen a large troll roaming the valley, which they have avoided. If the PCs set them free, they will be extremely grateful and gladly escort the PCs to their village (see **The Gullygug Village** in the valley).

For the stats of Throx & Rakra, see **Gullygug**, in *Old-School Essentials*. They have hp 5,4.



@Rick Hershey

THE VALLEY

The valley, once known as The Valley of Antalas (at that time it was populated by wood elves) and covered with green, lush forests, now mostly consists of marshes, where the trees are dead and twisted. There are several lakes in the area, surrounded by swarms of mosquitoes.

When travelling in the valley, the PCs will advance at normal speed, except when travelling through forests and hills (33% slower) or swamp (50% slower).

During the PCs exploration of the valley, you can choose freely among these random encounters:

THICK MIST

A dense fog envelops the characters and makes it difficult for them to see where they are going. Movement speed is reduced by 50% and there is a 1/3 chance that they get lost, in which case they will end up on an adjacent hex in a random direction.

HEAVY RAIN

As the PCs hear the thunder rolling over the mountains, a heavy rain soon starts to fall, making it difficult to progress. Move speed is reduced by 1/3.

LEECHES

The PCs are forced to cross areas with waist-high water, and thereafter find leeches in unpleasant places on their bodies (roll for Save vs Death – a failed roll means that the PC has contracted an unpleasant infection and after 1D6 hours will feel some fatigue for the next 1D4 days and suffer -2 to hit).



@Maciej Zagorski

INSECT SWARM

A swarm of large blood-sucking mosquitoes attacks the PCs. For stats, see *Insect Swarm* in *Old-School Essentials*. The swarm has HD 2 (9 hp).

PIT VIPER

During the night, a pit viper (7hp) will slither into the encampment and curl up among one of the PCs armour pieces or blankets. It will surprise the PC on a 1-4 on a d6. For stats, see *Pit Viper* in *Old-School Essentials*.

THE CENTAUR

A centaur by the name **Thadysios** lives in the valley. Once he belonged to a herd of centaurs, constantly on the move. As the herd passed through the valley, about twenty years ago, Thadysios met Endeis, the dryad, and fell hopelessly in love with her. He decided to remain in the valley, and since the others realized that they wouldn't be able to convince him to leave, they decided to let him be while continuing their search for greener pastures.

When Caspian started to investigate the valley, Thadysios watched him from a distance. As the nobleman approached Endeis, the centaur came charging out

from the woods, and told Caspian to keep away from her. Endeis however only laughed and told him not to worry, and that she could handle the nobleman on her own.

He is fascinated by elven mythology and poetry and was taught how to read elvish by an elven priest, Merith, who visited the valley several years ago. Even though he doesn't fully grasp the often quite abstract meaning of the poems, which presupposes an extensive knowledge of elven history, mythology, and literature, he still enjoys reading them out loud for himself. The elven priest also gave him a pair of magical horseshoes that he is very proud of.

He will be suspicious, suspecting that the PCs are but simple treasure hunters (which of course might be the case). If they tell him about their investigation and about their findings in the castle, he will reveal that he has always suspected Caspian of being false and impure and will gladly help them to find him in order to expel him from the valley. He knows that Endeis did send Caspian to the nixie-lake, but he doesn't know that he is now the nixies' prisoner.

For stats, see *Centaur* in *Old-School Essentials*. He has 20 hp, fights using either his short bow (dmg 1d6) or an elven sword (dmg 1d8+1) that he received as a gift from Merith.

His enchanted horseshoes are made of silver and engraved with elvish runes. While wearing these horseshoes, a horse, centaur, or similar hoofed creature/animal has +10 ft. speed. Also, the wearer's jump distance is doubled (for Thadysios that means that he can jump about 24 ft). If the animal/creature that wears them or its

rider should slay an elf, the magic will dissipate, and the horseshoes will turn black and become non-magical.

If they seem trustworthy, he can escort them to the temple ruins, to Legwen's house, and even to Arazor's tower. However, he won't go near the tower as he fears the strange glowing pollen.

SCAVENGING BEAR

One night, a hungry bear will come scavenging for food in the PCs camp, searching among their backpacks and camping equipment. It will become aggressive if the PCs are trying to scare it off. A great way to pacify it and get rid of it is to give it some rations. If however the PCs have prayed or made offerings to the statue of Brerena in the castle, the bear will look at them, sniff a little, make a growling sound, and then miraculously ignore them and leave.



@Dean Spencer

GULLYGUG FISHERMEN

The PCs encounter a group of gullygugs from the Gullygug Village (see below), on their way home after having been out

fishing (they are trying different lakes and ponds in the valley, exploring the diversity of fishes). They have also been gathering bugs, snails, and worms. If the PCs have already visited their village, the gullygugs will recognize them, otherwise they will be very cautious and on their guard. For stats, see **Gullygug**, in *Old-School Essentials*.

CODRUS THE MINOTAUR

Sitting on a rock is a massive creature, with a bull's horns and bulging muscles, and yet playing the sweetest melody on the flute he is holding in his big furry hands. This is Codrus, a minotaur who was once a slave but now is on the run. He was just a child when the members of his small tribe were captured by slave traders, after which he was separated from his family and tribe and sold to a rich merchant, Marko, and his wife Fanetta. Codrus was brought up as a slave, learned to attend to his owners' needs, serve them food and wine and entertain them by singing and playing the flute. One day, Marko's daughter Sylvia helped him to escape, and his journey as a fugitive began. He has been on the run for a couple of months, and recently found the valley that he finds quite peaceful. He has nowhere to go and will therefore consider joining the PCs if they seem trustworthy.

For stats, see **Minotaur** in *Old-School Essentials*. Codrus has 27 hp, fights with a club (d4+2). Unlike most minotaurs, Codrus doesn't have the trait **Aggressive**.

LINARA

A half-elven woman with long, dark braided hair and clear-blue eyes, wearing clothing of fur and leather and moving

quietly and gracefully through the marshes. This is Wolanys' sister (mentioned on page 10). She has been observing the Gullygug camp, and she is not all too worried that they might become a problem. If the PCs are heading toward the wizard tower, she will offer to accompany them, as she is deeply concerned about the rumours about magical flowers.

Linara is a Half-elf lvl 2 (9 hp) and carries a bow and a short sword. She has a backpack with rations, a cooking pot, a waterskin and a blanket, but also different curative plants and mushrooms that she has been collecting in the swamp. She knows one spell – *Speak with Animals* (it was deemed more fitting with a spell from the druid spell list).



@Daniel Comerci – danielcomerci.com

WANDERING TROLL

A huge, about 10 ft tall troll with grey leathery skin, long white hair, and yellow eyes. It's using a wooden log as a club. This monster, whose name is **Borgarr**, is far too powerful for the PCs, and they will simply have to sneak around it or fool it somehow, and it's important for the DM to make this clear to them.

The troll is acting as a wandering threat – if the PCs are too passive or if things are getting a bit too calm the DM can make the troll appear to make things a bit more exciting for them. If the PCs haven't already met **Thadysios** the centaur, he might show up just in the nick of time to distract the troll, shooting arrows at it, which will give the PCs the time to escape. He will then later catch up with them and introduce himself.

Borgarr, Giant troll

AC 3 (16), HD 10+5** (59hp), Att 2 x talon (1d8), 1 x bite (1d12), 1 x log (2d6), THACO 11 (+8), MV 120'(40'), SV D6 W7 P8 B8 S10 (10), ML 10 (8 fear of fire), AL Chaotic, XP 2300 NA 1, TTE (lair)

Borgarr has the same special abilities as Troll in *Old-School Essentials*: Regeneration, Return from death, Fire and acid, and Fear of fire.

GNOME EXPEDITION

The gnomes Niwyn, Brimop and Farni (see **The AirShip** below) are out scouting, gathering information about their surroundings and possible threats, and drawing a map of the valley. They have seen the troll from afar and therefore are very cautious. They also know that there is strange female faerie creature living in the

woods not far from their base. If the PCs earn their trust, they might lead them back to their camp.

GOBLIN REINFORCEMENTS

Two or three days after the PCs have explored the castle and moved on to the valley, a group of 8 goblins belonging to the same tribe will arrive at the castle. The goblins will then be on the lookout for the perpetrators and follow the tracks of the PCs down to the valley. They are led by a female warrior, **Nekuth** (2 HD, 8 hp), daughter of the chieftain of the tribe – **Zaark** – and **Krirk's** elder sister. She is eager to prove her worth as the tribe's potential future leader and she takes her mission very seriously. The goblins move fast yet will be cautious and prefer to set ambushes and traps rather than make frontal assaults.

If **Glulk** is with the PCs and learns about their goblin pursuers, his behaviour will depend on how the PCs have treated him. If they have treated him badly, he will try to escape and join the hunting party. If they have been nice to him, he will offer to parley on their behalf.



@Chris Rallis published by 1manstudio.de

A KOBOLD IN DISTRESS

The PCs will suddenly hear high pitched screaming and the splashing of water, as a small kobold is struggling to escape a mass of vines, roots, mud, and leaves – a bog creature which now has grabbed one of the kobold's feet and is trying to drag him under water. The bog creature is vaguely humanoid but almost mindless.

Bog Creature

AC 8 (11), HD 3* (14hp), Att 1 x vine/root (1d4+ grab), THACO 17 (+2), MV 10'(3'), SV D12 W13 P14 B15 S16, ML 12, AL Neutral, XP 25 TT None

► **Ensnare:** When it hits with its vine or root attack, it will also ensnare its victim, causing 1d4 automatic damage per round.

If the PCs choose to save the kobold and succeed, he will present himself as **Neblo**. This courageous little fellow is the son of **Geklu** and **Snorka**, the kobolds in **Legwen's Cabin**. He has been travelling the world for several years and has now returned to the valley to pay his dear old parents and the giant weasel **Zizo** a visit. He will be very grateful that the PCs saved his life and curious about them and the reason for their presence in the valley. He will offer them to accompany him to his parent's home.

He is carrying a spear in his hand and a small backpack. A couple of fresh fishes are still dangling from his spear. The backpack that he is wearing is actually **Legwen's** backpack, and he can tell the PCs that it's quite amazing – it can hold so much stuff and yet never gets heavy. It functions as a smaller version of a *bag of holding*: objects of up to 5'x2½'x1½' can fit

inside the backpack, up to 5000 coins of weight can be placed in it, and when full it weighs 300 coins. Neblo has filled it with lots of stuff he has hoarded during his travelling: animal furs, beautiful small rocks, seashells, a shovel, snake eggs, a small keg of beer, mushrooms of various kinds, and other items. If the PCs accompany him to his old home, he will offer to give them his backpack (after having emptied it) as a reward for having saved him so that he could live to see his parents once again.

For the Neblo's stats, see **Kobold**, in *Old-School Essentials*. He is quite experienced and so he has HD 1d6+1 and 6 hp.



@Dean Spencer

THE HAG

A freshwater hag, **Varisha**, lives in the swamp and will be delighted to see some appetizing humanoids. Depending on the composition of the party, she may choose to attack or to let them go. Roll 1d100 and add the following modifiers:

+10% if the group has 5 or more members

+25% if the group has 10 or more members

+10% for every fighter or barbarian ("Warriors hit hard...")

+10% for every wizard or illusionist ("You never know what they are capable of...")

+10% for every elf ("Elves are dangerous magical creatures...")

+10% for every dwarf or gnome ("That beard will surely ruin my meal...")

-10% for every gullygug ("Frog people have crunchy legs...")

-10% for every thief ("Sneaky thieves, coming here to steal my treasures...")

-10% for every knight or paladin ("So shiny and pretty, must taste sweet too...")

-10% for every halfling ("It's been a while since I tasted one of those chubby little fellows...")

01-50 = She considers them easy or very desirable prey and attacks.

51+ = She concludes that it's not worth the risk and chooses to let them go.

For stats, see **Sea Hag**, in *Old-School Essentials*. She has 14hp.

BOUNTY HUNTERS

These 5 (4 men, 1 women) tough-looking swords-for-hire are looking for the fugitive minotaur. They are working for Marko, the minotaur's master, and have been told to bring Codrus back alive. If he is with the PCs, they will ask the PCs to hand him over or suffer the consequences. If he is not with the PCs, they will ask if they have seen a minotaur somewhere in the valley and in that case ask for directions.

They are lvl 1 fighters with the following equipment: chainmail (AC 5 (14). 2 of them have swords (1d8) and shields (+1 AC), 1 has a crossbow (1d6) and sword (1d8), 1

has a polearm (1d10) and the last one a two-handed sword (1d10). They have hp 4,7,4,6,4 and 2d6 sp and 2d6 cp each.

B. THE GULLYGUG VILLAGE

The gullygugs living in the swamp are led by a large warrior named **Thrat**. Originally from a swamp northeast of this area, he left in protest when the gullygug chieftain, that is his brother **Kroxl**, wouldn't let him lead a raiding party against a human trading station. The reason for this was that Thrat had showed himself being rash and lacking strategic skills.

The band of Thrat consists of Thrat himself (a Chieftain with 23 hp), 14 males (2 of them are Leaders), 17 females (2 of them leaders), and 11 children. They have two giant marsh frogs (about 5ft long) that they use as mounts for scouting. They also have a witch doctor, **Kruz**.

For stats, see **Gullygug**, in *Old-School Essentials*.

Marsh Frog, giant

AC 7 (12), HD 3+1* (14hp), Att 1 bite (1d6), THACO 16 (+3), MV 60 (20'), SV D12 W13 P14 B15 S16 (2), ML 7 (4 afraid of fire), AL Neutral, XP 50.

► **Weapons:** ensnaring tongue. If the tongue hits, the victim will be dragged towards the frog's mouth, and it will automatically do maximum bite damage every round.

► **Afraid of fire:** When attacked with fire, its morale becomes 4.

There are guards patrolling the perimeter of the camp. Also, there are several frogs in the ponds near the camp – if the PCs

venture too close to them, the frogs will start making sounds, which will alert the frogmen guards (who can communicate with frogs).

They have seen The Centaur at a distance but have kept their distance.

Some of their hunters have approached the nixie lake and can tell the PCs about the strange small, green, elf-like creatures living in the lake, with large eels as their company.

They have seen the old temple ruins, but never investigated it, since they fear the spirits of the dead might be haunting the place.

They have encountered the Troll but managed to flee from it and are careful not to run into it again.

After the goblins kidnapped two of their hunters and after having seen the giant troll roaming the valley, some of them have become worried and are considering moving somewhere else. Thrat however is stubborn and, having already left one swamp, now refuses to leave this one.

Having seen the gnomes stranded in the swamp, some of the gullygugs have now decided to attack the gnome crew in order to steal their airship and escape (see **The Airship**).

The gullygugs also know that there is a small hamlet up to the north, on the eastern side of the lake, where some strange humanoid creatures live (This is **Sarlok's hamlet**). Thrat has heard that one of them threatened one of his hunters with a bow and one of his hunters, **Yizk**, has gone missing in that area. He is thinking about leading his warriors in an attack against them, thereby getting a chance to prove that he is a worthy leader. The witch

doctor, Kruzok, would like to know more about these creatures and has advised Thrat to postpone the attack.



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Kruzok has had strange dreams about colourful, glowing flowers that are growing around shimmering, enchanted water. In the same dreams he saw a high tower, touching the clouds. He is convinced that mighty spirits live in these waters, and that they could give the tribe the guidance and spiritual protection they need.

If the PCs tell him that they are seeking the tower, he will ask them to bring him some of that enchanted water. If they do so, he will give them the following as a reward: 3 yucky potions that give the same powers as *boots of travelling and leaping* but for 24 hours, 2 smelly concoctions that has the same effect as the spell *Slow poison*, 4 dried bugs that has the same effects as a *potion of speed*, and 3 ointments with a fishy smell that give the character fish-scales for 1d6+6 turns (grant +1 AC

bonus). Kruzok will then drink from the enchanted water and receive both new powers and a considerably greener skin (as described on page 56).

Also, if some of the PCs become ill, for example by being bitten by leeches or by the giant centipedes underneath Sarlok's hamlet, he will be able to help them by giving them some of his stinking concoctions and by applying leeches to them. Thanks to this treatment they should be able to recover within 24 hours.

C. THE OLD BRIDGE

This wooden 40 ft bridge was built at the behest of Arazor and his accomplices. Nowadays its planks are rotten and unstable. If more than 2 people are crossing it simultaneously, there is a 1/6 chance (roll for every 2 people) that some planks will collapse, causing them to fall into the river. Those who fall into the water will find *leeches* (page 23) on their bodies afterwards (this will also happen to any person that choose to swim over the river).

D. THE AIRSHIP

A group of gnome explorers were on their way to the distant *Shiny peaks* and the gnome city of *Tildywin* when their flying ship, *The Cloud Cutter* (flying with the aid of two hot air balloons) was attacked by two wyverns. One of the balloons was punctured by a wyvern tail, forcing the ship to crash land in the swamp. After a couple of days, as they were trying to repair the damaged balloon, some of them (Orrick and Farni, mentioned below) started scouting the area and saw the troll far away and had to hide. They are now

very cautious and are organizing guard patrols watching the perimeter of the camp.

The crew consist of: **Geraniss** (F, captain), **Nitor** (M, engineer), **Niwyn** (F, engineer), **Yowyn** (F, supplies), **Orrick** (M, ship mate), **Brimop** (M, ship mate), **Farni** (M, Guard), and **Tali** (F, guard) For stats, see **Gnome**, in *Old-School Essentials*.

For stats, see **Gnome** in *Old-School Essentials*. They fight with maces or warhammers (1d6 dmg). Nitor, Niwyn, Farni and Tali have crossbows. Geraniss is a leader (2HD, 11 hp).

If you think that it is fitting for your campaign, the gnomes can have blunderbusses instead of crossbows. They do 1d6 damage, and have the Qualities Club (1d4), Loud*, Misfire*, Missile (5'-10', 11'-25', 26'-40'), Point blank*, Reload, Spread*, Two-handed. (Stats reproduced from **Carcass Crawler, Issue #1**, with the permission of Necrotic Gnome)

* For Weapon Qualities, see **Carcass Crawler, Issue #1**.

If the PCs approach them, they will be cautious at first but then relieved when they see that they are not swamp-denizens. They will gladly have them as guests and offer them shelter, a meal consisting of porridge with cinnamon, scones, and a very fine brandy.

As Yowyn and Farni were scouting in the woods not far from their base, they heard the very sweet but also eerie voice of some strange female faerie creature and only caught a glimpse of her before they backed away. If they trust the PCs, they can show them the location.

They have seen a group of small houses to the north on the other side of the lake, where some very repulsive humanoid creatures live (this is Sarlok's Hamlet).

THE ATTACK

Later the same day, a group of gullygugs (mentioned earlier, in **The Gullygug Village**) will attack the gnome camp. The group consists of 6 male and 3 female gullygugs, among which are the group's leader, a warrior named Grux (riding on a giant toad) and his sister Dess. They feel that the tribe has no future in the swamp, and when Dess spotted the airship a couple of days ago she quickly realized that this was the opportunity they had been waiting for.

The gullygugs will attack at night. They intend to spare one of the crewmen, since they are not entirely sure that they will be able to steer the ship or even make it fly. They are not fanatics and will attempt to flee if three of them (or both Grux and Dess) are killed or defeated.

If the PCs help the gnomes to defend their ship, they will be most grateful, and the PCs can stay at the camp for as long as they want. The gnomes can also repair broken equipment and sharpen edged weapons, giving them a +1 dmg for the next D4 battles.

E. SARLOK'S HAMLET

As Sarlok decided to go and pay his other comrades a visit together with Manus and as several months passed, his fellow bandits that lived in the hamlet grew impatient. Finally, they decided to steal everything of value that they could get

their hands on, and then quickly left the valley to seek their luck elsewhere.



Since then, a small group of mutoids have settled down in the hamlet. These are:

Jarod (leader with 2HD and 9 hp). Jarod is the self-proclaimed leader of the group and a violent bully. His head is more ogre than human, while the rest of his body appears to be part orcish, part bugbear. He is fighting with a two-handed club (Damage 1d6, Blunt, Melee, Slow, Two-handed). He also has a dagger.

Tatiana – She is Jarod’s woman, but she can’t stand his ruffian, brutal behaviour anymore and is longing for a different life. She will join the PCs if she gets the chance, just to get away from Jarod. Her face is partly orcish, with half of her face covered with scales, as are several other parts of her body, like her whole left arm. She is often out hunting in the woods and is good at making traps. She fights with a short bow and a dagger.

Kipper – a tiny creature, more goblin than human, and with the legs of a hyena. Since

he is a kleptomaniac and a very skilled cutpurse, he won’t be able to resist stealing from the PCs, which might create a tense situation if they find out. He has 4 daggers and will often prefer to use them as throwing daggers.

Iven – his face seems to be something between an orc and a dog, and his left leg is that of a squirrel. His right arm is disproportionately big in comparison with the rest of his body. He fights with a handaxe. He and Elga are together. Iven has been very sick since he was bitten by a giant centipede one week ago (see below) and is barely able to leave his bed (in one of the cabins).

Elga – She is short and furry; her face is bugbear-ish and she has a rat tail. She is very skilled at surviving in the wilderness and knows how to find edible roots, mushrooms, and berries. She fights with a short bow and a dagger.

For stats, see **Mutoid**, in *Old-School Essentials*.

The mutoids are not very fond of visitors, as they are used to being met with hate and disgust by other creatures and will be very cautious. The PCs might learn the following from them:

- The mutoids have been living in the hamlet for about 7-8 years. They found it abandoned.
- When digging underneath the hamlet, they found some things that must have belonged to the previous inhabitants. Among other things, there were a journal.

- A couple of weeks ago, some hunters belonging to the tribe of frogmen living in the south were spotted near the hamlet. They seemed hostile and Elga aimed her bow at them, after which the hunters chose to withdraw. Since then, they have seen frogmen watching them from a distance and fear that the frogmen will attack them.
- They have seen the gnomes and their airship from afar but not interacted with them.
- A group of vicious, poisonous giant centipedes have entered the tunnels underneath the hamlet, probably through the escape tunnel. Iven was bitten by one of them a week ago and has since then been severely sick. The mutoids now avoid the tunnels and sleep above ground.
- If the PCs are interested in the journal that was found underneath the hamlet, Jarod will ask them to kill the giant centipedes in the tunnels below. In return, they will receive the said document.

DEAD FROGMEN TELL NO TALES

A gullygug hunter, Yizk, came close to the hamlet and got stuck in a trap. He was detected by Jarod and Kipper who killed him. Thereafter, they buried his dead body in the swamp. They will not mention this to the PCs, and they will also tell the others not to say anything. If the gullygugs learn about the murder it will undoubtedly have violent repercussions.

If Tatiana gets the chance, she will reveal the secret to the PCs when no one

else is watching. She is worried that the frogmen will figure out what happened and slaughter them all. Personally, she just wants to get away from Jarod and the hamlet. If they have shown an interest in items found in the hamlet, like Sarlok's journal, she will tell them that she knows where Jarod keeps the thing they are looking for and that she can show them if they help her to escape. Jarod, in turn, suspects that Tatiana may be planning to try to escape, and keeps a watchful eye on her, and has told Kipper to do so too. If Jarod finds out that Tatiana has told the PCs about the murder, he will try to kill both her and the PCs.

If a fight breaks out, the mutoids will try to avoid direct engagement and prefer to retreat into the tunnels (even if there are centipedes there), where they will try to lure the attackers into traps and ambush them. If things are going badly, they will try to escape into the woods, set traps and use stealth and bows against pursuers.

THE CABINS

The hamlet has five log cabins that give a very shabby and abandoned impression. There are several fish- and tanning racks among the houses, surrounded by an awful stench. The mutoids have built a small system of ponds where they breed lobsters. They have also dug tunnels between the houses, and one escape tunnel leading to a hidden opening about 100' outside of the hamlet.

The cabins in themselves are in very bad shape – some roofs have partly collapsed, and parts of the houses have sunk into the mud. They are filled with dirt; water is leaking in although holes in the roofs and

the walls have been repaired with a patchwork of planks and animal furs.

THE TUNNELS



1. CELLAR

A small damp cellar which smells of mould and that is filled with crates. The crates contain fish nets, some snares for animal traps, a couple of torches, and several sacks in different sizes. On a table are a few tools – a hammer, a screwdriver, and some nails. A ladder leads up to one of the cabins.

2. CELLAR

A small root cellar filled with crates and sacks, some of them containing dried fruits, nuts, dried fish, and meats, and two barrels filled with rainwater.

There is a secret door to room 3 (that the mutoids know about).

3. HIDDEN CELLAR

A small, damp room where the trapped air smells heavily of mould and moisture. The

Mutoids use the room as a workshop, and the room contains animal hides, leather working tools, some items that are not finished yet: a pair of boots, a backpack, a pair of gloves and a purse.

There is a shelf with some tools together with the skulls of a wolf, a fox and five deer. There are also bones of some smaller animals like otters, beavers, one raccoon and a couple of birds.

There is a secret door to room 2.

4. CAVE

A dug-out cave with a barrel, half-filled with rainwater and some sacks containing nuts, berries and some dried meat and fish.

5. CAVE

A dug-out cave with two beds covered with animal furs, a crate, and some sacks. Iven and Elga are living here. In the crate and the sacks are their personal belongings: bowstrings, 30 arrows with arrowheads made of stone, 2 waterskins, 3 badger pelts and some necklaces made of badger teeth and claws. A purse containing 14 sp, 22 cp and a silver ring (worth 10 gp) is hidden in one sack.

6. CELLAR

A cellar with a wooden ladder leading upwards to a cabin. There are some crates and sacks and two barrels. A shovel and two pickaxes are placed against a wall

7. CELLAR

This is Kipper's room, a damp cellar with a straw bed covered with furs, a crate, and some sacks. A wooden ladder leads up to a cabin. The crates and sacks contain some clothing, and some wooden figures Kipper has carved (a fox, a wolf, and a small troll),

and some things he has stolen from the others – a silver earring belonging to Tatiana (worth 5 gold), and a small knife with handle of nacre belonging to Iven. He also has some toads that live in a wooden box.

8. ESCAPE TUNNEL

A tunnel leading about 100' away from the hamlet and then upwards to a narrow hole in the ground, hidden by some bushes. Halfway down the tunnel a dead giant centipede is laying on the ground.

9. CELLAR

This is Tatiana's room, a small cellar room with a straw bed. There are a few sacks with the following possessions: a small mirror, a nice necklace of pearls (though not worth more than 2 gp), some seashells, winter clothes and a pair of leather shoes.

10. TUNNEL JUNCTION

There is a trap in the corridor north of the intersection – a pit covered with branches and soil that will give way under the weight of about 100 lbs. The pit is about 10' deep and at the bottom there are some sharp piles. A person who falls into the pit takes 2d6 dmg.

11. CELLAR

There is a trap in the tunnel to the south, just outside the room: a concealed pit like the one in room 10.

This is Jarod's sleeping quarters: a small, damp, stinking room with a straw bed covered with furs filled with lice, a crate, a barrel with rainwater and some sacks. The crate contains Jared's belongings: a bottle of very smelly spirits;

Yizk's necklace: a necklace of fish bones that is worn by many gullygugs in the swamp; a small sack with 3 gp, 47 sp, 31 cp; a silver bracelet (worth 10 gp).

In one of the sacks lie what's left of a journal, where some pages are still readable (see *Sarlok's notes 1-3* in Player Handouts).

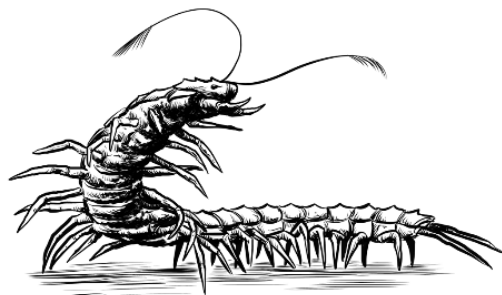
There are 4 giant centipedes in the room, one of which is hiding in the bed. For stats, see **Centipede, Giant** in *Old-School Essentials*.

12. TUNNEL JUNCTION

There is a trap in the corridor east of the intersection, of the same type as in room 10.

13. CAVE

A small, humid cave room where one giant centipede is crawling on the floor. For stats, see **Centipede, Giant** in *Old-School Essentials*.



@Rick Hershey

14. CELLAR

A small cellar room with two barrels with some rainwater and some crates and sacks that contain dried meat. There are 3 giant centipedes here. For stats, see **Centipede, Giant** in *Old-School Essentials*.

F. ENDEIS THE DRYAD

As the PCs venture further into the forest, which is getting thicker and thicker the more they advance, the forest will suddenly become surprisingly silent. They will then hear a female, alluring voice, like a mystical wind blowing through the trees around them. During the conversation, they might get a glimpse of her face, which is of a supernatural beauty, and her hypnotic green eyes.



@Maciej Zagorski

Endeis will ask them the reason for their visit. If the PCs ask her about Caspian, she will laugh and admit that she didn't think he had these many friends. She will tell them the story of how Caspian insistently kept pursuing her, and how she finally sent him off on several quite perilous quests only to get rid of him. Since he hasn't returned from the nixie-lake to the south, she concludes that he finally might have gotten her hint, or maybe the water faeries became his demise.

She is quite disturbed by the flowers growing around the wizard's tower, and she fears that they might spread to other parts of the valley. If the PCs would put an end to this unnatural growth, she would be most grateful, and recompense them with

sacred herbs and enchanted water from sacred springs. The sacred herbs have healing properties and can be used to *Cure disease* (in the same way as the spell), and they will receive 2d6+3 doses. The water functions as *Potions of Healing*, 1d6+3 doses.

For stats, see *Dryad* in *Old-School Essentials*. She has 9 hp.

G. THE NIXIE LAKE

A group of nixies have been living in this lake for over a century. There are in total 8 nixies living in the lake, and 3 giant electric eels. They are cautious and suspicious of strangers but at the same time curious. They have a playful, carefree nature and in the evenings, they will sing songs about the passing of the seasons, the caressing pale light of the moon, and how the water flowing in the rivers is ever changing yet remain the same.

At the bottom of the lake sits poor Sir Caspian, trapped in a cage made of wood and seaweed. The nixies are not willing to let him go, but it is possible to barter with them. The unnatural flowers growing around the old wizard tower in the north-western part of the valley is a source of worry for the nixies, and they want the PCs to put an end to this. They will agree to let the nobleman go if the PCs deal with the problem. The nixies however are unaware that the core of the problem is Cornelia, the giant bees and the animated garden utensils that have been continuing to work ever since the mage passed away.

If Cornelia and the giant bees have already been dealt with, the nixies will be most thankful and free Sir Caspian from his

prison right away. Of course, the PCs could always try to free Sir Caspian without helping the nixies. It will require a lot of stealth, swimming, deep breaths (or *potions of water breathing*), and dealing with vicious giant electric eels.

For the nixies stats, see **Nixie**, in *Old-School Essentials*. For the giant eel stats, see **Electric Eel, Giant**, in *Old-School Essentials*.



@Jacob e. Blackmon

SIR CASPIAN

After spending one week on the bottom of a lake, Sir Caspian has finally realized that trying to win the dryad's heart might not really be worth it, especially since she doesn't really seem to be into him. He is still determined to walk in his grandfather's footsteps though and will accompany the PCs if they want him to do so. Also, if the PCs tell him that his castle has been invaded and vandalized by goblins that have destroyed quite a lot of his property and possessions, he will become very sad and will say that he might as well accompany them since he really hasn't much to go back to.

Sir Caspian is a man in his 30s, a bit skinny, with thin brown hair (with some bald spots) and a goat beard. He is a magic-user Level 2 (6 hp). He can cast 2 lvl 1 spells/day, and know the following spells: *Darkness, Detect magic*.

If asked about what he knows about Sir Manus, he will admit that he doesn't know that much about his grandfather, except that he received the castle from a count or duke as recompense for faithful serving of the realm. He discovered that his grandfather was a mage and alchemist, and he himself learned some magic by studying the notebooks that Manus left behind. He has heard people say that Manus was a black magician but believes those rumours to be malicious lies.

He visited Legwen's cabin some time ago but discovered that strange reptile creatures were living in the cabin. A giant weasel that seemed very aggressive in his eyes was guarding the cabin, and a bit frightened he decided to return another day.

He has seen the ruins of the convent of Sera, but never entered the dungeon as it was full of scary giant rats. He has heard that the cat people came from a land in the far south and worshipped a cat goddess called Sera, and that the temple was built during his grandfather's lifetime but can't believe that Manus had anything to do with it.

As for Arazor's tower, he had a lot of trouble plucking that rose while trying to avoid the giant bees and dodge flying rakes and weed hooks! He was very curious about the tower and would love to investigate it but didn't dare to do it on his own.

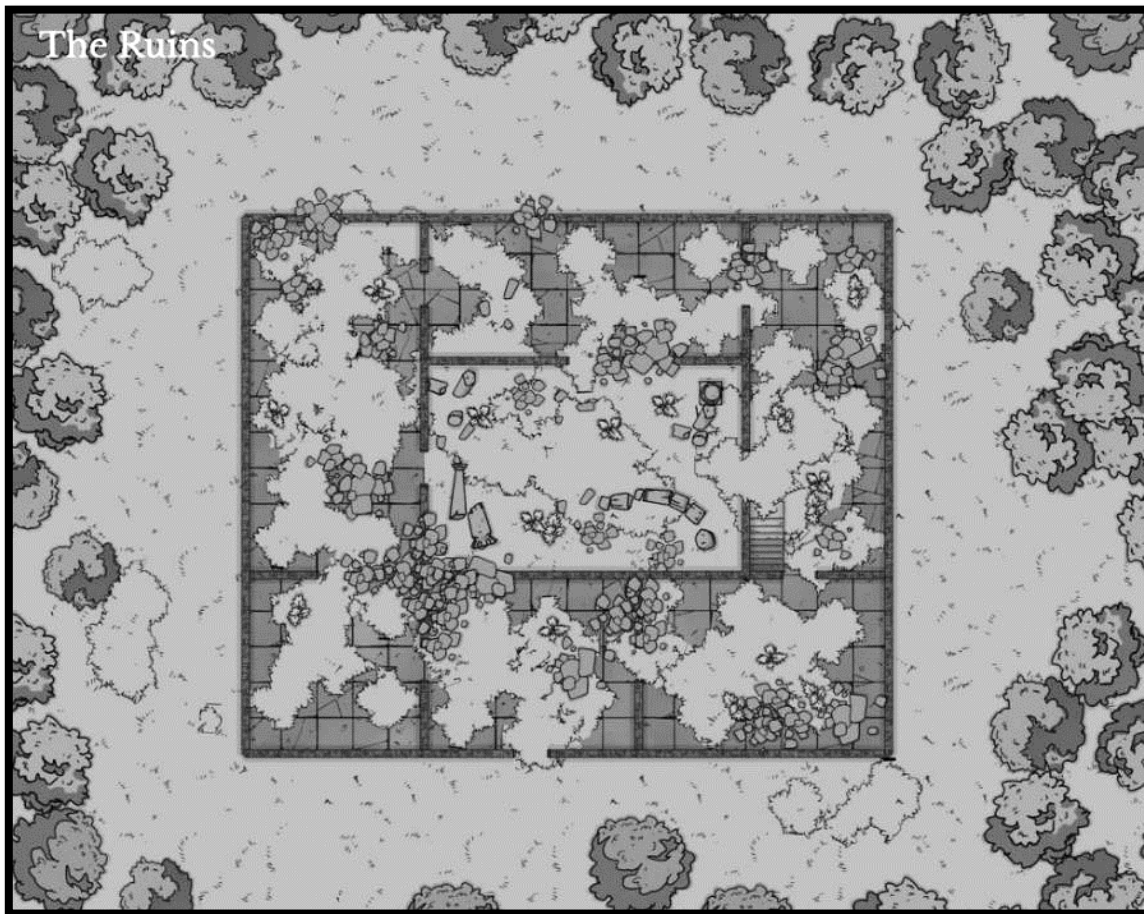
H. THE RUINS

This is what's left of the hideout of the mystical cult – *The Sisterhood of Sera*, to which Menha belonged – consisting of mystical cat people that had travelled a long distance from a desert land in the south, as vicious lizard men invaded their homeland and forced the survivors to flee. With them, they carried holy texts and sacred objects. As Menha used her share of the group's treasures to build a convent for her sisters, they managed to live undisturbed for a few years, until Sarlok, together with his fellow bandits, decided to attack and pillage the convent, slaying all the acolytes and setting fire to the convent in the process. Sarlok then went to the others and deceitfully told them that he had seen enemies of the group attack the

convent. As they all together sifted through the debris and found what remained of the cultists, they recognized the charred body of Menha through a magical necklace around her neck. After having buried her remains in the monastery's garden, they proceeded with burning the remains of the other acolytes and burying them outside of the monastery.

Now only crumbling walls remain, overgrown with ivy. At the centre of the convent lie what used to be a garden. Its pillars with its archways have crumbled, and the grass grows tall.

In the garden lies a grave, marked with a wooden plaque, with the following words engraved: *Here lies Menha, priestess of Sera. May thy adventuring never end.*



There is also a small figurine of a cat goddess in black stone, and strange flowers in bright colours are growing on the grave (strangely, they have continued to flourish since the day when Arazor planted them). In the grave lies buried the remains of Menha.

If someone desecrates the grave or anything in the ruins, that person will be stalked at night-time by black cat-like hissing shadows with glowing yellow eyes. In the mornings, the person will discover traces left by the ghost-cats – stolen food rations, clothing and armour stinking with cat urine and covered with cat hair that causes strong allergic reactions (make a save vs poison or suffer a -2 penalty to STR and INT for d4+1 days). Also, all cats will shun the desecrator during a couple of months, and large cats like tigers and so on will attack on sight

In the eastern part of the ruins there are stairs which lead down to the dungeon below.

DANJA

As the PCs investigate the ruins, they will be approached by a figure wearing a cloak, moving quietly and graciously towards them. Her dark hair is a mess, and her green-blue eyes give a nervous impression. This is Danja, once a priestess of the moon goddess Tyrela, but now a werecat. Danja had lived in the convent of Tyrela (the same convent where the sister of Caspian lives) for four years when she was bit by a large cat stalking the garden outside the convent. After that, strange things began to happen. She began to suspect that she was sleepwalking, and in the morning, she found large amounts of

cat hair on her clothes and in her bed. In her dreams she transformed into a big, furry cat that stalked the hallways of the convent, hunting birds on the roof and mice in the basement. She soon realized that she had become a lycanthrope, transforming into a large cat during the full moons, with only vague memories of it afterwards. At first, she prayed to Tyrela, hoping that she would deliver her servant from this curse. But after a while she began to embrace her new nature, learning to transform herself at will.

She also began to dream of ruins, where the statue of a feline goddess called upon her, asking her to find what had been lost, and bring it to safety. In her dream, she saw a golden scroll filled with glowing hieroglyphs. For some reason, Sera had chosen Danja to be her servant, and the voice inside her appeared increasingly benign, like that of a mother and a sister, and she let herself be guided by it.



@Elizabeth Porter

Finally, she left the convent, guided by her dreams and the call of Sera, and traveled to the ruins in the valley. Once there,

however, she discovered that the underground chambers were guarded by a terrifying creature, as she heard the whispering of what appeared to be a mad woman calling to her from beyond the grave (this is a **Wight** which is haunting the crypts).

She has been living in the woods near the ruins for a week now, sometimes turning into a cat in order to hunt giant rats, and not quite sure of how to fulfill the goddess' wishes. When she sees the PCs approaching, she starts thinking that maybe they will be able to help her. She will be quite honest and tell them that she is a follower of Tyrela, but that Sera, the cat goddess, has appeared in her dreams and guided her to this place, to find a scroll belonging to the goddess. She will sound a bit confused but still determined. However, she will not tell them that she is a werecat, as she knows that lycanthropes are feared and loathed. She will tell them that there is a terrifying, mad woman in the chambers

below, probably a ghost, and that she doesn't dare to go down there. She will ask the PCs to help her, offering them the only thing of value that she possesses, a silver necklace with little blue gems (worth 150 gp). She refuses to go downstairs (not even to level -1) until the mad woman (that is the **Wight**) has been dealt with.

Danja

AC 5 (14) (9 (10) in human form), HD 3* (12hp), Att 2 claws (1d4), 1 x bite (1d6), in human form 1 x dagger (1d4), THACO 17 (+2), MV 150 (50'), SV D12 W13 P14 B15 S16 (3), ML 8, AL Neutral, XP 50

► **Surprise:** On a 1-4 (silent and stalks her prey)

For other lycanthrope abilities, see **Lycanthrope**, in *Old-School Essentials*.

Because of the influence of Sera, she has lost her clerical powers that she previously had as a cleric of Tyrela.



DUNGEON LEVEL -1

1. STAIR ROOM

The stairs lead down to a dark dungeon room which smells of moisture and mould.

2. HALLWAY

This long hallway bears visible signs of mould and wear and tear. On the floor lie piles of animal bones (mostly rats but also a badger).

The PCs will see what appears to be the shadow of a cat moving on one of the walls, and then disappearing.

3. DESTROYED CHAMBER

The heavy reinforced door has been broken down, clearly with a lot of force. The roof in this room has collapsed together with two of its pillars. If the PCs search among the rubble, they will find the remains of crates and barrels. The sound of muffled, scuttling steps can be heard from the shadows, together with squeaking sounds. There are 2 giant rats in here (hp 1,2,3,3). For stats, see *Giant rat*, in *Old-School Essentials*.

4. PLUNDERED TREASURE ROOM

The reinforced door to this room has been broken down. There are three chests that have been emptied, and some potshards in a corner. The treasure room has been stripped clean of everything of value.

5. TEMPLE OF SERA

In the northern part of the rooms stands a statue of a humanoid, female creature with a feline head, dressed in what looks like robes of thin materials. It's holding a scroll in its left hand, and a sceptre in its right

hand. There is a round altar in front of the statue. A couple of skeletons are lying on the humid floor, together with bones of small animals. From the shadows, many small gleaming eyes observe the PCs movements. There is a distinct smell of rodents in the air, mixed with the stench of mould.

There are 12 giant rats in here (hp 1,1,2,3,3,3,3,3,4,4,4) scampering among the bones, and one large brood mother (HD 3, hp 12, 1 bite 1-6 dmg + disease). For stats, see *Giant rat*, in *Old-School Essentials*.

The skeletons lying on the floor are the remains of dead adventurers who were killed by an earlier generation of giant rats as they were exploring the ruins. Among their remains can be found: 22 gp, 137 sp, 6 cp, a bracelet of gold (worth 250 gp), and a pair of *Gloves of thievery*.



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The walls and the ceilings show clear signs of fire damage. On them, frescoes can be discerned under the soot and mould. The frescoes show feline humanoid creatures with white, red, or black fur.

On the western wall they can be seen traversing a desert, leaving behind them what looks like a pyramid. They are carrying scrolls and what seems to be a golden staff.

On the southern wall they are receiving the scrolls from what seems to be the same deity as represented by the statue.

On the eastern wall, many details have been damaged by moisture, but the frescoes seem to show the creatures fighting against some kind of lizardmen, who also have giant lizards fighting on their side.

If the PCs defeat the rats, they will see a pair of yellow glowing eyes appear in the dark, and what seems to be a pitch-black cat. The shadow cat is ethereal, and as it rubs against the PC's legs it will just pass through them. It will also rub against the base of the circular altar and jump up on it and meow. The base of the altar is covered with small engravings, showing cats in different positions – standing, sleeping, jumping, and some are hunting rats. Two cats are standing on their hind legs and together holding a crescent moon above them.



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Pressing the moon will cause the altar to rise 6 ft in a circular movement, and underneath it is a hollow pillar with an opening, revealing a spiral staircase descending into the dark. As this happens, the shadow cat will meow and then quickly run down the stairs (this happens even if the rats are still alive).

DUNGEON LEVEL -2

6-9. CRYPTS

The staircase leads down to a dusty room with several alcoves where mummified corpses are resting. The mummies show vaguely feline traits. There are also mummified cats lying beside some of them.



The rooms 7-9 are identical to room 6 but have no stairs, but instead a small brazier.

A wight is stalking these crypts and corridors: Semet, one of Sera's priestesses

that were killed during the attack. After the massacre and the burning of the convent, she was unable to find peace, and so entered one of the mummified corpses in the crypts. Driven insane by her undead existence, her sorrow and hatred, she has remained here for decades, guarding the crypts and the treasures below. The PCs won't be able to parley with her, as she is insane and only communicate with hoarse, hissing sounds and barely comprehensible mad mumbling, but it should be possible to sneak around her if one is moving quietly and cautiously.

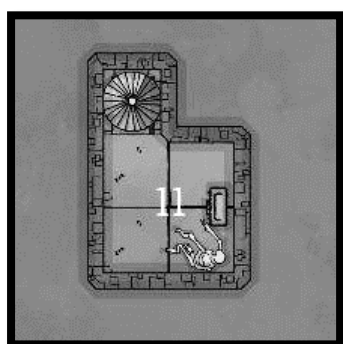
For stats, see **Wight**, in *Old-School Essentials*. Semet has 12hp.

10. ROOM WITH STATUE

This room is like the other crypts, but also has a statue of the feline goddess like the one in the temple, holding a scepter in her right hand and a scroll in the other. A cat made of stone is sitting at her feet.

As the PCs explore the chamber, they will see the shadow cat rubbing against the cat-statue at the goddess' feet.

The scroll can be moved and doing so will cause a stone slab behind the statue to sink into the ground, revealing a spiral staircase that leads down to room 11. (The stone slab can be raised and lowered on the other side with a chain)



11. TREASURE CHAMBER

A small chamber with a stone container, engraved with hieroglyphs. Next to the container lies a withered corpse, with feline traits, dressed in tattered white robes. These are the remains of one of the acolytes that took refuge in the crypt as her sisters were slaughtered. The dead acolyte is wearing a silver necklace with a half-moon made of silver, and a rusty dagger. She is holding a parchment in her right hand. Mortally wounded, the acolyte realized she wouldn't survive, and so wrote a message to whoever would find her. See *The Acolyte's Message* in Player Handouts.

The stone container contains the temple's holy papyrus scrolls, three of them, in beautifully crafted ivory cases with engraved cats.

If the PCs give Danja the scrolls, she will be most grateful, and tell them that she now intends to find other followers of Sera and make sure that the scrolls end up in the right hands and in a secure place. She will not travel with the PCs as she is too afraid that they will find out about her werecat-nature.

If the PCs however don't give her the scrolls, she will follow them at a safe distance and then try to sneak into their camp at night and steal the scrolls. She will only fight if cornered and in self-defence.

I. LEGWEN'S CABIN

For many years Legwen lived a tranquil life in her cabin, smoking her pipe, fishing, and taking strolls in the forest and around the lake, growing vegetables and flowers. Until one day she was visited by her former colleague Sarlok, who poisoned her in order to steal her treasures. He himself

was killed by one of the traps that Legwen had constructed down in her basement's lower, hidden levels. This was 55 years ago.

Some 45 years ago, three svirfneblin thieves who had stumbled upon rumours about Legwen's house and its treasures, travelled to the valley with the ambition to find and explore the cabin, since they had heard that the owner had passed away. Even though the svirfneblin engineers who built the basement took their profession seriously and therefore never divulged their clients' secrets, this secret information somehow managed to end up in some thieves' hands. They didn't however have any maps of the house, nor did they have any specific information about its traps or secret doors, and never got very far in their treasure hunt. As two of them succumbed to Legwen's traps, the third one grabbed what he could (including Sarlok's possessions) and fled. He was ambushed by orcs in the mountains, and so never lived to tell the tale.

Then, about 30 years ago, a kobold couple, living as travelling peddlers, discovered the old cabin. They buried Legwen's remains near the house, and then decided to move in. Since then, they have had several children who already have moved out (since Kobold younglings grow old fast).

The kobolds (hp 1,1), whose names are **Geklu** and **Snorka**, are now old and live a calm, peaceful life in their cabin together with their pet giant weasel, **Zizo** (hp 24). When the PCs approach, they will be very friendly since they don't get visitors often.

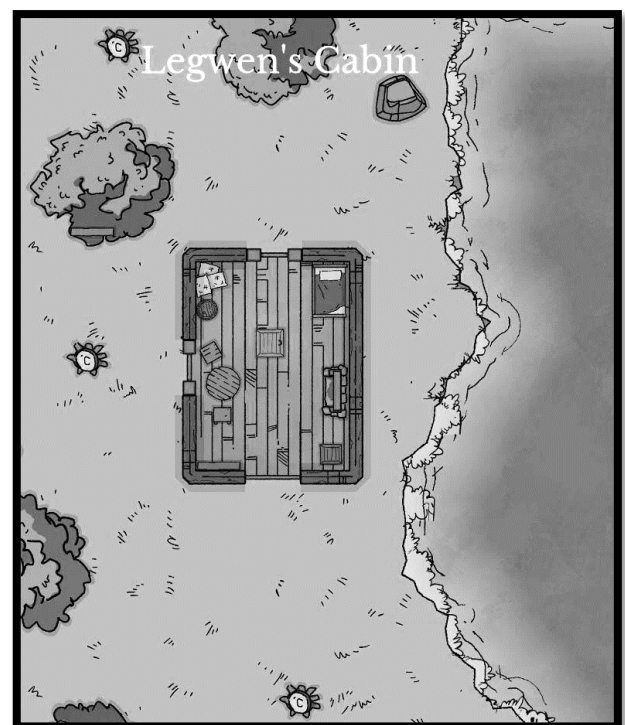
For the kobold's stats, see **Kobold**, in *Old-School Essentials*. For Zizo's stats, see **Weasel, Giant**, in *Old-School Essentials*.



@Jakob E. Blackmon

The kobold couple doesn't know anything about Legwen (nor have they discovered the secret door leading down to the basement) and will be quite surprised to learn that the previous owner of the house was a famous adventurer.

They will point out though that the owner left behind plenty of really good tobacco that they enjoyed smoking for



many years (they will ask the PCs if they perchance have some tobacco with them).

They will also mention that they found some nice things in the cellar – a beautiful shiny crossbow and a very shiny, strangely glittering sword – which they exchanged for some furs and tools, some dried meat and dwarven beer when a very friendly gnome pedlar paid them a visit many years ago.

THE CABIN

As the PCs approach the cabin, they will see smoke coming out from its chimney. The small cabin gives an old but cosy feeling. Its wooden floor is rotten, and its furniture clearly shows signs of mould and water damage. The blankets on the bed are mouldy rags. Still the old kobold couple has made this place quite comfortable – animal furs cover the floor and walls and parts of the roof where water is still leaking in on rainy days. They have kept using Legwen's old porcelain teacups. Three different fishing rods hang on the walls. There is a fish rack outside of the house, with fishes that the old kobold couple catches in the lake.

THE CELLAR LEVEL -1

The ceiling in the rooms and corridors under the cabin is quite low (about 5') as one would expect in a halfling home.

1. SHORT CORRIDOR

The ladder leads down to a corridor with an iron door in the end. The door is not locked, but if examined it will quickly be discovered that it has a quite advanced and solid lock (the kobolds have the spare key that Legwen kept in room 2).



2. WORKSHOP

A small cellar room with a floor made of stone. There are two tables, and on them lie different tools – a hammer, pincers, nails, scissors, and a saw, and a half-made fishing rod.

A wide brim hat with a white feather is also lying on one of the tables. The hat is magical, and the person who wears it can change his or her appearance once a day, by turning the hat 180 degrees, for up to 1 hour. The wearer can change into another humanoid, like a dwarf or orc, but not into a different creature like an animal or a dragon. The kobolds use it as a sunhat when they work in the garden.

There are two wooden crates that contain more tools, rope, small knives, and a small axe for cutting wood.

There are two bookcases in the room – they contain some books, mostly travelogues, and there is also a small guide to fishing.

There is also a wardrobe which contains an old, worn halfling-sized coat and two pairs of sturdy boots made for a halfling.

There is a secret door in the western wall that can be opened by pressing a stone above it. The door is only 2½ foot high and open outwards. Behind the door is a small space with a ladder made of steel leading down into the dark.

3. STORAGE ROOM

This small storage room contains crates and sacks, filled with dried fish, fruits, nuts and berries. There is also a small box filled with pouches that used to contain very good tobacco a long time ago but now are empty.

4. BEDROOM

A bedroom with a small, halfling-sized bed covered with old blankets and furs. A comfortable chair is standing near the bed, and next to it is a small table. On the table lies a book, about gardening, by Jaynara Bramblehollow, written by a halfling and for Halflings. There is also a fine-looking pipe and an empty pouch.

There are also two barrels in a corner, once filled with beer, now partly filled with water.

LEVEL -2

5. TRAPPED CORRIDOR

The steel ladder leads down to a dark, damp corridor filled with knee-deep stinking swamp water. The corridor is only 4 ft high.

A door in the eastern wall leads to room 6. It will take some effort to open it because of the water.



On the opposite side, in the western wall, there is a secret door – or more like a secret hatch – leading into a narrow corridor, 4' high, that ends with a door, leading to room 7. The door shouldn't be too difficult to find if the PCs are searching for secret doors.

In the middle of the corridor a small skeleton is laying underneath the water. These are the remains of one of the three previously mentioned svirfneblin thieves. One very rusty crossbow bolt is stuck in its right eye, the other in the chest. (A third bolt is lying near the ladder) Examining the skeleton will show that it is about 3½ feet tall, wears a mouldering leather armour and a backpack in the same condition, in which can be found a rusty little kettle and a waterskin. Strapped to the backpack is a very old rope with a rusty grappling hook and blanket. All these items are in very bad condition.

At the far end of the southern corridor there is a reinforced door that is open wide, and behind it a construction with three steel crossbows on top of each other. An intricate (svirfneblin) mechanism was made so that when a pressure plate in the corridor (at the spot where the skeleton

lies) was activated, the door would open and at the same time the crossbows would load (the bolts already being in place) and then be released.

The western corridor ends with a small oak door reinforced with iron (The door is a false one and there is only a wall behind it). Under the water surface in front of it is a pit, about 15 ft deep, with sharp spears on the bottom. A small skeleton is impaled on the spears. If someone swims down into the pit and searches the skeleton (the remains of the other *svirfneblin* thief) they will find that it has a belt with several pouches. One of them contains thieves' tools (most of them too rusty to now be functional, although there are three thieves' picks of different sizes, made of mithral that are in prime condition). Another pouch contains 4 gp, 8 sp and 11 cp. An earring of gold (worth 50 gp) is lying on the bottom of the pit. In the remains of a backpack lies a *Potion of growth*.

6. FALSE TREASURE ROOM

A room with a low ceiling (5') with three sturdy-looking chests, submerged in water, one of which is open. A skeleton is lying underneath the water near the open chest, and next to it, under the water, is a lantern and a small iron box.

The skeleton seems to be that of a human, wearing the decomposed remains of leather armour. A leather eye patch is still covering its left eye. The remains of a backpack and what's left of a rope is floating around, and a very rusty grappling hook is lying underneath the water. An examination of the skeleton will reveal traces of corrosion and acid damage on its bones.

The chests are beautifully crafted, inlaid with runes and ornaments in silver, and seem to have advanced locks. The chests are trapped decoys, intended to hopefully kill, or wound intruders and make them believe that they have found the treasure:

Chest No. 1 (north): The lid is open, and the water filled chest is empty.

Chest No. 2 (east): The chest is locked. It contains 5 small sacks with in total 95gp, 225 sp. One of the sacks also contains a black pearl inside – the pearl is cursed, and will transform into a black, poisonous spider in a person's hand, bite and inject its poison (The person that is bitten must save vs poison or suffer 3d6 damage, and ½ damage on a successful save).

Chest No. 3 (south): The chest is locked. It is fastened to the floor (the bottom of the chest is made of steel). Opening the chest lid will trigger a trap, and cause small, poisoned darts to shoot from the walls, having a 75% of hitting every person in the room. The poison on the darts, while once being deadly, have been weakened by the passing of the years, and now cause 1d10 damage if the person fails a save vs poison, or ½ that damage if the saving throw succeeds. The chest contains small sacks with in total 52gp and 415 sp.

The small iron box, which seems to have some advanced mechanism with three small, now rusty cogwheels, is open too, and empty, except for a broken glass vial. A complex mechanism seems to have broken the vial when the box was opened. The vial was filled with a very lethal acidic gas that became the end of Sarlok who died in horrible agony. The gas was made so that its droplets would sink to the ground after a couple of hours (of course Legwen

wouldn't want to have a lethal gas drifting around in her basement).



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7. LABORATORY

The door – or rather the hatch – to this room is locked. Fortunately, it is now in a very bad condition because of rot, swelling and rust and will easily be broken down.

The room (5' high) is flooded with knee-deep water in which debris is floating around.

There are two wooden tables in the room. The first one is covered with equipment for creating poisons and antidotes: bowls, jars, a pestle and mortar, small pouches, and some glass vials. Some of the jars are filled with dried herbs – a thief studying them will quickly understand that they could be used to create a powerful sleeping poison.

On the other table lie a book and some parchment rolls, quills, and a vial of ink. The book is a journal with Legwen's personal notes. It mostly contains small personal reminders ("Repair that hole in the roof!", "Cellar is too humid, need to fix it somehow"), daily reflections ("Life is so peaceful here, can't say I miss adventuring

that much"), and notes about fishing ("Caught a massive trout today, must weigh at least fifty pounds!"). Some pages contain more personal information - see handouts *Legwen's notes 1-5* in Player Handouts.

There is a bookcase that contains several books about gardening and flowers, but also some books about elven history, dragons, faeries, and one book about halfling folk costumes. There are also books about poisons, antidotes, and different herbs. One book with halfling ballads is hollow and contains a small throwing knife, coated with sleeping poison. The books on the lowest shelf are underneath the water and completely unreadable.

In a corner stands a small statue of a dragon made of white stone, with sparkling blue eyes, spreading its wings and partially under water. The eyes are made of blue topaz, and worth about 300 gp each (a thief needs a successful roll with Open locks to retrieve each eye without damaging them – if an eye is damaged its value decreases to 200+3d20 gp).

There is one closet, filled with different herbs and ingredients for the making of poisons and antidotes. It also contains 3 doses of lethal poison (save or die), 2 doses of sleeping poison (save or fall asleep for 2d4 turns), 2 doses of paralyzing poison (save or become paralyzed for 1d4 turns), and 5 antidotes (neutralizes poison). The closet is fastened against the wall and is actually a secret door that can be opened (towards the room) with a small, discrete switch inside the closet.

8. ARMORY

Behind the secret door lies a smaller chamber, also filled with water up to the knees.

There is a wooden manikin, the size of a halfling, with a leather jacket (halfling-size) that is magical and gives AC +1, +3 save vs breath attacks. It shows signs of wear and tear but is still functional and has many small hidden pouches where one can hide thieves' tools and other small items.

A crossbow hangs on the wall, inlaid with silver, and there are also 2 quivers with 24 crossbow bolts each, and 1 quiver with 12 silver tipped bolts.

Other weapons are placed in a weapon rack: one very rusty shortsword in its jewelled scabbard. The scabbard has been damaged by the water, but its gems are still worth about 50 gp. There are also 3 silvered daggers, whose once beautifully crafted leather sheaths with silver ornaments now are ruined.

There is a chest, now rotten and filled with water, containing weapon polishing and maintaining equipment in terrible condition.

9. STORAGE ROOM

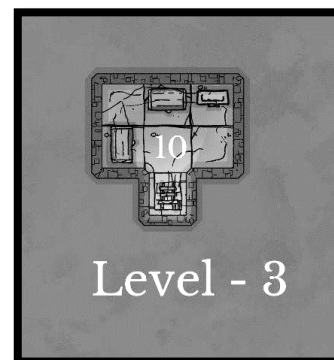
This room contains a chest, most of it under water, and a bookcase. The chest is filled with water and contains Legwen's thieves' tools. While most of it has rusted away in the water, there are a few items that are still intact:

- 5 lock picks made of mithral in different sizes.
- A small rod made of shiny crystal that glows in the dark, just enough so that a

thief can for example pick locks or search for traps or hidden doors in the dark.

- A *Rope of climbing* made of silk. The magic in the rope however has become weaker with the passing of the years, and every time it is used, roll a d100: on 99-00 the rope will snap, and the magic will be gone.
- On one of the bookcase's shelves sits a small halfling puppet with braids and a long blue dress. A little wooden pony stands on the same shelf. There is also a little portrait of Legwen's mother and father, standing outside of a little halfling cottage.

Under the water is a rotten trap door with a ladder leading down to room 10.



LEVEL -3

10. SUBMERGED TREASURE ROOM

The ladder leads down to a small earth cellar filled with water. It contains three chests. The chests are locked but not trapped.

Chest No. 1 contains a gold necklace with small sapphires worth 250 gp, a gold ring that looks like a coiled snake with eyes of emerald worth 100gp, 4 gold rings worth 20 gp each, 2 sapphires worth 150 gp each, a ruby worth 500 gp.

Chest No. 2 contains 1225gp and 337 sp in small sacks and pouches.

Chest No. 3 contains Menha's necklace, made of silver and with the small head of a cat made of obsidian. It gives +1 AC and +1 to all saves, and cats/giant cats of all sorts (mountain lions, tigers etc) will never attack the person who wears it (unless that person attacks them). It also contains a dragon's tooth the size of a dagger. Finally, there is a small magical black gem (that once belonged to Shadari) – a *Gem of darkness*, that can be used to cast *Darkness* (as the first level spell) 3 times/24 hours.

J. GRUBASH'S CAVE

Grubash's choice of a cave as his new home wasn't only due to this orcish blood, but also to cautiousness, as he feared that the party's previous adventures might have dangerous repercussions. Just as one of Legwen's notes suggests, the cave lies near a little pond, and above it one can see a cliff that in fact looks a bit like a badger.



A small mountain river stream flows into the pond and then further down into the valley, creating an endless supply of cold, fresh spring water. To the left of the pond, perhaps 100 ft higher up along the mountain side, one can see a cave opening.

1. CAVE OPENING

A cave opening, about 10 ft wide and 7 ft high.

2. CAVE

The entrance to this cave is partly barred by an old wooden, half-broken fence. Already in this room one can feel the smell of some animal and stench of carcasses.

3. CAVE

A cave from which three other passages lead deeper into the cave. A rusty but still functional sword is lying on the ground. Its slightly curved blade and ornamented guard, grip and pommel show the elegance of elven smithing.

4. CAVE

A smaller cave, with a rotten, dead serpent lying on the floor. The serpent has a couple of bite marks, left by the owlbear before it discovered that the serpent wasn't very tasty.

Behind a rock, there is a small crack in the ground, where Grubash has hidden a small leather pouch with a golden ring with small emeralds, worth 150 gp.

5. OWL BEAR LAIR

An Owl bear that now lives in the cave will usually be in here but will probably already detect the smell of the PCs as they

pass through room 2 and go out and investigate if they linger for too long.

For stats, see **Owl Bear**, in *Old-School Essentials*. It has 25 hp.



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The decayed remains of an elven adventurer lie on the cave floor, wearing a chainmail (which is quite rusty and not functional). He was killed in room 3 and then dragged here by the owlbear, after which the beast discovered that it was difficult to eat something that is wearing chain mail. The dead elf has a backpack that the owlbear managed to tear open, and its contents are scattered over the floor: a 50 ft rope, a waterskin, a small flute, a rusty cooking pot and a wooden spoon. He is also carrying *Boots of Elvenkind*.

There are also the remains of half-eaten dead animals lying around the cave: some rabbits and a wolf. The air is filled with the stench of decay.

6. CAVE

An empty cave. There is a painted, half-rotten wooden sign lying on the floor, with

the text: “Beware of wolves! Unannounced visitors will be eaten!”.

7. GRUBASH'S LAIR

This is the cave where Grubash met his end at the hands of Sir Manus and Sarlok. His skeleton, wearing what remains of his fur and leather clothing, is lying face down next to the bones of the boar he was skinning. His leather harness bears the insignia “G” near the left collarbone. There are also the bones of two wolves.

Some twenty years after Grubash was killed, some goblins found the cave and took everything of value that was left. The room contains several crates, barrels and sacks, a chest and weapon racks but they have all been emptied. There are some piles of logs and a campfire extinguished long ago. There is a fur bed at the back of the cave, where some mice now have their nest.

K. THE TOWER OF ARAZOR

The tower stands about 40-50 ft tall. It is surrounded by a stonewall, about 8 ft tall, with rusty spikes on top to deter climbers. Through a pair of iron gates one can see that the tower is surrounded by a garden with flowers in all kinds of colours, filling the air with their intoxicating mixture of different sweet, seductive fragrances, the scent of the finest roses, jasmines, and lilies. Some very strange pollen, shimmering in all different colours, is floating in the air around the tower and its garden and as far as a few miles away. In the evening and at night the pollen will glow like fireflies.

THE HONEY THIEVES

Just outside of the wall encircling the tower, a group of three bear-kin (humanoid bears) brothers are hiding among the trees, planning their next move. Noticing the giant killer bees that have made their nest in the tower and being able to smell the honey (which is enchanted) from far away, the bear-kin brothers decided to try to sneak inside the tower in order to steal some honey. This attempt wasn't very successful, as they were discovered by Cornelia who chased them away.

As the PCs are exploring the tower, at some point the bear-kin will try to sneak into the garden again. This will cause Cornelia to go (fly) out and deal with the intruders ("Those foolish bears again, trying to steal our honey!"), giving the PCs some different options. They might decide to explore the tower while Cornelia is occupied, or they might team up with the bear-kin, or maybe help Cornelia to deal with the bear-kin to get her trust.

Bear-kin (3)

AC 5 (14), HD 3+2 (23,14,20 hp), Att 1 mace/hand axe (1d6+1), or 1 bite (1d6), THACO 16 (+3), MV 90'(30'), SV D12 W13 P14 B15 S16, ML 8, AL Neutral, XP 50.

GROUND LEVEL

A. GATES

The gates that lead into the garden are made of rusty iron and ornamented with patterns of leaves and vines, going from one bar to the next, creating intricate patterns. The gates are not locked.

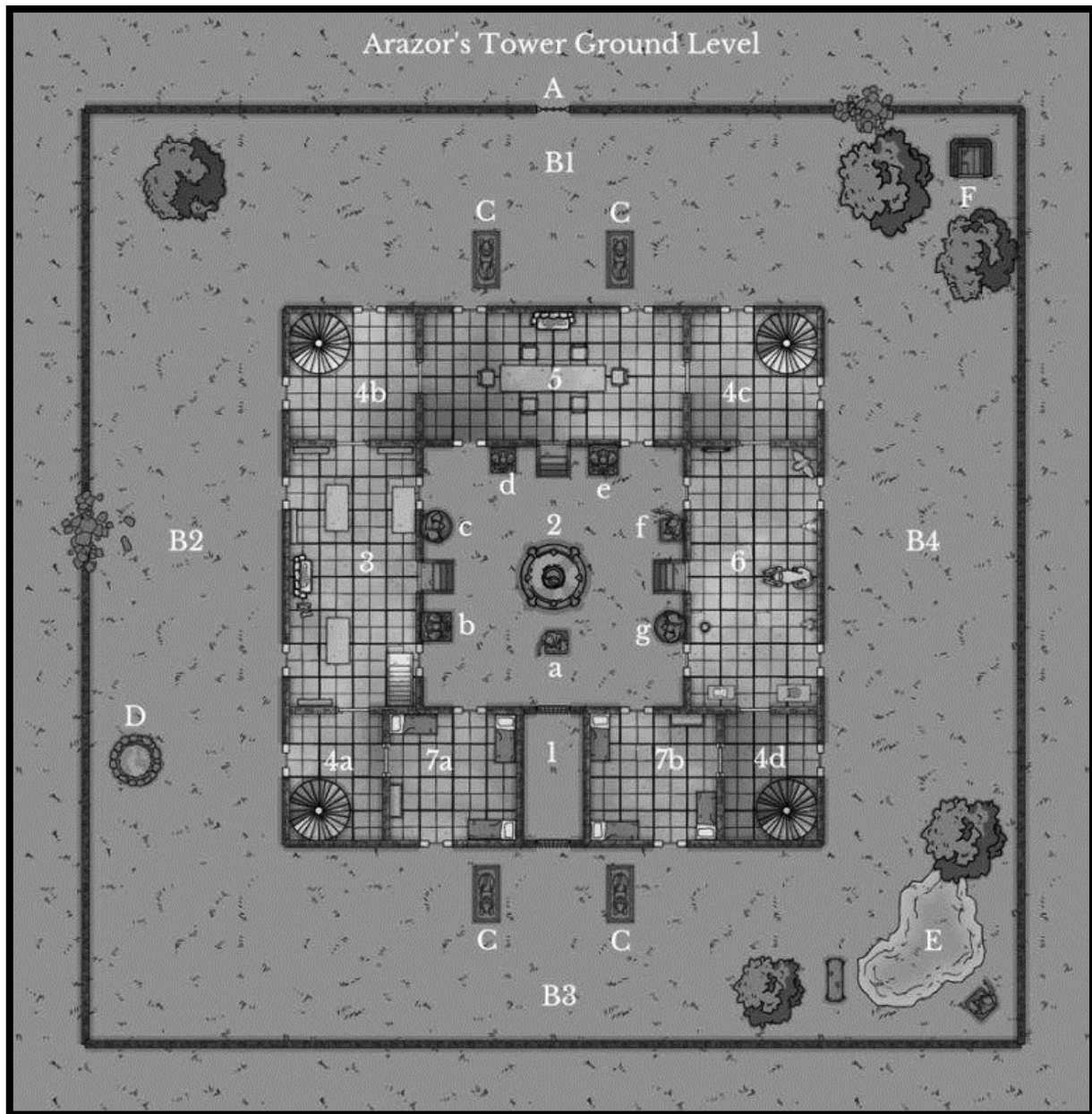
B. THE GARDEN

The tower is surrounded by an impressive garden with flowers in every thinkable colour. Here and there the PCs will see gigantic bees, about 1 foot long, flying between the flowers. The tower itself is covered with ivy and flowers, almost hiding the stonework completely. The strange shimmering pollen can be seen everywhere, filling the air.

Not only flowers but also vegetables are growing in the garden – carrots, cabbages, salad greens, tomatoes, and straw – and raspberries. There are also some apple trees.

There are 2d6 giant killer bees in the garden during daytime (they will be staying in the attic at night), and which can become quite aggressive if their precious flowers are attacked. For stats, see **Killer Bee**, in *Old-School Essentials*.

There are several garden utensils: rakes, weed hooks, shovels and other tools, magically hovering and tending the garden on their own as if they were used by invisible gardeners. There are 12 animated garden utensils in the garden: 2 rakes, 2 shovels, 1 sickle, 2 wooden buckets, 2 knives, 1 hatchet, and 2 weed hooks. They were created by Arazor for the purpose of tending the garden and have continued to do so although their creator is no longer among the living. They will defend themselves if they or another animated utensil is attacked, and attack anyone who attempts to harm the flowers. The garden utensils will then rapidly come to the flowers' rescue. Two garden utensils will arrive every round after the first.



Animated Garden Utensils (12)

AC 6 (13), HD 1 (4hp), Att 1 x weapon (Rake 1d3, Shovel 1d6, Sickle 1d6, Knife 1d4, Hatchet 1d6, Weed hook 1d4), THACO 19 (0), MV 120 (40) flying, SV D12 W13 P14 B15 S16 (1), ML 12, AL Neutral, XP 15 TT None.

► **Construct:** Immune to poison and other effects that affect living creatures. Immune to mind-affecting spells (charm, hold, sleep etc) and mind-reading spells.

► **Animated Wooden Buckets** can place themselves over an opponent's head and thereby blind them (this will not work on an opponent with horns). A blinded opponent will have -4 to hit.

ARAZOR'S FLOWERS

As Arazor used enchanted water to stimulate the flowers' growth, they started to acquire magical properties, to the wizard's great delight. While the flowers

have retained these properties during the decades, it was the arrival of the giant bees, and the cross-fertilization of the flowers that followed that really led to the appearance of strange hybrids with some weird magical powers.

There are flowers in the garden whose fragrance might have certain effects on those who smell it. On top of that, the pollen in the garden can create certain effects.

As the PCs are making their way across the garden, they will pass through different zones (B1-B4). Every time a PC passes through a zone, there is a 1/6 chance that the PC will be affected by the flowers and must roll on the chart below.

1d8	Strange species
1-2	The fragrance of the flowers is so sweet that the PC must save vs poison or be completely infatuated, that is <i>Charmed</i> (as if affected by the spell <i>Charm person</i>). The PC will be on his/her knees, smelling the flowers, tenderly caressing them and praising their beauty. A character that is charmed will not allow the flowers to be hurt in any way. The duration of this effect is 1d6 turns.
3-4	The fragrance of the flowers can cause vivid hallucinations: the PC must save vs poison or suffer a hallucination. Roll 1d6: 1) Perceives how another random PC or NPC in the party transforms into a vicious flower-monster and will attack it (1-3) or flee (4-6) for 1d6 rounds.

2) Sees his/her hands transform into flowers (for 1d6 minutes). Cannot grasp or use items, and if climbing, will lose his/her grip and fall down.

3) Becomes extremely dizzy for 1d6 minutes and can barely stand. Has -2 on all ability checks and attack rolls and if climbing must make a save vs petrification or fall.

4) The PC sees flowers everywhere, other people and the whole world are covered with flowers, and the PC is acting like being hypnotized: speed drops to 0 and the person cannot act. The effect lasts 1d6 minutes or until taking damage.

5) The PC sees an illusion of bloodsucking vines ensnaring him/her, and will be unable to take any actions, desperately trying to break free from the vines' deadly embrace for 1d6 rounds or until taking damage.

6) As above, but the illusion is that of a gigantic flesh-eating flower trying to swallow the hallucinating PC, and it will last 2d6 rounds or until taking damage.

5-6 The flowers emit a sweet fragrance that makes the PC very drowsy. The PC must save vs Spells or fall asleep as if affected by a **Sleep** spell.

6 The fragrance gives the PC the ability to **Detect magic** (as the spell) for 1d4 turns.

7 The fragrance gives the PC the

ability of ESP (as the spell) for 1d4 turns.

- 8 The flowers are poisonous: save vs Poison or suffer 2d6 dmg, or only ½ damage if the save succeeds.
-

The flowers can be destroyed by fire. However, if the PCs start burning flowers, they will quickly attract the attention not only of the garden utensils but of Cornelia as well.

MAGICAL POLLEN

As the PCs explore the tower and its surroundings, the magical pollen will affect them in some weird different ways. These events can be used either randomly or at the DMs discretion

Randomly: For every turn that the PCs are exploring the tower and its garden, there is a 1/6 chance of a weird event (see the chart below).

At the DMs discretion: The DM can choose to use these events at will to spice things up a little and to make sure the PCs don't let their guard down too much. They can also be used to make encounters more challenging: for example, by making a sphere where sound is distorted to appear in the attic where the PCs will encounter giant killing bees, or a sphere of electricity might force the PCs to take a different route. Most important of all, these events should be seen as ways to make the exploration of the tower more FUN for the players. The DM can of course choose to combine these two methods.

1d12 Pollen weird effects

- 1 The pollen will stick like glue to one of the PCs and give away a very strong odour that attracts 1d4 giant killer bees.
- 2 The pollen sticks to one PC and makes him/her blurry (like the spell *Blur*) for 1d6 turns.
- 3 The pollen forms a *Hypnotic pattern* (like the spell), and the PCs must save vs spells or become hypnotized, standing still while watching with dreamy eyes the shimmering pollen, for 1d3 turns or until they get hurt.
- 4 The pollen creates a sphere, about 20ft radius, where sound is distorted, making it impossible to use any spells, and communication becomes very difficult as words are barely comprehensible. The sphere lasts for 1d6 turns.
- 5 The pollen creates a sphere, about 20ft radius, where time is distorted: all actions take twice as long to perform. The sphere lasts for 1d6 turns.
- 6 The pollen creates a sphere, about 20ft radius, sparkling with electricity. Every creature that passes through it receives a shock and takes 1d6 dmg. The sphere lasts for 1d6 turns.
- 7 The PCs must save vs spells or have a strong allergic reaction, sneezing and their eyes running, having -1 DEX and -1 to hit for 1d6 turns.
- 8 One PC gets the ability to levitate for 1d6 turns.
-

- 9 One PC doubles in size: same effects as a *Potion of Growth*. The effects last for 1d6 turns.
- 10 One PC shrinks to 6 inches in height: same effects as a *Potion of Diminution*. The effects last for 1d6 turns.
- 11 Pollen sticks to one PC, making him/her glow in the dark and emanating a dim light 10ft radius.
- 12 The pollen makes one PC become strongly magnetic, attracting metal objects in a 5ft radius, which will stick to the PC and take a lot of effort to remove (this effect should be irritating rather than harmful, so let the PC struggle a bit). This effect lasts for 1d6 turns.

C. GRIFFON STATUES

These are large stone statues of griffons majestically resting on their bases, to a large extent covered by flowers, and watching visitors menacingly.

D. THE WELL

A well with a small wooden roof, covered with greenery, and a windlass to lower a wooden bucket.

If someone drinks from the water, roll on the following chart:

1D4	Enchanted water effect
1	<i>Growth</i> – same effects as a <i>Potion of Growth</i> . The effects last for 1d6+6 turns.
2	<i>Healing</i> – heals 1d6+1 hit points.
3	<i>Control plant</i> – same effects as a

Potion of Control Plant (can also make ivy become ladders for climbing etc) for 1d6+6 turns.

- 4 The PC receives the ability to *Speak with plants* for 1d6+6 turns.

Also, the PCs skin will turn greenish and as long as the PC remains in sunlight, he/she will regenerate 1d3 hp per hour (and won't need food). However, if underground the PC will become gloomy, suffering -2 on all saves. This effect lasts 24 hours.

Drinking more than once in 24 hours will result in nausea sickness: the PC is completely disabled for 3 turns. Also, the PC will develop green skin as described above, but the effects will be permanent (they can be reversed with a *Remove Curse* spell).

E. THE POND

A pond that was once home to several colourful fish, but now is empty. The pond is filled with enchanted water, which the animated wooden buckets are using for watering the flowers in the garden. A stone bench is standing next to the pond.

If PCs drink from the water in the pond they will be affected in the same way as if they drink from the well (D).

On the other side stands the statue of an old man with an impressive beard and hooded cloak, holding a thick book. On the base of the statue there is an inscription, partly covered by grass and flowers, that says: "Garion—May the stars guide your path as you have guided me". The statue depicts Garion, who was a brilliant scholar, astrologer, sorcerer and Arazor's teacher.

F. OUTHOUSE

Since even mighty magicians need a privy. Inside the outhouse there are scribblings on the walls – alchemical formulas, written by Arazor as he was trying to find new ways to enhance the magical properties of the enchanted water.

THE TOWER

The tower is about 40' tall and has three levels. The ivy and the flowers that cover it make it easier to climb (thieves will have +10% on their climbing checks). It is however not completely safe, since some of the flowers growing on the walls are dangerous. For every level that someone is climbing, or 10 ft horizontally, there is a 1/6 chance that the climber encounters some possibly dangerous flowers (roll on the **Strange Species chart** above), which might not be the best thing when one is climbing a tall building.

The windows are small, not glazed and with wooden shutters that are easy for a thief or halfling to open. The giant killer bees have also drilled through many of these wooden shutters, leaving large holes. If the PCs want to enter and move around the tower using the walls and windows, it shouldn't be too difficult for them to do so.

GROUND LEVEL

1. ENTRANCE

There once were animated weapons guarding this passage, but they have all been destroyed by adventurers over the years. The iron gates are not locked.

2. COURTYARD

As the PCs pass through the gates and enter the courtyard, they will see three stairs, each one of them leading up to a door. To the right and to the left of each stair stands a statue, surrounded by tall grass and flowers, and one statue (a) stands right before the entrance. The statues depict Arazor and his fellow adventurers:

a. A man wearing long heavy robes, his clean-shaven face almost hidden beneath a hood, holding a staff in his right hand. The staff ends with three claws holding a small crystal.

b. A small sized feline female, wearing robes and carrying a scroll in her left hand and a mace in the other.

c. A small female halfling, wearing leather armour, a backpack, a wide brimmed hat and smoking a pipe, her left large foot resting on a dragon's head.

d. A man, wearing leather armour and a cloak, whose face is partly covered by a hood, but one can still see that he wears an eyepatch over his right eye. He holds two long daggers crossed over his chest.

e. A knight wearing chainmail with greaves, elbow cups and metal gauntlets, holding a sword and a shield. The knight is very similar to the one on the painting in Dorle Castle that the PCs have already seen.

f. A small female deep gnome, wearing leather armour and posing with a war pick in her one hand and her right foot on a treasure chest.

g. A broad-shouldered man with some orchish traits, with long braided hair, fur clothing, holding a large battle axe.

On all sides, the façade of the tower is covered with ivy and flowers, just as on the outside, in some places almost covering the windows entirely.

At the centre of the courtyard, there is a fountain with eels from whose mouths water is pouring down over four mermaids.

3. KITCHEN

The kitchen contains a fireplace, several tables, a stove, shelves with pots and jars, and the walls are covered with ivy and colourful flowers. Stairs are leading down to the basement (20).

As the PCs enter the kitchen, they will see animated kitchen utensils (2 ladles, 1 grater, 2 knives) and some animated cleaning objects (1 broom, 1 dishrag, 1 bucket) flying around, preparing vegetables, cooking soups, and cleaning the stove. They will only become aggressive if the PCs are trying to steal or break anything.

For stats, see the **Animated Garden Utensils** above. Ladles & graters do 1d2 dmg, the knife 1d4 dmg, the broom and the bucket can *blind* opponents (as described above). The dishrag causes no damage but having a dishrag in one's face can be quite annoying. On a hit, the victim will have a -2 penalty on his next attack.

4. STAIR ROOM (A-D)

A room with a spiral staircase leading upwards.

5. DINING ROOM

A room with a fireplace and a long table, surrounded with six comfortable chairs. There is a large silver candelabrum on the

table. Ivy and flowers in bright colours are growing over the walls and the floor.

Unless the PCs have done something to get **Cornelia's** attention, this will probably be the room where they first encounter her. She will then greet them and bid them welcome as the honoured guests they are. Cornelia and the encounter with her are described on page 65.

6. TROPHY ROOM

This room contains trophies from some of the beasts that were defeated by Arazor and the rest of the group. Not only are there heads of stags and wolves on the walls staring down at the PCs. There is also a stuffed mountain bear standing on its hind legs, and on the other side of the room a stuffed chimera, which is still quite terrifying even though it is dead.

7. GUEST ROOM (A-B)

Each bedroom contains three beds, covered with fur blankets and the walls are overgrown with ivy and flowers as the rest of the tower. Each room also contains an empty closet.

LEVEL +1

8. STAIR ROOM (A-D)

8a: There is a statue of Garion (see **E. The Pond**) here, holding a book in his left hand and holding up his right hand as if he was lecturing.

The eastern door (to 12) is painted red. The door is protected by magical runes which will cause anyone who touches the door to receive an electric shock, taking 1d6 dmg. The runes need 3 turns to recharge. The door is also magically locked



with *Wizard lock*. The door can be opened with a *Knock* spell or *Dispel magic*. Otherwise, the door has to be opened with brute force which will make a lot of noise and most certainly alert Cornelia.

8c: the door leading to room 11 is painted in red, magically locked and trapped the same way as the door above.

8d: Both doors in this room are painted in red, magically locked and trapped the same way as the doors above. In front of the door to room 11 lies a dead giant bee, burned to a crisp.

9. PARLOUR

A convivial room which once upon a time was probably very comfortable, with some armchairs and a fireplace, but which is now overgrown with ivy and flowers in all kinds of colours, and from which comes a sweet fragrance. There is an old spring-driven clock made of iron on the wall opposite the fireplace. Cornelia will often light the fireplace in the evening to make the room cosier.

On a table between the chairs lies a large book, and there is also a glass carafe and two silver cups. The book on the table is a beautifully illuminated bestiary with painted pictures of griffons, chimeras, manticores, giant krakens and other mythological beasts. It's more of a "coffee table book" and doesn't contain a lot of information. (It might be worth perhaps 100gp).



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10. ARAZOR'S BEDROOM

A room with ivy and flowers all over the walls. Next to the bed is a small bedside table, on which a small book is lying next to a lantern. The book, *On the Philosophy of Gardening*, by Ysaris Eilwynn, is a book about finding inner peace and harmony through the noble art of gardening.

Near the bed is also a small chest with the dead wizard's old socks and underwear. There is a bookcase with some books (mostly about history and poetry), and a table with a comfortable armchair.

If they haven't met him already, there is a 25% chance that the Leprechaun (see room 14) will be hiding under the bed when the PCs enter.

11. ARAZOR'S LABORATORY

In order to enter this room, the PCs will need to open one of the magically locked doors, or they might climb through the windows.

The room contains two tables filled with advanced alchemical apparatuses and equipment that is now covered with a thin layer of dust and pollen. There are retorts, different containers of glass and copper connected by tubes, glass beakers, and many other items. Here and there are Arazor's notes filled with alchemical formulas.

There are several bookcases with books about alchemy and herbalism, many quite valuable. There is one tome, *The twelve keys of the sapphire tablet*, by the gnome alchemist Ihodbell, that many alchemists would give over 1000 gp to acquire. It is however protected by a magical rune inscribed on its first page – a PC who reads it must save vs spells or become *blind*. Only *Dispel magic* can remove this effect. A blind PC has -4 to hit and opponents have +4 on their attack rolls. The rune will remain and affect every person who reads it until it is dispelled.

A small chest in one corner contains spare parts for the alchemical equipment.

There is a closet on one of the walls (towards the garden). The decomposed remains of a dead orc lie in front of it, killed by the magical runes that were once protecting it. The dead orc is wearing leather and fur armour and carrying a curved dagger and a hand axe. It has a small backpack with a waterskin, a little sack with 23 sp and 7 cp, and a beautifully crafted silver box with inlaid gems (the box is worth about 200 gp). It has a rope (60')

slung over its shoulders and is wearing a necklace made of bear claws.

The closet is filled with small flasks, bottles, jars, and boxes that contain all sorts of alchemical ingredients, like powdered minotaur horns, glowing moss, and troll spit. There is some seaweed (5 doses) that gives the ability of *Water breathing* for 1d6+12 turns when eaten.



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There is also a small jar with 8 doses of fat that smells rather horrible but gives protection against cold (as the spell *Resist Cold*, for 1d6+6 hours). The closet also contains the following magical potions: 1 *Potion of Polymorph self*, 1 *Potion of Fire Resistance*, 3 *Potions of Plant Control* and 1 *Potion of Clairvoyance*.

12. ARAZOR'S STUDY

In order to enter this room, the PCs will need to open one of the magically locked doors, or they might climb through the windows.

The withered corpse of Arazor is laying on the floor, near the writing desk, dressed in tattered dark red robes and slippers.

Everything of value has been stripped from his body.

On the writing desk stand a small lantern and a vial of ink. Strewed all over the desk are quills and parchments that for the most part are filled with Arazor's notes as he was trying to find new and better formulas to enhance the enchanted water in the garden. But there are also some personal notes, see *Arazor's notes 1-3* in *Player Handouts*.

The chest in the north-western part of the room is open, and empty except for an empty purse, some vials of ink and some quills.

The chest south of the writing desk is locked with a *Wizard lock*. A skeleton, once an elven adventurer, is lying in front of it, wearing leather armour that shows signs of fire damage. The skeleton is also carrying a long, thin sword with an ornamented hilt and two daggers. The chest was previously magically trapped and killed the elf that tried to open it. It contains a *Wand of Lightning Bolts* (7 charges left). It also contains some scrolls: 1 scroll with *Web*, 1 scroll with *Protection from Undead*, 1 scroll with *Hold Portal* and 1 scroll with *Read Languages*.

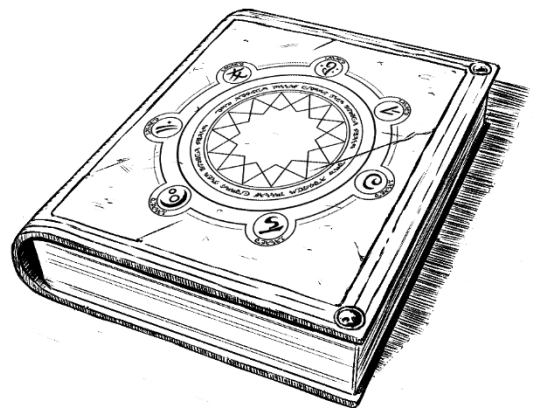
If the PCs take a closer look at the goblet from which Arazor apparently had been drinking, they might notice that it has traces of corrosion. The poison that Sarlok put in the goblet was so strong that it with the passing of time damaged the goblet itself.

The bookcases contain books about different topics: history, myths, and legends, but also not surprisingly an impressive collection of volumes about plant life, flowers, and gardening. One can

clearly see that books are missing, and some have been piled up on the floor. There are several books about magic here, but the spellbooks have been stolen.

There is one book on the other table written by Garion, Arazor's teacher, about astronomy and how to use the magical energies of celestial bodies. On the first page the following is written: "To my dear pupil and good friend, Arazor", and signed "Garion".

On the southern wall hangs a framed diploma, from the academy of wizardry in the city of Grexen, with Arazor's name written on it.

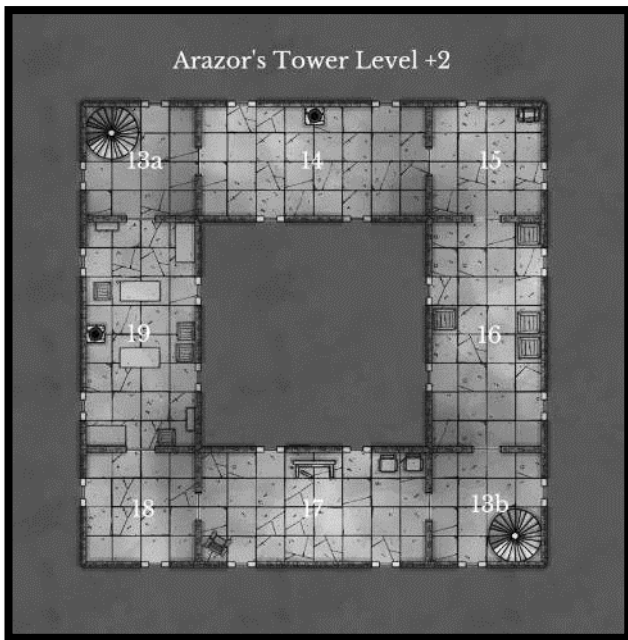


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LEVEL +2

13. STAIRROOM (A-B)

The stairs in 13b continue up to a wooden trapdoor, which in its turn leads up to the roof. The giant bees have burrowed through this trapdoor and not much of it is left. There will be 1d6-3 giant bees in here when the PCs enter. For stats, see *Killer Bee*, in *Old-School Essentials*.



14. ATTIC ROOM

An attic room filled with old furniture – broken chairs, tables, crates, and a wardrobe, all of them dusty and covered with a thin layer of shimmering pollen.

A small Leprechaun has been living in the attic for decades. It quickly understood that it could utilize Cornelia's belief that her master was still alive to its own advantage. For decades, it has been fooling her by creating the illusory sounds of steps inside the mage's private chambers, sounds of tinkering and brewing, and even snoring. It has been eating the food and drinking the wine that she has been leaving outside the red doors.

At first, it was quite upset as the attic was taken over by the giant bees. However, as it discovered that the enchanted honey was quite tasty, it has become more tolerant of the bees' presence. It will often sneak down the stairs in order to steal food, wine, and shiny objects. Cornelia will then, as she discovers the shiny cutlery, goblets and other items hidden in the attic,

give the hiding leprechaun a scolding and then put the stolen objects back where they belong.

The leprechaun could become a nuisance to the PCs, as it will steal things from them, distract and confuse them with illusions and give them away as they are trying to avoid Cornelia. The PCs might get the impression that the tower is haunted.

It could also try to blackmail them – if they agree to bring a barrel of wine from the wine cellar to it, it won't tell Cornelia about their presence.

In the end, they will probably understand that it has been using illusions to fool Cornelia, and might choose to confront it, or simply try to make Cornelia understand that the leprechaun has been tricking her during all these years.

If asked about Arazor, it will refuse to say anything, telling the PCs to go and look for themselves. If they somehow manage to catch it however (which won't be easy), it will confess that it knows that the mage has been dead for decades and confess that it has tricked Cornelia into believing that he is alive. It will then leave the tower and never come back (if the PCs let it go).

For the leprechaun's stats, see **Leprechaun**, in *Old-School Essentials*.

Here is a list of examples of different illusions the leprechaun can use while the PCs are exploring the tower:

- Room 5: The candles in the candelabrum will suddenly start to burn with intense green flames. Teacups and a teapot will start hovering as if invisible guests were having tea.

- Room 6: as the PCs are preparing to leave the room, they will suddenly hear the stuffed chimera's goat head make a bleating sound. It may also make the eyes of some or all the stuffed animals glow. The wolves can start to howl, the bear to growl, and so on, creating a disturbing cacophony, depending on how extreme the DM wants this illusion to be.
- Room 8a: the eyes of the statue of Garion will appear to follow the PCs as they move.
- Room 8c: the PCs hear the sound of brewing, hissing, and crackling and liquids and other ingredients being mixed.
- Room 9: eerie whispers will come from the crackling fire in the fireplace.
- Room 9: the hours and minutes' hands on the clock will suddenly start to spin fast.
- Room 12: the PCs will see a flickering light coming from this room and hear the sound of footsteps.
- Room 18: the stag head suddenly starts to laugh maniacally.
- In room 19: when the PCs are outside or under the room, they will hear sounds of tinkering, hammering and so on.

Hidden around the attic are several items that the leprechaun has stolen over the years: silver cutlery (worth in total 40 gp), 2 silver goblets (15 gp/each), a silver candelabrum (20 gp), 2 silver bowls (10 gp/each), a silver pendant with a large

purple gem (worth 150 gp), a small figurine of a mermaid made of crystal (worth 25 gp).

15. ATTIC ROOM

There are 2 giant killer bees in here. If the PCs hide and don't make any sudden movements, the bees will soon fly out through one of the windows. For stats, see *Killer Bee*, in *Old-School Essentials*.



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16. THE HIVE

There are 2d6 giant killer bees in this room that will become very aggressive when intruders enter their nest. There is also the queen, with 11 hp. For stats, see *Killer Bee*, in *Old-School Essentials*.

8 pints in total of magical honey can be gathered in the hive – eating it will heal 2d4 hp (more powerful than usual because of the magical nature of the flowers).

17. ATTIC ROOM

An attic room with some old furniture: a broken table, some broken chairs, and an upholstered armchair in which some mice have built their nest. There will be 1d6-4

giant bees in here when the PCs enter. For stats, see **Killer Bee**, in *Old-School Essentials*.

18. ATTIC ROOM

A small attic room, empty except for some cobwebs and a stuffed stag head with broken antlers.

19. WORKSHOP

The doors to this room are locked with *Wizard Lock*.

This is the room where Arazor would experiment with different constructs, and where he built Cornelia and the animated objects in the tower. There are some tables covered with tools (hammers, pincers, screwdrivers), different materials (wood, porcelain, iron nails, silver, leather), and spare parts for Cornelia.

THE BASEMENT

20. CELLAR

The stairs lead down to an empty cellar, surprisingly clean for being in an old tower.

21. STOREROOM

This room contains several crates and sacks, some of them containing vegetables and apples.

22. STOREROOM

A room with crates and shells, filled with tools – hammers, a saw, nails, and so on. There are two animated woodcutter's axes in here, ready to fly to the forest and get



some lumber when Cornelia orders them to do so. For stats, see the **Animated Garden Utensils** above. They do 1d8 dmg. They won't let any person touch them and start to hover menacingly if someone does so, and then attack if someone is trying to grab them.

Stashed in this room is also some equipment that previously belonged to adventurers: one rusty chain mail, a crowbar, a 50' rope with a grappling hook, a lantern with some oil left, thieves' tools, a waterskin, 1 dagger, 1 shortsword, 2 vials of holy water, several backpacks and sacks, 43 cp, 137 sp, 41 gp.

23. WINE CELLAR

There is a secret door in the northern wall, leading to room 24.

24. HIDDEN RITUAL ROOM

A room with a large pentagram, inlaid with silver, on the floor, surrounded by five braziers.

25. OCCULT STOREROOM

This room contains two chests, one wardrobe and one bookshelf. Lying on the floor are the remains of Sir Manus: a skeleton wearing a rusty chainmail and a tunic. After having slit Manus' throat in the wine cellar, Sarlok dragged the knight's body through the secret door and hid it in this room. Sarlok had earlier secretly followed Arazor down to the basement and had seen him opening the secret door. If the PCs saw the Mortimer heraldic emblem in Dorle castle (room 13), they will recognize it on the tunic that the skeleton is wearing.

The chest on the opposite side of the entrance contains candles in different colours, a bizarre black iron lantern with a demonic face on each of the four sides (the light shines through the eyes, nostrils, and mouths of the faces), lamp oil and incense.

The other chest (locked with *Wizard lock*) contains a ceremonial dagger made of bronze, a silver chalice, and a small wand made of ebony. This is a *Wand of Protection from Elementals*, conjuring a 10' radius circle around the wand that no elemental may enter, and which lasts 1 turn. It will also protect against any ranged attacks and magic that the elementals may use. It has 9 charges left.

The bookshelf contains some books about ceremonial magic, especially focusing on the summoning of water elementals. Studying one of these tomes

will make it possible to learn the spell *Conjure elemental*.

The wardrobe contains several robes for ritual work (black, with magical runes embroidered with silver thread), and a pair of slippers (as the floor in the basement can be quite cold).

CORNELIA

Cornelia is a magically animated, intelligent doll created by Arazor as his servant and company, and bodyguard. She has the appearance of a tall porcelain doll, the size of an adult woman, with very pale skin, long red curly hair down to her waist, large green sparkling eyes, rosy cheeks, and a small mouth with red lips, wearing a white dress adorned with real flowers. She has a polite, girly, but at the same time cold and rigid voice. Her movements are mechanical, and her face shows almost no signs of emotion. Her thinking is largely focused on routines and quite limited.

Even though Arazor has been dead for a long time, she hasn't been able to grasp the fact that he is dead. Her master, who was a busy man, would often disappear for many days or even weeks as he isolated himself in his laboratory, study room or workshop, intensely working on some new project, and Cornelia, having lost track of time, just assumes that he has been working very hard since the last time she saw him. Since the leprechaun has been using his powers to create illusions of sounds coming from Arazor's chambers, like the sound of footsteps, chairs being moved and so on, she really believes that he is still alive.

She therefore has kept carrying out her duties, trying to keep the tower clean and presentable and taking care of guests. As

she knows that Arazor loves his flowers, she has been making sure that the animated garden utensils have been working without cease, and the ivy and flowers have been growing fast and spreading all over the tower. As she has noted that the flowers have been blossoming as never before since the arrival of the giant bees, she doesn't mind their presence at all and considers them a blessing.

Cornelia will ask the PCs to stay for dinner and explain that her master would appreciate it. When the night approaches, she will offer them to sleep in the guest rooms. They will soon notice that she speaks about her master as if he was still alive. If they tell her that her master is dead, she will look perplexed and tell them that she doesn't know what they are talking about, and that they are being rather impolite. If they insist, she will ask them to behave properly or leave.

Cornelia expects guests to behave properly and will not tolerate that they are stealing, breaking things, or misbehaving in other ways, and she will especially not let them hurt any of the garden's flowers, nor the giant bees. If they are acting in a threatening or aggressive way, Cornelia will at first give them subtle warnings. If angered, her pupils will change from green to fiery red. If they don't heed these warning signs, she will have no other option than to go into full combat mode.

How the PCs choose to handle this situation will become decisive. Maybe they prefer to try to sneak past her in order to explore the tower without her knowledge. This might demand some sort of distraction, as she won't allow them to visit

the upper levels (+1 and +2). Someone might try to keep her busy while the others explore the tower. If someone gets caught sneaking around on the upper levels, she will become upset and give them one last warning. Any person caught trespassing a second time or caught stealing or breaking into Arazor's study will make her go into attack mode (see **Fighting Cornelia**).

Cornelia is to be played out as a wandering menace, keeping the PCs on their toes as they are trying to manoeuvre their way around her to explore the tower. While they are moving from one room to another, let them hear her footsteps in the adjacent room, as she is dusting the furniture, inspecting the kitchen, and making sure everything is in order. They might hear her voice as she is asking if any of the guests want some tea.

As the PCs are exploring the tower, they will probably find the dead bodies of Arazor and Sir Manus and deduce what happened. They might also engage in a conversation with Cornelia to solve the mystery of the dead adventurers. As the PCs discover their bodies, they will be able (if they wish to do so) to make her realize her master is dead (see **Cornelia realizes the truth**).

Cornelia holds information that the PCs might find useful during their investigation:

- The last time she saw her master was that evening when Sir Manus and Sarlok came to visit him in the tower.
- She remembers hearing Manus and Sarlok arguing about something, and both seemed quite upset. They didn't stay for

very long, not even for supper, which Cornelia thought was very impolite. At least Sarlok offered to carry some wine upstairs for Arazor so that she didn't have to do it (Sarlok himself only drank milk, although she remembers that he earlier used to drink wine). After that he left the tower and told her that he had urgent business. In fact, no one showed up for supper that evening. It seemed that Manus also left without a word, and she didn't see him leave. The last time she saw him was when he and Sarlok went down to the wine cellar together.

- Manus and Sarlok had recently paid a visit to Grubash in his cave.
- Although she hasn't seen Arazor in a long time, she can sometimes hear his footsteps and sounds – like snoring, chairs being moved or closets opened and closed again – coming from his private chambers, and sometimes in the evening she can see light coming from his chambers. So, she has concluded that he is still there but that he has been very busy. He hasn't slept in his bedroom (room 10) for a long time so she assumes that he must have another bed in his private chambers.
- She leaves food, water, and wine in front of the red door in 8A every day, and every day she finds the plate empty, and the water and wine gone.
- There have been many intruders over the years, malicious thieves sneaking into the tower and stealing her master's possessions. Some of them managed to escape, but others were slain, either by her or the tower's magical defences. She buried their corpses in the garden, to become nourishment for her master's flowers.

FIGHTING CORNELIA

As her eyes start to glow intensively red, she will rise in the air (as she is able to fly), and let out a deafening, high pitch lethal scream that makes eardrums bleed. She is also able to send out beams of fire from her eyes, although she will not use this in the tower or in the garden, unless she goes into a destructive mode (see below).

Cornelia, Living Doll

AC 4 (15), HD 5** (14hp), Att 2 x blow (1d6), Sonic attack/Breath, THACO 15 (+4), MV 90'(30'), Flying 120'(40'), SV D10 W11 P12 B13 S14, ML 12, AL Neutral, XP 425.

► **Construct:** Immune to poison and other effects that affect living creatures. Immune to mind-affecting spells (charm, hold, sleep etc) and mind-reading spells.

► **Damaged:** Cornelia's low HP (considering her HD) is due to damage caused in previous encounters with adventurers, damage she hasn't been able to repair on her own.

► **Sonic attack (scream):** Her high-pitched scream affects all creatures within a cone, 50 ft long, 10 ft wide at the end. Save vs Breath weapon or take 2d6 damage, or ½ damage with a successful save.

► **Fire attack (from her eyes):** 50 ft long cone, 10 ft wide at the end, save vs Breath weapon or take 3d6 damage, or ½ damage with a successful save. This attack needs 1 round to recharge.

CORNELIA REALIZES THE TRUTH

If the PCs manage to make Cornelia realize that Arazor is dead, she will become very sad and confused, and tell them that her work here is done. She will then go out in

the garden and start burning it using her fire attack, and it will not take long before the whole tower is burning too. If the PCs try to stop her, they will have to destroy her. Otherwise, she will keep torching her surroundings until the whole garden and the tower is consumed by flames. After that, she will disappear into the wilderness without a trace.

The PCs now only have minutes to explore the tower until it is engulfed in flames (unless they choose to destroy Cornelia before she sets it on fire). The good news is that any remaining killer bees will leave the building as the fire is spreading. If the PCs are not quick enough, they might end up getting trapped on the roof of a burning tower, or maybe in a basement rapidly getting filled with smoke.

THE CLOUDCUTTER ARRIVES

After the PCs have dealt with Cornelia (whether with stealth, diplomacy, or steel) and finished exploring the tower, they will see the Cloudcutter at a distance, high above, sailing towards them. This event of course presupposes that the PCs have had friendly interactions with the gnomes and that the gullygug attack wasn't successful.

If the tower is on fire and the PCs are trapped somewhere, this might be the *deus ex machina* that saves them. As a rope ladder is lowered, they will hear Captain Geraniss shouting, telling them to climb aboard as quickly as they can.

If the PCs choose to climb up the rope ladder and onboard the ship, the Cloudcutter will sail away. Geraniss and her crew will escort them to Cairwick if they wish, or perhaps to some other places

that they haven't explored yet. They will probably stop by the Nixie-lake in order to release Gir Caspian from his underwater prison along the way.

AFTERMATH

If the characters manage to save Caspian, he will return to his castle, somewhat relieved to be home again, and slowly begin to clean up the mess that the goblins destroyed. He will also do his best to hide all signs of sorcery before the arrival of the witch hunters. Thereafter he will go and visit his sister Victoria in the convent, as he realizes that he has spent too much time chasing after his long dead grandfather while he was neglecting the living.

Captain Geraniss will take farewell and set sail for new adventures – and of course there is room for a few more crew members if the characters should be tempted to come along.



@Jakob E. Blackmon

PLAYER HANDOUTS

Victoria's letter 1

Dear Caspian,

Last week, we visited the monastery of Fearghuis. It was truly impressive, although the monk that guided us was so boring and it felt like his dragged out speeches would never end. I finally got the chance to see that famous dragonhead! It was quite scary, I will not lie, much bigger and terrifying than I had anticipated. I don't really understand how those heroes managed to transport that thing, despite them being mighty dragonslayers and everything, but on the other hand Eridatar was said to be a truly powerful mage so I guess they used... magic?

The guide also spoke about that cult of cat people and their temple in the valley that was burned to the ground. It's strange, it seems like no one really knows who did it? It makes me so sad to hear that people still believe that malicious lie, the claim that our dear grandfather befriended one of their priestesses. Why would anyone make up things like that? Maybe it was enemies of our family, as father said.

Anyway, I hope all is well, and don't forget to write to grandma, you know it means a lot to her!

Your sister, Victoria.

Victoria's letter 2

Dear Caspian,

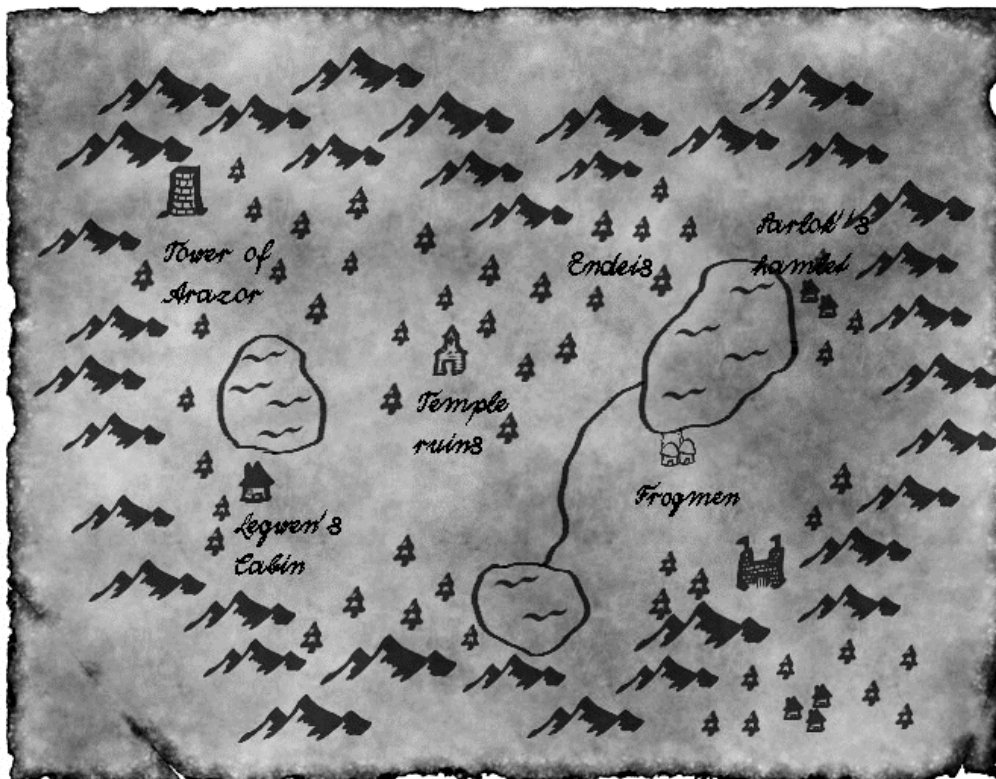
Thank you for your letter. I know that I don't write to you as often as I should. Life in the convent is very regulated as you know, and the days here can be quite exhausting. But I shouldn't complain, after all, it was my wish and my decision to serve the moon goddess and be part of her sisterhood. And I do like it here. Almath is teaching me a lot about sacred herbs, and my needlework is actually becoming quite good.

Although there have been some strange events that have made me worried. The sound of muffled footsteps in the night, and all this cat hair lying everywhere! And there are big scratch marks too! You would often scare me with tales about werewolves when we were kids, and today I am of course well aware of the fact that there are indeed werewolves in this land. But could there also be werecats?

Anyway, I hope all is well, and that you manage to take a break from your studies and get some sunlight and fresh air now and then.

Your sister, Victoria.

Caspian's map



Caspian's note 1

Still not sure what I should believe when it comes to Legwen. Sarlok is trying to convince me that she has Shadari's gene, but I wonder. Might as well be in Arazor's tower, we all know his prejudice for shiny, magical trinkets.

Could Shadari be the deep gnome?

Mendus came to visit me last week. She seemed concerned. She had talked to Arazor, and wanted to know if I truly believe that he has been hiding treasures behind our back. Told her that I don't know what to believe anymore. Mendus thinks that Sarlok is creating division among us by spreading false rumors and that they are the product of his paranoid delusions. Grubash thinks likewise, and of course he is siding with Legwen, as always. I'm not so sure, Sarlok undoubtedly has a keen eye for invidious behaviours.

Who is Grubash?

I told her that Legwen might have done it too. Sarlok thinks she has been hiding a lot of things under her cabin. *Some of that dragon treasure perhaps?*

Caspian's note 2

Arazor - according to a local legend, the mage made bargains with demonic powers and a curse fell upon him, ultimately driving him mad.

Another legend claims that my grandfather, together with a powerful mage and a halfling thief, Legwen, and some other adventurers outwitted a mighty dragon and stole its treasure. Could the mage have been Arazor? I find it very difficult to believe that my grandfather would associate with mages striking bargains with demons.

Still the notes that he left behind seem to suggest that he actually did visit the mage more than once. Maybe Arazor was corrupted in the end, which would explain why my grandfather doesn't speak very fondly of him. Arazor also seems to have befriended a deep gnome, a sure sign of his fall into the depths of depravity.

Caspian's note 3

After many days of wandering through the forest, north of Lake Morach, I finally found her. Endeis. By the gods, such unearthly, mesmerizing beauty. If only that annoying, overprotecting, jealous centaur hadn't showed up again.

I must see her again, and talk to her. And if that centaur tries to hinder me, I will make him regret it deeply. The blood of Sir Marnus Mortimer runs in these veins, and none shall stand in my way.

Sarlok's note 1

There must be a secret door in Arazor's wine cellar. What is he hiding down there? I know he has been keeping treasures for himself, and one day I'm gonna find out. If I could only get past those red doors. Maybe I'll have to use the windows. But then I'll have to find a way to distract Cornelia.

Sarlok's note 2

I searched for secret doors and hatches in Legwen's cellar when she was out in the garden. I couldn't find anything. Didn't have much time though. Keep hitting my head in that damn ceiling.

The deep gnomes she hired to build her cellar worked for months, there's gotta be at least one more level. And traps for sure.

Sarlok's note 3

I'm getting really tired of Pasht and her arrogant little kittycats. They act like they own the damn valley. I can't believe that Menha invited them without even discussing it with the rest of us first. And that the others accepted it just like that? Fools.

Sarlok's note 4

Could it be possible that Legwen is keeping Shadari's gem in her backpack? I wouldn't be surprised if she keeps a lot of treasures in it, its holding capacity seems to be almost endless...

Also, I really need that hat.

The Acolytes' message


To whoever finds this - the convent was attacked. It was a man called Sarlok and his band of murderous thugs. They called themselves friends of Menha, one of our sisters. But they betrayed us all. They were probably after the treasures that Menha donated to our sisterhood. Everyone is dead. I alone survived, but I will not live for long. I managed to save our sisterhood's sacred scrolls. I now implore you, by the name of Sera, lady of the vigilant moon, mistress with the golden whiskers and protecting paws, to find one of our sisters and give the scrolls to her. They will without any doubt reward you. And so will Sera.

Legwen's note 1

I now have water leaking into my cellar. And this makes me really angry.
So, you hire a group of deep gnomes to build a basement for your house, and spend a substantial part of your share of a dragon treasure to do so, a dragon treasure that you risked your precious life to acquire (and pissed of a couple of quite dangerous adventurers by stealing what was actually their treasure, but that's another story).
And you would expect deep gnomes to actually know something about building dungeons.
But hey I guess they are not too familiar with swamps. So who should I hire to do the repairs, some lizard men? I would prefer not to.

Legwen's note 2

Why did Grubash have to choose such a well-hidden cave to live in? Again, I spent hours trying to find that damned entrance! Honestly I don't see the benefit of living in a cave, but I guess that it's part of his orcish heritage. What if some wild beast decides to take up residence in the cave while he is out hunting? I wouldn't be able to sleep in that place.



Look for small pond underneath badger rock

Legwen's note 3

This is too much to take it in. I cannot believe that this is happening.
Sarlok and Maus came by three days ago, in the morning together with Grubash. They told me the convent had been attacked. It was our enemies who did it, Sarlok saw them. They burned the temple to the ground, slaughtering everyone.
We went to the convent together. We buried Menha in the temple garden, and burned the remains of her sisters.
It's strange. Down in the basement, where we found her, together with what was left of some of her sisters, I thought I saw the shadow of a cat.
I cannot think clearly right now. I only want to sleep.

Legwen's note 4

It's so difficult to grasp that Menha is gone. Yes, she could be a real bitch, in her own, catty way. Still, she was my friend, and she was a loyal partner. She saved my life many times. And I saved hers. I will never forget that time, when those frost ghouls almost tore off my leg on that frozen glacier. How she took care of my wounds by the campfire (still can't believe how Grubash managed to keep the fire burning in that snow storm), and we almost froze to death.
One day the guilty are going to pay for their crimes. But we are too weak now. And Arazor has changed. He seems broken, only cares about his flowers. I guess the death of our friends was too painful for him. And that creepy doll, it freaks the hell out of me.
But the flowers that he planted on Menha's grave were beautiful. It was a beautiful farewell.
I will hold on to her necklace for now.

Legwen's note 5

Sarlok came by again. He has been acting strangely since Menha's death. Like a restless predator. And I don't understand his new obsession with milk; he always used to stick to ale while I enjoyed my tea. And it's strange how all of a sudden he has become so interested in my fishing? He told me that we should leave the valley, that this peaceful lifestyle isn't for people like us, that we are adventurers and other things that I've heard him say a hundred times. Told him that I'm staying and that the others want to stay too. This is our home now. He also brought up Shadari's gem again. I think he suspects the truth. Shadari. I miss her too. For being a deep gnome she had a quite jolly attitude. Except for the times when we gambled, she was always such a bad loser. And I did win that gem from her, no matter if she was drunk or not.

Arazor's note 1

Manrus paid me a visit yesterday. Apparently, he has some big plans. He told me that he had been thinking about the future. He thinks that we should think bigger, organize ourselves, build our little principality, with our own men-at-arms, a common treasury, council meetings. Right up in the mountains, where neither our enemies nor the king's armies can reach us. I told him that I need to think about it. I can see the benefits of such an organization, but I also suspect that we might attract a lot of unnecessary attention. Also, I don't want to spend hours in countless boring council meetings, when time already is in short supply and I have so much work to do. It seems like neither Manrus nor Sarlok are completely satisfied with this peaceful life. Sarlok keeps complaining about how we are adventurers and should be travelling the world, looking for new lands to pillage. He doesn't seem to understand that I and the others are tired of that kind of life. And that it wouldn't be the same thing without Shadari.

Arazor's note 2

Sarlok told me what he saw that night, when the convent burned. According to him, several of our enemies were among the attackers. I don't know what to believe. If this is true, it means they will soon be coming for us as well. But there was something about the way Sarlok scarcely met my eyes that makes me think that he is not being entirely sincere. Might as well have been his own men who did it, these brigands are reckless, and I doubt he can control them. Grubash is suspicious too and believes the whole story to be a lie. I must be on my guard now. But I can't leave. After all those hours that I have spent working in the garden, and in the laboratory. If I leave, everything will be in vain. I am the gardener, and my place is here. With Cornelia assisting me. She has been such an incredible source of help and support. I don't know what I would do without her.

Arazor's note 3

Sarlok and Manrus came knocking at my door this afternoon, and now we are supposed to have dinner. I thought I had made my point clear and that we had all agreed that such get-togethers should be planned in advance. Also, I don't like the look on their faces. It seems like they have been talking. Let me guess, Sarlok will once again try to talk me into leaving the valley and Manrus will continue with his megalomaniac rants about building a large fortress up in the mountains. I really don't have time for this, I have my hands full with my new formula that I have been working with for the last three weeks. The results are going to be spectacular. If they thought that the flowers did grow fast before, just wait until they see this potion working its magic in the pond! I guess I have to go down to the others soon. I'm really not in the mood for this. I guess I'll have to drink a lot of wine to survive the evening's conversations. And since Sarlok only drinks milk nowadays and Manrus doesn't want to get too drunk since he will be riding all day tomorrow I guess I'll have to drink on my own.