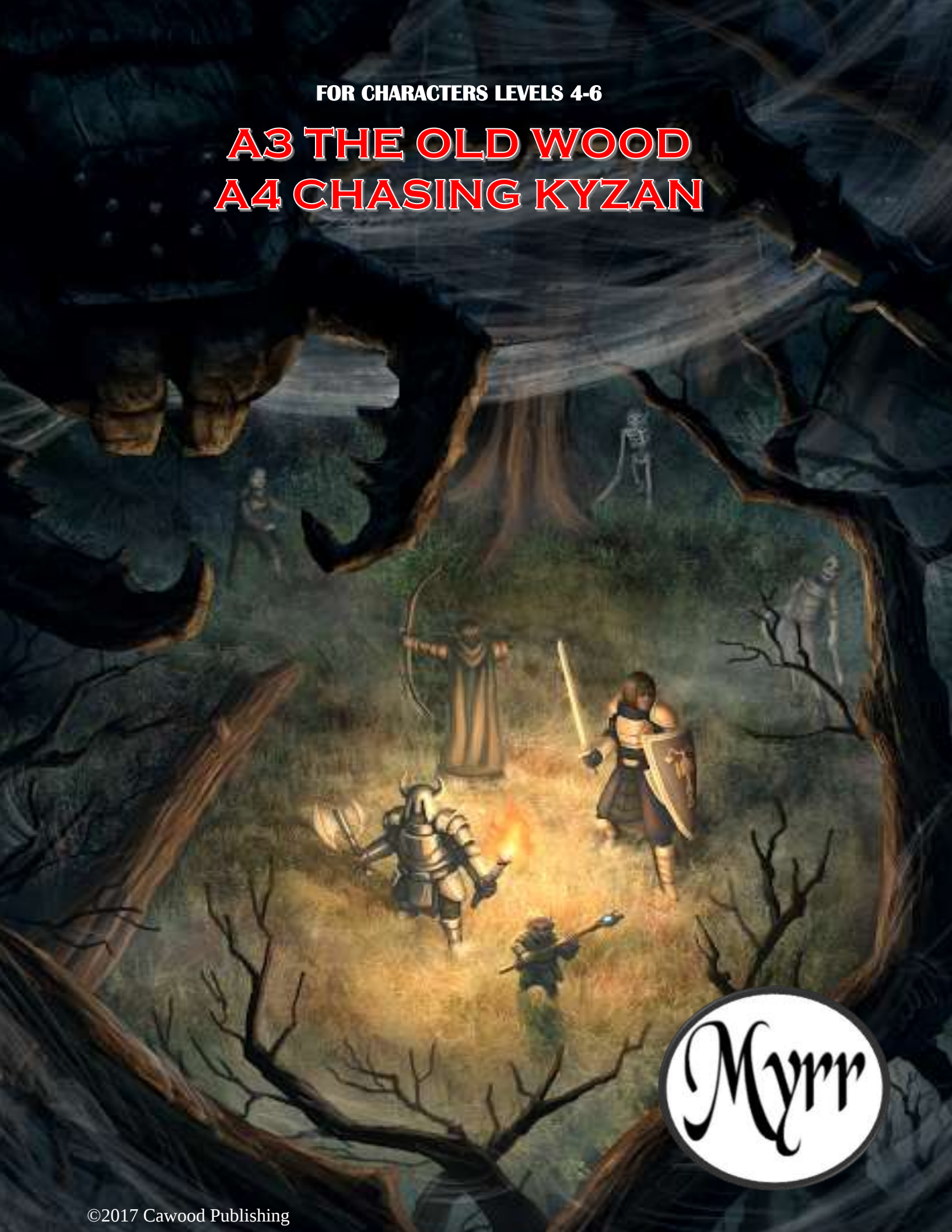


FOR CHARACTERS LEVELS 4-6

A3 THE OLD WOOD A4 CHASING KYZAN



A3 THE OLD WOOD
A4 CHASING KYZAN

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Open Gaming Content throughout this book. OGL included on pages 53 – 55

WE CAN
— BE —
HEROES



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THE
ADVENTURES
IN
MYRR

A3 THE OLD WOOD

This module is set in the World of Myrr campaign setting. See Cawood Publishing's website: www.worldofmyrr.com

The Adventure

This adventure takes place in the sinister Old Wood, an ancient forest in western Myrr (MEER). The heroes must make it through the forest alive, while tracking the evil necromancer Landis Kyzan (KAI-ZAN). The evil sorcerer has kidnapped some people from the city of Wyld. The victims include Chase Lord, Maria Robbins, and Candyce (CAN-DIS) Ashmore. It is believed the sorcerer is heading to the small village of Myrr on the southwestern coast. The mother of Maria Robbins has hired the heroes to save her daughter. The second adventure, A4 Chasing Kyzan, will deal with the confrontation with the sorcerer. He has too much of a head start for the PCs to catch him before he reaches the coastal village of Myrr.

Notes for the Game Master

The Old Wood is a very dangerous area and it will be a challenge for the heroes to make it through the forest. Landis Kyzan is riding a nightmare and has a number of henchmen and undead on horses with him. As such they've left a fairly distinctive trail and it is not hard to follow most of the time. The nightmare has left some burn marks along the way. PCs can make a DC12 Wisdom (Wilderness) check if they lose the trail and need to find it again. The main trail bisects the entire forest, running from x to y on the main map on page 33. However, the other areas of the forest and other settlements are included if you want to expand the adventure. Even passing straight through the woods will be a challenge and there are diversions along the way. An encounter table for the Old Wood is also included in the Encounters section to add more depth to the adventure.

ADVENTURERS HIRED!

You're hired! Your band of adventurers have been hired by a distraught mother. Teresa Robbins has hired the heroes to rescue her beautiful daughter, Maria Robbins.

The adventuring party have responded to a notice posted in a market in the city of Wyld.



The Old Wood

The oldest forest in Myrr is very dark and dense. Not much light even makes it to the forest floor. It was the first forest discovered by the Originals, the first human settlers of Myrr. This is an eerie place full of mature pine trees. Any time characters leave the path, the forest is considered **difficult terrain**. Few folk are brave enough to enter this dangerous place. Many undead wander these woods and there are few human inhabitants. There are a few small villages but these humans live in fear. Vile creatures such as witches and harpies are even rumored to live inside the boundaries of this forest. Owls, ravens, and giant wolf spiders can be found throughout these frightening woods. Small groups of goblins are also known to attack travelers on the narrow winding path that bisects the Old Wood. The goblins come down from their home in the Mountains of the Moon. The southern village of Yaz is controlled by these same goblins.

KIDNAPPED!



CHASE LORD

KIDNAPPED!



KIDNAPPED!



Village of Ricket

Deep inside the dangerous Old Wood is a tiny community called Ricket. This small settlement is known to have some of the rarest herbs on the continent. An old witch rules the settlement and everyone else follows her orders. She uses violence and her spellcasting powers to control the locals. Belladonna built her hut above a small cave. She usually spends her nights hidden away in this underground lair.

Population: 50 humans (**commoners**)

Leader: Belladonna (human female, **forest witch**¹, CE)

Resources: fish, herbs, timber

Guard: None

Fortifications: wooden wall

1. Meeting Tully ‘the Disaster’ McFaster

Not far from Wyld, you see a solitary halfling trudging along by the side of the road going towards the hills. He is carrying a backpack and is armed with a shortsword and a shortbow.

It’s Bloomtime (spring) in MY²566. Not long after leaving the city of Wyld, the players will meet Tully McFaster (See NPC section). The players learn the young halfling is determined to help rescue the three kidnap victims. He desperately wants to be part of a party of adventurers. Nobody has trusted the halfling enough to join their group as disaster seems to follow him at every turn. Tully is the most enthusiastic of adventurers. If the group decides to have the halfling join them, he will be overjoyed. Tully will keep talking about a friend of his, Mord the Mighty. The halfling is convinced Mord is the greatest warrior around. Tully plans on catching up to the warrior and joining him on the rescue mission. Apparently Mord has been hired by Chase Lord’s family to find their son. The wealthy Lords actually heard about Mord from the halfling. Tully suspects that his old friend is already somewhere in the Old Wood hunting down the kidnappers.

2. Farmers in the Hills

Coming through the hills you encounter three wagons and seven humans. The travelers are wearing simple clothes and don’t appear to be heavily armed. They appear to be heading the opposite direction, northeast towards the city of Wyld.

These seven **commoners** were selling food grown in the Fields of Wyld. They are simple farmers and tell the PCs that the Old Wood was so dangerous they turned back. They saw some creatures moving alongside the trail and then heard screams. After that fright, the men decided to head back towards Wyld. They’ve decided to head to the city and try to unload their foodstuffs there. They thought they’d get a better price on the southwestern coast but they’ve given up hope of making it. The farmers intended to head to some villages there. These villages include; Fynbos, Myrr, and Lund. The men have two shortswords in their wagons for protection but they usually flee if there is any trouble. The three wagons are filled with produce, and it wouldn’t be edible for more than a day. Their farm is not far from the city of Wyld.

3. The Mighty Mord

Up ahead on the forest trail you see a body lying motionless. As you get closer you see that four arrows have struck a human male in the back. Blood covers his clothes and is spreading across the ground. He’s tall and muscular and looks quite young.

This is none other than Mord the Mighty. He’s been killed not long after entering the woods. Goblins have already got to the young fighter. Tully the halfling will be very upset to find his friend murdered.

4. River Crossing

As the trail continues west through the dark wood you see a well-built stone bridge up ahead. A quick flowing river rushes through underneath.

Hiding on either side of the bridge are two **goblins**, three more are crouched behind the western side of the bridge, and two are hiding in the river itself (using hollow reeds to breathe) one on each side of the

bridge. When the party gets onto the bridge all the little humanoids will surround the party and attack. The leader (on the western side in the woods) will be riding his **worg**. The goblins will unleash arrows from their shortbows and then use scimitars when they reach the party. They are a small raiding party from the goblin territory up in the Mountains of the Moon, to the southeast of the forest. The river is about 10 feet across. See the map on page 34.

5. The Scream

“Ahhhhhh!” A scream suddenly rings out through the tangled trees. You realize it is coming from off the trail to your right.

If the players follow the sounds they will reach a clearing 60 feet into the woods on the north side of the trail.

As you make your way through the dense woods you see a small clearing. Lying in the clearing are two cocoons made of web. One is about six feet long the other is barely a foot long.

Suddenly four **giant wolf spiders** will descend from the trees and surprise the party. The long cocoon contains a peasant. If the party check the body they will find a deceased human with 5cp in his pocket. The smaller cocoon contains a green pixie! It is still very much alive! This is Garatheon (see NPC section) and he launches into the air smiling!

6. Out of the Trees

You begin to hear something moving through the brush from your left. It is making a lot of noise and getting closer by the second.

A trio of **ghouls** are hunting for humans or humanoids and haven't found any all day. They will rush out of the woods and attack.

7. Swarmed

A cloud of large insects dives towards the party. Just then several black creatures swoop down and swallow a number of the insects. Then they turn their attention to you and dive downwards at your party.

This **swarm of bats** is also foreshadowing events to come, as the evil Alliance is led by vampires.

8. The Village of Ricket

As you venture into the heart of the Old Wood you come upon a tiny walled village. Inside the wall are a number of scared looking peasants. You see a few wooden buildings, some livestock, and a fire pit. Sizeable herb gardens are also visible inside and outside the settlement.

See the map on page 35.

A timid looking man slowly approaches you. “Are you adventurers? My name...is Fraser. Not many people are brave enough to travel through the...the Old Wood,” says the middle-aged man. “I have been looking for brave warriors like yourselves. You see...I’m worried about my son...Ren. He went up the north trail to the Old Kellan Tomb and he hasn’t returned.

If a character succeeds on a DC14 Wisdom (Perception) check they will know that Fraser (a **commoner**) is lying. The man has no children at all.

If the PCs investigate further and begin questioning more villagers, they soon learn an older woman named Belladonna is in charge. She lives in a hut near the middle of the settlement. Villagers (There are 50 in total) will admit they are scared of Belladonna if a character succeeds on a DC13 Charisma (Intimidation or Persuasion) check.

Another peasant named Bertha, an older white-haired woman asks for the party’s help as well. “Oh you’re the new folk in the woods. Say, could you help me retrieve my mastiff, Izzy? He won’t leave my old cabin and come home. It’s not far from here. Should be deserted, nobody has lived there for years” Bertha has no gold to offer but she says she

could provide a free meal if the players help her. She knows the cabin is haunted but will fail to mention this important detail.

Ricket Rumor Table (d10)

1. The Old Kellan Tomb is a great place let children explore (False)
2. A lich has a cave near the village (False)
3. Huge spiders roam the forest (True)
4. Someone is occupying the ruined keep at the western edge of the forest (True)
5. Ricket is the safest place in the Old Wood (False)
6. The trees whisper to each other (False)
7. A huge goblin lives with his tribe in the northwest part of the woods (False)
8. Undead haunt the forest (True)
9. A stranger on a black horse rode by a day ago (True)
10. A tunnel leads from the village to a hidden cave (False)

Belladonna's Hut (see map on page 36). A successful DC12 Intelligence (Investigation) check will discover a hidden trapdoor in the far corner of the hut. At the bottom of a ladder is a tiny chamber with a rickety old bed and a small chest. Inside the little wooden chest are *10gp*, *two pieces of blue quartz (10gp each)*, *a potion of diminution*, and *a bag of tricks*.

9. Old Kellan Tomb

As you head further north on the trail, singing begins. The sound is both enchanting and haunting.

Characters must succeed on a DC11 Wisdom saving throw or be charmed until the song ends. If the PCs

fails their save they will become incapacitated and move in the most direct route into the tomb. The charmed characters can repeat the saving throw at the end of each of their turns. One of the two **harpies** at the tomb is singing and trying to lure anyone into the building.

Then the singing suddenly stops. "Help me!" "Help me!" shouts a young boy from the west side of the trail. You then notice a ruined building just off the path. The sounds appear to be coming from inside. However, the back of the building is facing the trail and there are no entrances.

The sounds of the boy are actually coming from a nasty **green hag**. She has made a deal with Fraser from the village of Ricket. Fraser gets 5gp for any strangers the hag is able to kill and rob. On the map (page 37), the green hag's location is at 'GH' and the harpies are at 'H'. The harpies will wait for the party to enter the tomb and then swoop down and attack from up high. The rubble inside is piled 10 ft. high so the creatures will fly back and forth and try to stay out of the range of attacks. Behind the harpies to the south is a nest of bones and hair. The green hag hides here and will only attack after her two 'girls' have begun the battle. Hidden in the nest are *bracers of defense* and *20gp*. A successful DC12 Intelligence (Investigation) check will uncover this treasure.

10. Deserted Cabin

Barking outside a ramshackle cabin is a large, black mastiff. He is very furry and has a number of scars on his old body. Crashing and breaking sounds are coming from inside the old wooden cabin.

This is Izzy, Bertha's missing mastiff. He won't leave the cabin until the undead creature inside has gone. Trashing the cabin is an out-of-control **poltergeist (specter)**. This undead monster can be reasoned with. It is searching for a long lost ring. This ring can be found under an empty barrel at the back of the cabin. If someone just shows the poltergeist the ring he will pass away peacefully into another realm.

11. Awakened Grove

Just south of the main trail is a large clearing with two unusual trees. They are taller than most of the trees in the Old Wood.

If a character makes a DC12 Wisdom (Insight) check they can determine the trees aren't like any of the species in the forest. In fact they are two **animated trees** and are waiting for someone enter the quiet grove. They will attack whenever someone gets in range. The pixie Garatheon knows not to venture too close. An old chest can be found to the south in the trees. It holds *100sp*. See map on page 38.

12. Hunters!

Coming towards the party are four heavily armed men wearing brown leather armor. One has the carcass of a small wild boar over his right shoulder.

These men are from the village of Brim, further south in the Old Wood. They are hunting wild boar today. They are **commoners** and are armed with shortswords and spears. They aren't interested in talking and will ignore the party and walk straight past them.

13. Bandits at Barrack Keep

You here shouting coming from an area north of the trail. As you look carefully you see a ruined keep about 100 feet off the path to the north.

All the bandits are armed with scimitars and wear brown leather armor. Korgan leads the main group of brigands called the Scarecrows but there is another group called the Nighthawks trying to take over. Varjin leads this rebel group. Five of the Nighthawks and their leader are fighting the bandits guarding the prison room. To confuse the matter even more, five more Scarecrow **bandits** are going to return one minute after the party arrives. They were hunting in the forest but have come back earlier than expected. Two giant wolf spiders chased them out of the Old Wood.

The shouting gets louder as your party approaches the keep. The upper level of the keep appears to have collapsed. There is no roof on the main building any more. A ten foot high wall surrounds the area and the only entrances are on the western side of the building. Two old wooden doors are barely usable.

Keep Locations (see maps on pages 39 and 40)

- A. Scarecrow Archers. Four **bandits** are guarding the entrance with their longbows. If any characters walk through they will be shot at.
- B. More Scarecrow Archers. Three more **bandits** are hiding here. They're also armed with longbows. These bandits are yelling at the bandits in area C. The archers have heard loud noises from the dungeon and want their compatriots to investigate.
- C. Scarecrow Guard Post. A wooden chest sits in the corner. Two **bandits** are playing card here. They've just heard the alert from the archers and are preparing to go down into the dungeon to investigate. The chest contains *40gp*.
- D. Scarecrow Sentry. One **bandit** is guarding the dungeon entrance. He has heard the commotion on the other side of the dungeon and is feeling very anxious.
- E. Nighthawk Sentry. One of the Nighthawk faction **bandits** is stationed here. She is ready to warn the others if the Scarecrow faction sends reinforcements.
- F. Former Shrine. Years ago this was a shrine to the deity Rogan. It has fallen into disrepair and the bandits haven't used this room at all.
- G. Prison. A number of skeletons litter the stone floor. There are **three Nighthawks** tied up with rope in here. The bandits have used this room to hold or interrogate victims. The skeletons are human.

- H. The Rebellion. The **five Nighthawks** and have surprised the Scarecrow bandits guarding the prison. They have killed the guards and are about release the other Nighthawks. They quickly give three scimitars to the former prisoners.
- I. Bedchamber. A simple room with a moth-eaten bed. Nothing of value is here.
- J. Locked Storeroom. The bandits have been unable to get inside this room. The lock on the door is quite strong (DC 16) and they've given up hope of breaching the door. In the iron chest are; *10pp* and *50gp*.
- K. Storeroom. Only one of the barrels are full. It is filled with salt.
- L. Supplies. Two barrels are filled with water, two barrels are filled with disgusting Krull Mead, and two are filled with flour.
- M. Second Bedchamber. The bandits have stored weapons in here. They've been piled on the old beds. They include 2 longswords, 2 shortbows, and 12 arrows.
- N. Third Bedchamber. A simple bedroom area. The chest contains 2 greatswords.
- O. Fourth Bedchamber. A very shabby bedroom full of rotten furniture. Even the chest is completely rotted.
- P. Hidden Nest. Three **giant rats** live here. If a PC makes a DC13 Intelligence (Investigation) check they will find a *+1 quarterstaff* in the rats' nest.

If the bandits are interrogated, they will reveal the following:

- i) The road west to the village of Wode is quiet and relatively safe
- ii) There are strange happenings in the coastal village of Myrr
- iii) Many bandit clans rule the Southern Territories
- iv) A man on a fiery, black steed rode by a day or so ago

14. Caught in a Web of Flies

Peering down the trail you see it blocked by a number of large webs. There are some insects stuck in the web.

Two **ettercaps** and one **giant wolf spider** will come out of the woods behind the party. The ettercaps have spun webs in the trees on either side of the trail, they will now spin a web behind them. The heroes will then be surrounded by a web barrier with two ettercaps and the huge spider at the center. If the PCs search the web they will discover a shortsword and a small jar of *Keoghtom's ointment*.

If the players make it through the Old Wood alive, they have succeeded! The Adventures in Myrr continue with **A4 Chasing Kyzan**.

¹ See New Monsters section

² MY – Myrrian Year (currently 566 MY)

A4 CHASING KYZAN

The Adventure

This adventure takes place from Barrack (BA-RAK) Keep to the seaside village of Myrr. The ruined keep is on the western edge of the Old Wood. This area is rather barren, many blackened, empty fields. Not much grows here and so few people live in the area. In adventure A3, the heroes traveled through the Old Wood from the city of Wyld. An evil necromancer, Landis Kyzan, has kidnapped some people from Wyld. The victims are Chase Lord, Maria Robbins, and Candyce Ashmore. It is believed the necromancer is heading to the small village of Myrr on the southwestern coast. This is the very same settlement where the first human settlers arrived from the continent of Zogg. They have always been known as the Originals. Luckily for the heroes the careless necromancer has left a distinctive trail. His nightmare mount has burned the ground at regular intervals. The trail will lead the party from the ruined keep, through the village of Wode, and directly west to the village of Myrr. The very distraught mother of Maria Robbins has hired the party to rescue her daughter. The Ashmore and Lord families are quite wealthy, there is a chance they will offer up some gold for rescuing their children. However, neither family have made any public announcement about the kidnappings.

Notes for the Game Master

The journey to the village of Myrr won't be overly difficult. Traveling on the road from Barrack Keep, there are few major obstacles. The real challenge for the party will be in the village and having to face the necromancer. Landis Kyzan is working on some experiments for the evil Alliance. He and his sister, Valeris, betrayed the other famous heroes during the Dark Times. The group were known as the Twelve. The two Kyzan siblings began to work for the Alliance as the twelve heroes fought against a tide of evil spreading across Myrr. Landis is conducting strange experiments on the undead and reports to the Von Bladen family in Wyld. They've asked

Landis to find out if the three kidnap victims are 'candidates'. The necromancer has an experiment that might kill them that can determine if they are 'candidates'. However, he doesn't actually know why the Alliance leaders; the Von Bladen (VON-BLAH-DEN) nobles, the Damos (DA-MOS) nobles, and some devils use the term 'candidates'.

If Tully McFaster or Baldin joined the party at some point they are included in the NPC Section.

Background Information

Myrr

A seaside village that was the first human settlement in Myrr. Oswald (OZ-WALD) Myrr and the rest of the Originals landed here. The famous wizard began the Wizard College at this site. Landis Kyzan, one of the Twelve, is using the isolated village for necromancy. The Alliance has kidnapped a number of people over the past few years for Landis to experiment on. The place resembles a ghost town with deserted buildings and a mysterious fog that never lifts. The fog makes all of the village a **heavily obscured** area. Although mostly undead creatures inhabit the area, there are a few deer, owls, and boar who wander through the settlement. If mages are looking for natural ingredients for potions these are grown near many of the ruined buildings. The only inn just burnt down under mysterious circumstances.

Population: 50 (humans)

Leader: Landis Kyzan (see NPC section)

Resources: potion ingredients

Guard: 40 **skeletons**

Fortifications: none

Factions: the Alliance

KIDNAPPED!



Wode

Located between the Old Wood and the village of Myrr is the tiny community of Wode. It is one of the oldest human settlements in all of Myrr. At the same time, it is one of the poorest. The village is surrounded by fields, however most are not suitable for farming. For some reason there are a number of half-elves in the village. Some folk say they are the offspring of a mysterious wood elf adventurer.

Population: 50 (humans and half-elves)

Leader: Naela (human female, 3rd level ranger, LN)

Resources: foodstuffs

Guard: 6 guards

Fortifications: none

Locations on the Tharn Peninsula

Refer to the map on page 41.

a. The Village of Ricket

A small settlement in the Old Wood forest. See information on page 10.

b. The Village of Falk

A small community on Pendrell Bay with a well-built wall to protect from undead

c. The Village of Brim

A tiny village in the south part of the Old Wood. Home to a number of hardy hunters.

d. The Village of Fynbos

Located near the Wyld Guard garrison on Vigil Island. This little community sits on a high cliff above several sandy beaches.

e. The Village of Yaz (Goblin Town)

A village is run by goblins! The leader is Bolix. 50 **goblins**, 12 **worgs**.

f. Barrack Keep

A ruined keep on the edge of the Old Wood. A group of nasty bandits have taken up residence in the building.

g. The Village of Lund

A small coastal settlement just south of the village of Myrr. Many fisherfolk live here.

h. The Village of Bellas

A small community on the southwest coast. Known to have great fishing areas but under attack by sahuagin. Chaos reigns.

i. The Village of Darlem

An unusually diverse population with halflings, gnomes, hill dwarves, and humans. Hunters and fisherfolk live here.

Encounters (Map on page)

1. Wagons Block the Road

The land stretches out on either side of you, barren fields are visible as far as the eye can see. Nothing appears to grow on the desolate plain. Then your party see two rickety wagons on the dusty road. They stop ahead of your party and are blocking the way forward.

If the party continue forward, six **zombies** will pile out of the back of each wagon and attack. They are heading to the village of Myrr on the coast. If the PCs search the wagons, they find there is nothing of value in the vehicles.

2. The Village of Wode

Your party comes upon a sad little village. If a strong wind hit any of the buildings, they'd probably fall to the ground. A scrawny mastiff barks as you approach.

See the information for the village on the preceding page. Map on page 42.

3. Farmers Tell Their Tale

Not far ahead of you there are four humans walking along the road. They are dressed in tattered clothes and appear to be unarmed.

The four men explain that they are farmers from just north of the village of Wode. They tell the heroes they grow wheat and are returning home from the village. A DC10 Wisdom (Insight) check will reveal that their story makes no sense as they're traveling towards the village. In reality they are all **wererats** who prey on people traveling from the Old Wood and Wode. They will attempt to attack the party from the rear and will fight to the death. The wererats are armed with shortswords and hand crossbows. They also carry *10gp* each.

4. Scared of Their Shadows

Two men run towards you down the road. "Turn back!" they yell, "Shadows in the fog!"

The two strangers are **commoners** from the village of Wode. If they are stopped they will say they meant to visit the village of Myrr on the coast but saw dark shadows in the thick fog.

5. The Village of Myrr

A permanent gray fog seems to hang over the area as you near the coast. The sound of breaking waves is all that you can hear.

The fog is a powerful magical fog conjured by Landis' master. It will not lift until his master dies. See the village map on page.

The White Riders

Charging towards you through the fog are two white riders on white steeds. As they near you see the riders and mounts are skeletons. The attackers raise their swords in the air and continue towards you.

Patrolling the village are two **skeletons** riding **warhorse skeletons**. The party could encounter them anywhere and they'll attack **with advantage**. The skeletons are armed with scimitars.

Locations

A. Skeletons at the Gate

As you get closer you notice eight skeletons through the fog. The undead creatures are standing by an old stone gate. They are carrying swords and shields.

Eight **skeletons** guard the north and south gates to the village. They will attack any visitors on sight and drag their corpses to the necromancer at Red Skull Manor. The undead are armed with scimitars and shortbows. The distinctive burn marks from Landis' nightmare stop at the village entrance. The necromancer used his magic to remove all trace of them, except near the grove by Graystone Manor.

B. The Old Wizard College

This was the first wizard college on the continent of Myrr. The legendary wizard Oswald Myrr, one of the Originals, began the school not long after arriving in Myrr. Oswald moved east many years ago and started a new wizard college in central Myrr, in the city of Nox. Most folk believe Oswald Myrr died many years ago. Some of the wooden structures have survived as they were imbued with magic.

As you approach the front door a magical red mouth suddenly appears in the center of the door. "*Answer this riddle and you may enter the arcane academy: What is always here? Can't be seen? Wasn't here yesterday, and won't be here tomorrow?*"

If the answer given is 'the present', the mouth vanishes and the door swings open. After the party

enters, the door closes once more and a new riddle becomes the key. There is no way to force the door open as it is protected by ancient magic. Other ways of getting into the building include forcing open the locked door in the back, picking the locked back door, or climbing and entering through a window.

College Locations, see maps on pages 44 and 45.

1. Entrance

This entrance area is covered in dust and rubble. Looking up you see spider webs stretching out in all directions.

The front door remains closed unless the riddle is solved on the other side. It only works in one direction now. It cannot be breached by any means other than answering the riddle.

2. Old Dining Room

Rotten wooden furniture is scattered among a large amount of rubble. As with much of the building, this area is in ruin.

There is nothing of value is here.

3. Old Kitchen

Three rotten tables and three old barrels fill this former kitchen. The barrels are all broken and the floor is covered in filth. A disgusting smell fills the area.

This place is disgusting and the smell is hard to stomach. If a PC succeeds on a DC13 Intelligence (Investigation) check he or she will discover four old wooden wands under the filth.

4. Hallway

A bluish man wearing a long wizard hat floats through the wall and approaches you. "Class is in session. You're LATE! And don't forget your wands this time! Hey you, Scruffy...get moving!" shouts the apparition.

This is the **ghost** of Eldon Wagstaff. Eldon was the last instructor before the college closed and moved to the city of Nox. He hasn't been able to come to terms with the fact the arcane institution is closed. He haunts the main level of the building, looking for any apprentices. If someone hands him his old wand, he will pass peacefully into another realm. The wand will, of course, remain on the Material Plane. It is hidden at location 12 in the basement.

5. Storeroom

This door swings open and reveals a large amount of rubble. An old wooden chest peers out behind the fallen chunks of stone.

If the characters cross the floor the rotten floor will collapse, sending the players into the **gelatinous cube** below (area 17). The chest is empty.

6. Arcane Classroom

A large pentagram is scrawled on the floor in this ruined classroom. The benches are rotten and broken. You also notice a number of old wooden brooms. Four of the twelve are still appear usable.

If anyone touches the pentagram they will be teleported to the pentagram directly below in the basement (area 10). The four usable brooms are actually *brooms of doom*¹. These brooms will animate and attack after the party enters this area.

7. Skeletons Out of the Closet

As you walk down a dusty hallway you hear movement up ahead.

A quartet of **skeletons** are at the top of the stairs leading to the basement. These four undead wander aimlessly and will attack any intruders.

8. Swarm!

This foyer is covered in dust and some rubble lies to the south. Rustling sounds can be heard in the area to the north.

There is nothing of value here.

9. Vanishing Rats

A barren area filled with rats. They see you and attack at once. An old wooden door is visible to the north.

This area is taken up by **swarm of rats**. These small creatures like to hide in the rubble in area 10. They amuse themselves by running onto the pentagram and teleporting upstairs.

10. Dungeon Classroom

As you open the unlocked door you find a chamber full of rubble.

If the PCs progress further they find a pentagram on the floor. If any character touches the symbol, they will be transported to the pentagram above on the main level (area 6).

11. Ooze in There?

This chamber smells awful and is full of many chunks of stone. Even though the walls are damaged they seem fairly stable. Remarkably all the surfaces are very clean.

A **black pudding** is lurking in here behind the rubble.

12. Bedchamber I

A small rotted bed has been jammed inside this tiny bedroom. The stench of mold fills the stale air.

A successful DC15 Intelligence (Investigation) check will reveal an object concealed in one leg of the bed. It's Eldon Wagstaff's wand, a *wand of magic detection*.

13. Bedchamber II

Two battered beds have been placed on either side of this dusty chamber. Tattered cloth lies about as well.

The room is quite the disaster. Rotten furniture and moth-eaten sacks fill this small space.

14. Bedchamber III

One rotten bed is sitting in the center of a small bedroom. An old painting of many ships arriving at the village is barely recognizable.

Mold covers most of this old bedroom. If a PC succeeds on a DC13 Intelligence (Investigation) check they will discover a *spell scroll – fireball* has been hidden behind the old painting.

15. Bedchamber IV

Two rotten beds sit in an open area. Dust covers the floor and shows many small footprints. The original wall and door have been destroyed. An open storeroom can be seen to the right. A wooden door with a hole at the bottom can be seen to the left.

There is nothing of value in this bedroom.

16. Storeroom

This open storeroom appears to be completely empty.

The dark squares of the checkerboard pattern are **cursed**. If a character touches one they will age 1d4 years. Each dark square's curse is cumulative.

17. The Cube

The door to this storeroom has a large hole in it. Looking through the hole you see rat skulls and stones floating in the air.

The 10 ft. by 10 ft. space is occupied entirely by a **gelatinous cube**. It has lived off creatures that have crawled through the hole in the magical wooden door. It was shut inside the chamber months ago.

C. Red Skull Manor

This building stands out in the foggy ghost town. It has been built recently and some of the materials still lie on the ocean side of the house. Red stone walls also contrast with the gray stone and old wood of most of the dwellings in the ghost town.

This house has just been built for Landis' two henchmen. They actually had zombies construct the building. Stubby is on the main floor and Fragok is in the basement. Stubby is clueless but Fragok will try to escape and head to Graystone Manor to get Landis Kyzan if he finds out there are intruders. See map on page. A third henchman died a few days ago when he went swimming.

Locations in Red Skull Manor (see map on pages 46 and 47)

1. Living Area

After unlocking the front door you find an open living area. Two tables and four wooden barrels occupy this space. There are two doors on the far side of the room.

The wooden barrels are filled with the famous, and rather tasty, Damos Wine.

2. Kitchen

Three tables and number of barrels are found in this disorderly kitchen.

A wheel of cheese sits on a table with a knife stuck into it. Two loaves of stale bread are lying nearby. Pieces of dried meat also lie on the other table. Five humans who live in the ruined houses work as cooks for the two henchmen. These **commoners** are here during the daytime. They can easily be persuaded to help the heroes with a DC10 Charisma (Intimidation or Persuasion) check.

3. Pantry

Three wooden barrels and two sacks are crammed into this pantry.

Stubby the gnome is in here eating some cheese (see NPC section). If he hears noise he'll flee to the basement to get Fragok. A sack of salt, a sack of flour, and a crate with 40 arrows are found here.

4. Main Bedchamber

Two tables and four wooden barrels occupy this space. There are two doors on the far side of the room.

This is Fragok's chamber and the door is locked. A chest is hidden behind a secret door on the south side of the room. The chest has a shortsword, a *potion of healing*, and 15gp.

5. Small Bedchamber

This bedroom is a disaster. Ragged clothes are everywhere. Scraps of food cover the floor and the bed.

Stubby the gnome lives here and he has left the door unlocked. Under the pile of dirty clothes are 5gp and a strange looking book. The book contains a **banshee**. If anyone attempts to read it, the undead monster will be released and attack. She will immediately use her Wail power.

6. Basement

Two wall sconces shed some light on this area. Three large tables and ten wooden barrels occupy this open space. The other parts of the basement are obscured by rubble and some rotting potted plants.

This area has not been full completed. The corners of the basement are still earthen and piles of rubble are strewn about. It is going to take a few weeks to finish. The barrels are all full of water except the farthest one. It's full of delicious Damos Wine.

7. Chests

Two wooden chests lie in the darkest corners of the basement.

Fragok is filling these chests and will head upstairs if he hears any noise (see NPC section). He is wearing a *cloak of protection*. The north chest has a shortsword, a *potion of poison*, and 25gp. The south chest has 150gp and six +1 arrows. If the half-orc has time he'll lock the two chests with his silver key.

8. Skeletons out of the Closet

A large pile of rubble and dirt sits on this side of the basement. Scraping sounds can be heard in the darkness.

Four more **skeletons** hide in the shadows in this part of the basement. They're armed with rusty scimitars and will attack any intruders.

D. Skeleton Towers

A badly damaged stone tower looms over the village. The top disappears into the thick fog.

Four **skeletons** with longbows man these towers and watch for intruders. When they get a clear shot at someone near the tower they shoot their arrows.

E. Ruined Bridge

A ruined stone bridge can just be seen through the overbearing fog.

Some of the few inhabitants of the village live under this bridge. About thirty **commoners** make six large

tents their home. They work for the necromancer to get whatever food and coin they can.

F. Movement in the Rubble

The remains of five old buildings are found here. Piles of gray stone loom out of the heavy fog.

If a character succeeds on a DC13 Wisdom (Perception) check they will notice a young human crouching in the rubble. The man wears blue robes and has short black hair. His name is Jamieson Peel (see NPC section). He slipped past the undead guards at the gate and has regretted coming into the village ever since. The **apprentice**¹ is basically in shock, too petrified to even find a way out of the ghost town. If a character succeeds on a DC12 Charisma (Persuasion) check, Jamieson will come with the adventuring party.

G. Ruins

This part of the village is made up of low walls and other remnants of the houses that used to stand here.

About twenty human **commoners** make their home in several tents. They cook and do odd jobs for Landis and his henchmen.

H. Ruined Tower

Yet another tower peers out of the fog above you. This stone disaster looks like it could fall down at any moment.

Anyone entering the tower will find a nasty shock. The inner stone stairs will collapse, and any PC on them will take 1d10 bludgeoning damage and fall prone.

I. Ruined Keep

Five foot high stone walls line the former foundation of a once mighty keep. Shapes seem to drift in and out of the heavy fog.

There is nothing of value here. The shapes are simply part of the thick fog.

J. Nightmare Grove

Through the trees you hear strange breathing sounds. Smoke rises from the small group of trees and you notice strange burn marks on the ground.

If a PC makes a DC12 Wisdom (Insight) check they will know that the burn marks are consistent with the trail left by the kidnappers from the city of Wyld. This is Landis Kyzan's **nightmare**. It will attack anyone other than Landis and the henchmen.

K. Graystone Manor

A stately old gray manor appears out of the fog as you walk closer. The stone building has two floors and it appears to be in better condition than most of the buildings in the settlement. Light shines through the windows on the upper floor. A number of different sets of footprints lead to the large oak front door.

This is the current home of Landis Kyzan (see NPC section). His two henchman are in Red Skull Manor (Location C) on the other side of the village. All three kidnap victims are being upstairs. The necromancer's mount is in the nearby grove.

1. Entrance Foyer

The old door is a bit stuck but slowly opens into a ruined entranceway. Dirt covers the floor and it seems you still might be outdoors. The air is so cool it feels as if all the windows must be open. In fact there are even small holes in the ceiling. Mold is growing at the bottom of all the walls and there's water damage on the ceiling. You see two open doorways in front of you.

A number of old chairs are rotting here as well. Many different sets of footprints are tracked through the muck on the floor. It's hard to imagine a human could live in these conditions. A PC with a DC13 Wisdom (Perception) check will be able to notice some noise coming from the upper floor. There is nothing of value here.

2. Dining Area

The rotten furniture is barely standing and the walls are in bad shape. Some blood stains can be seen on the floor. Ropes are hanging off two rickety, old chairs. Three empty flasks lie on the ground.

This is where Landis has been conducting his experiments.

3. Storeroom

As you open this unlocked door a mass of black wings rush out!

A **swarm of bats** lives in here and will attack when disturbed. The wooden barrels are all rotten. Buried in the rotten mess is a *piece of jade (100gp)*.

4. Salon

An open doorway leads into what was a small salon. Two old rotten chairs sit here with a table with only three legs.

There is nothing of value in here.

5. Kitchen

This area has been cleaned up and is not in as bad shape as the rest of the main level. A wheel of cheese and loaf of bread lie on one of the counters with a knife sticking out from the cheese. Four red apples lie on another table.

Landis sends Fragok or Stubby to buy food from the nearby farms. The barrels all hold Damos Wine!

6. Hallways

Wandering in the dark are four humans with strange expressions. You notice they're missing body parts!

These four **zombies** are the victims of Landis and his experiments. Half the barrels in the hall are full of salt the other half contain fresh water.

7. Courtyard

Opening the door into the dark foggy courtyard you strain your eyes to see many tangled, grayish plants. Suddenly light from several lanterns appears and they start moving around the courtyard.

These lights are, in fact, a **will-o'-wisp**. Not only is the will-o'-wisp lurking here, but there are also six **awakened shrubs** amongst the plants. If a PC does a successful DC15 Intelligence (Investigation) check they will discover an iron box full of *100sp* buried the garden.

8. Upstairs Hallway

Standing at the top of the stairs are two horrid-looking monsters brandishing bloody swords. They smile gruesome smiles when they see you.

Two **wights** are patrolling this area and guarding the prisoners for Landis. They will attack any intruders and warn Kyzan in area 9.

9. Guest Bedroom

The door has been removed from this room. A very attractive young woman is tied up on a chair in this lavish bedroom. She is gagged and her leather armor appears to be partially burnt.

Maria Robbins is locked away here (see NPC section). She's tied up on a chair with a 20 ft. long rope. Maria has tried to learn as much as she can about the Alliance. She's very interested in their activities. However, the bard won't reveal this to the adventuring party. Landis did his experiment and found she was not a 'candidate'. The chest is open and contains *50cp*.

10. Second Bedroom

Through an open doorway you see a strange-looking man in long black robes shouting at two human prisoners. Three beds lie to the right and a battered wooden chest sits in the back of the bedchamber.

LANDIS KYZAN



Candyce Ashmore and Chase Lord are locked up in this bedroom (see NPC section). The sorcerer wields a *staff of power*. Landis Kyzan is questioning them and preparing to take the young man, Chase, to the dining area for an experiment. If the players haven't alerted the wights or will-o'-wisp or banshee, they might surprise the sorcerer. They will hear him shouting, "Come on Chase, I've heard you have relatives in Nox. Who are they?! Tell me and I won't have to do the spell." And then young male voice replies, "I'm not telling you anything. My family will hunt you down and kill you!"

The nearby chest appears to be empty. However, a DC14 Intelligence (Investigation) check will reveal a large hidden compartment in the chest. Inside are *300cp*, *400sp*, *600gp*, four *moonstones*, and a *robe of useful items*.

11. Upstairs Hallway

A bed sits to the right and a table and chairs are found on the left. Paintings of the soldiers fighting goblins can be seen on the walls.

Four more **zombies** are wandering around here. They are victims of Landis' experiments. These used to be citizens of the city of Wyld. Ever since the necromancer was finished with them they've become lifeless undead who wander the old mansion's halls day after day.

12. Master Bedroom

This gorgeous room looks like nothing else in the old manor. It appears to be from another location. It even seems too big to be allowed in the space it occupies. A sitting room leads in a stunning main bedchamber.

This is all an illusion which will vanish after someone touches anything in the room. Landis usually sleeps in area 9.

After Landis is defeated

A few minutes after the necromancer is killed you hear a number of strange sounds from the nearby shore. Emerging out of the water are many green-skinned creatures carrying tridents and other weapons.

This is a Sahuagin invasion and it is just starting. The sahuagin begin to come ashore and don't stop coming. They have watched the settlement for months and they are ready. Their shamans can feel that the powerful necromancer has lost his hold on the village. Keep adding half a dozen sahuagin until the party leaves the village. The creatures will seize control and occupy the village. This is not a fight the adventurers can win. They have defeated Kyzan, hopefully freed some of the victims, and it's time to move on. The wave of sahuagin invaders from the south will force the heroes to leave by the north gate.

¹ See New Monsters section

² MY – Myrrian Year (currently 566 MY)



NPC SECTION

Important NPCs

Baldin, dwarf male, **10th level fighter***, LG. An old dwarf with black hair and a black beard. He is the owner of the Purple Rabbit tavern. One of the legendary Twelve, the heroes who saved Myrr during the Dark Times. He has become quite disillusioned and is a pathetic drunk. Baldin hides a dark secret about the Twelve. *He's such a drunk, he is effectively a 1st level fighter.

Maria Robbins, human female, **4th level bard**, NE. Maria is very attractive and quite athletic. She has medium length brown hair and blue eyes. She is a talented singer and will do anything for fame and fortune. Maria is very popular in Wyld and is extremely charming. A number of the merchants and nobles want her hand in marriage.

Tully 'the disaster' McFaster, halfling male, **4th level fighter**, LG. Trouble seems to find him wherever he goes. Tully is short with dark brown hair. This halfling is a loyal, brave warrior. However, he can be rather reckless.

Candyce Ashmore, human female, **4th level sorcerer**, LG. A tall, beautiful woman with blonde hair. Most striking are her clear blue eyes. She wants to travel to other parts of Myrr to sell fine clothes. She is well-known in Wyld because the local tailors have her wear their outfits to galas and balls. Candyce has just learned of her family's connection to the sinister Broken Circle slavers. She plans to tell the Wyld Guard everything she knows.

Chase Lord, male rogue, **4th level rogue**, CG. A handsome, trickster character. Chase is a bit of a scoundrel and attempts to charm most people he meets. However, when the going gets rough he always comes down on the side of good.

Fragok, male half-orc, **4th level warlock**, NE. CHA 17. Landis Kyzan's chief henchman. This cruel warlock is quite clever and is in control of the village of Myrr when Landis is busy in Graystone Manor.

Stubby, male gnome, **4th level wizard**, LE. Another one of Landis Kyzan's henchman. An unintelligent, naïve gnome.

Landis Kyzan, human male, **7th level wizard**, LE. An infamous necromancer who was one of the Twelve, the heroes who saved Myrr during the Dark Times. He has become a necromancer and joined the evil Alliance. Landis is a dangerous, unbalanced individual. His twin sister, Valeris, has also joined the Alliance and lives in the city of Damos. He wields a *staff of power*.

Jamieson Peel, human male, **apprentice¹**, LG. A very scared young wizard who left Lund, a village just south of the village of Myrr. Jamieson has a noticeable lisp and seems to lack in confidence. However, he is actually quite smart and has great potential as a skilled spellcaster. He's eager to join a group of adventurers.

¹ See New Monsters section

ENCOUNTERS

Encounter Table: The Old Wood

D100 Encounter

01-02	Green Hag
03-04	Ogre Zombie
05-06	Ghost
07-08	Wererat
09-10	Ettercap
11-12	Shadow
13-14	Swarm of Bats
15-16	Ghast
17-18	Harpy
19-20	Giant Rat
21-22	Merchants
23-24	Worg
25-26	Commoner
27-28	Ghoul
29-30	Zombie
31-32	Deer
33-34	Giant Wolf Spider
35-36	Swarm of Bats
37-38	Merchants
39-40	Boar
41-42	Brown Bear
43-44	Shadow
45-46	Deer
47-48	Owl
49-50	Giant Rat

D100 Encounter

51-52	Boar
53-54	Shadow
55-56	Zombie
57-58	Swarm of Bats
59-60	Ghoul
61-62	Commoner
63-64	Giant Boar
65-66	Owl
67-68	Giant Wolf Spider
69-70	Zombie
71-72	Deer
73-74	Shadow
75-76	Boar
77-78	Swarm of Rats
79-80	Slavers
81-82	Worg
83-84	Giant Boar
85-86	Slaver
87-88	Commoner
89-90	Harpy
91-92	Ghast
93-94	Poltergeist (Specter)
95-96	Doppelganger
97-98	Wight
99-00	Banshee

Monster List: The Old Wood

Monsters	CR
Commoner ¹ , Deer, Owl	0
Giant Rat, Slaver ²	1/8
Boar, Giant Wolf Spider, Swarm of Bats, Zombie	¼
Shadow, Worg	½
Brown Bear, Ghoul, Harpy	1
Ettercap, Ghast, Giant Boar, Merchants ² , Ogre Zombie, Poltergeist (Specter), Slavers ² , Wererat	2
Doppelganger, Green Hag, Wight	3
Banshee, Ghost	4

¹Commoner: Fisherfolk, Hunter, Peasant

²Merchants, Slaver, Slavers (see New Monsters section)



NEW MONSTERS

Animated Object/The Broom of Doom

The Broom of Doom is a construct that appears to be an ordinary broom. It will animate and attack any intruders.

Small construct, unaligned

AC17	Hit Points 5d6	Speed 0 ft., fly 50 ft. (hover)
STR 12 (+1)	DEX 15 (+2)	CON 11 (0)
	INT 1 (-5)	WIS 5 (-3)
		CHA 1 (-5)

Saving Throws/Dexterity +4

Damage Immunities/poison, psychic

Condition Immunities/blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses/blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages -

CHALLENGE RATING 1/4 (50 XP)

Antimagic Susceptibility. The broom is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the dinner set must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the broom remains motionless and isn't flying, it is indistinguishable from a normal broom.

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d8 + 1) bludgeoning damage.



Apprentice

Apprentices are young spellcasters training to be skilled wizards.

Medium humanoid (any race), any alignment

AC12 (15 with mage armor)	Hit Points 3d8	Speed 30 ft.
STR 16 (+3)	DEX 14 (+2)	CON 12 (+1)
	INT 16 (+3)	WIS 10 (+0)
		CHA 14 (+2)

Skills/Arcana +3

Senses/passive Perception 10

Languages/Common and one other

CHALLENGE RATING 1/2 (100 XP)

Spellcasting. The apprentice is a 3rd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The apprentice has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, prestidigitation, ray of frost

1st level (4 slots): burning hands, detect magic, mage armor, magic missile, shield

2nd level (2 slots): hold person, misty step, scorching ray

Actions

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d8 + 2 or 1d10 + 2, versatile) bludgeoning damage.

Dart. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: (1d8 + 2) piercing damage.

Forest Witch

These mythical spellcasters are very rare. They can only be of good or evil alignment.

Medium humanoid (any race), evil or good alignment

AC12 (15 with mage armor)	Hit Points 5d8 + 5	Speed 40 ft.
STR 10 (+0)	DEX 14 (+2)	CON 12 (+1)
	INT 16 (+3)	WIS 14 (+2)
		CHA 12 (+1)

Skills/Arcana +4, Deception +3, Intimidation +3,

Perception+4, Persuasion +3, Stealth +3

Senses/darkvision 60', passive Perception 12

Languages/Common, Primordial, Abyssal, and Goblin.

CHALLENGE RATING 2 (450 XP)

Evasion. If the forest witch is subjected to an attack that allows it to make a Dexterity saving throw to take only half damage, the forest witch instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Water Susceptibility. For every 5 feet the forest witch moves in water, or for every gallon of water splashed on it, it takes 5 cold damage.

Spellcasting. The forest witch is a 5th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The forest witch has the following wizard spells prepared:

Cantrips (at will): acid splash, light, poison spray, prestidigitation, ray of frost

1st level (3 slots): disguise self, hex, mage armor, witch bolt

2nd level (2 slots): darkness, detect thoughts, misty step, suggestion

3rd level (1 slot): bestow curse

Actions

Multiattack. The forest witch can make one melee attack.

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one target Hit: (1d4 + 2) piercing damage and the target must make a DC 12 Constitution saving throw, or take 1d6 poison damage, half damage on a successful save.

Quarterstaff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 2 or 1d8 + 2, versatile) bludgeoning damage.

Slaver

Slavers are engaged in capturing, using, and selling slaves. They often have wealthy sponsors.

Medium humanoid (any race), evil alignment

AC14 (leather armor)		Hit Points 4d8		Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Skills/Intimidation +1, Perception +1

Senses/passive Perception 11

Languages/Common and one other

CHALLENGE RATING 1/8 (25 XP)

Pack Tactics. The slaver has advantage on an attack roll against a creature if at least one of the slaver's allies is within 5 ft. of the creature and ally isn't incapacitated.

Actions

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d8 + 2 or 1d10 + 2, versatile) slashing damage.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: (1d8 + 2) piercing damage.

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: (1d4 + 2) bludgeoning damage.

GROUPS OF MONSTERS

Merchants

Merchants are a group of three merchants with four guards.

Medium humanoids (any race), any alignment

AC13 (studded leather armor)		Hit Points 1d8 + 4	
Speed 30 ft.			

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	12 (+1)	12 (+1)	16 (+3)

Skills/Perception +1, Persuasion +3

Senses/passive Perception 11

Languages/Common and two others

CHALLENGE RATING 2 (350 XP)

Actions

Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) piercing damage.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6 + 1) piercing damage.

Slavers

Slavers are a group of eight slavers.

Medium humanoids (any race), evil alignment

AC14 (leather armor)		Hit Points 4d8		Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Skills/Intimidation +1, Perception +1
Senses/passive Perception 11
Languages/Common and one other

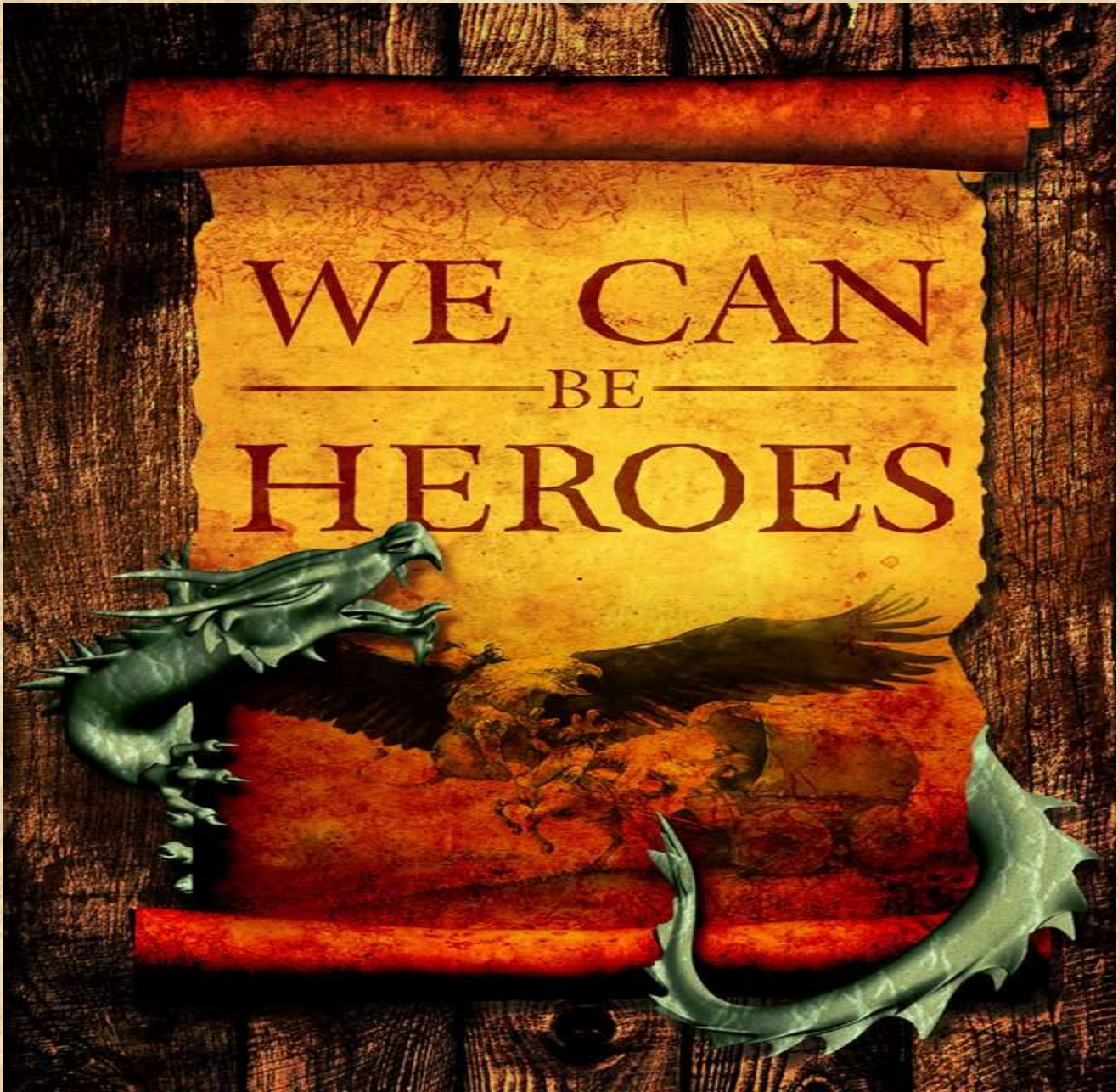
CHALLENGE RATING 2 (500 XP)

Pack Tactics. The slaver has advantage on an attack roll against a creature if at least one of the slaver’s allies is within 5 ft. of the creature and ally isn’t incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d8 + 2 or 1d10 + 2, versatile) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* (1d8 + 2) piercing damage.



INNS AND TAVERNS

*includes a tavern inside

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Ricket	Inn*	The Lost Cleric	7cp	Squalid	Fandoss human male, 53 NE	5	bark soup, cabbage soup, wild boar chop	Hill Mead, Myrr Mead
Brim	Inn*	The Red Lantern	1sp	Poor	Zorda human female, 48 CE	5	bark soup, chicken stew, meat pie	Hill Mead, Myrr Mead
Yaz	Inn*	The Gray Owl	1sp	Poor	Murjan goblin male, 18 NE	9	Onion soup, wild boar chop, wild turkey	Hill Mead
Wode	Inn*	The Scarecrow	7cp	Squalid	Lankson human male, 22 LG	5	chicken, chicken stew, meat pie	Hill Mead
Falk	Inn*	The Pendrell	1sp	Poor	Anton human male, 25 CN	6	cherry pie, mushroom soup, pike, wild boar chop	Myrr Mead, Wyld Mead
Lund	Tavern	The Shipwreck	None	Poor	Jilson human male, 25 LG	8	Chicken, pike, salmon	Hill Mead, RedHawk Mead
Lund	Inn	The Blue Dagger	5sp	Modest	Wodford human male, 47 CN	6	None	None

MAPS OF THE OLD WOOD

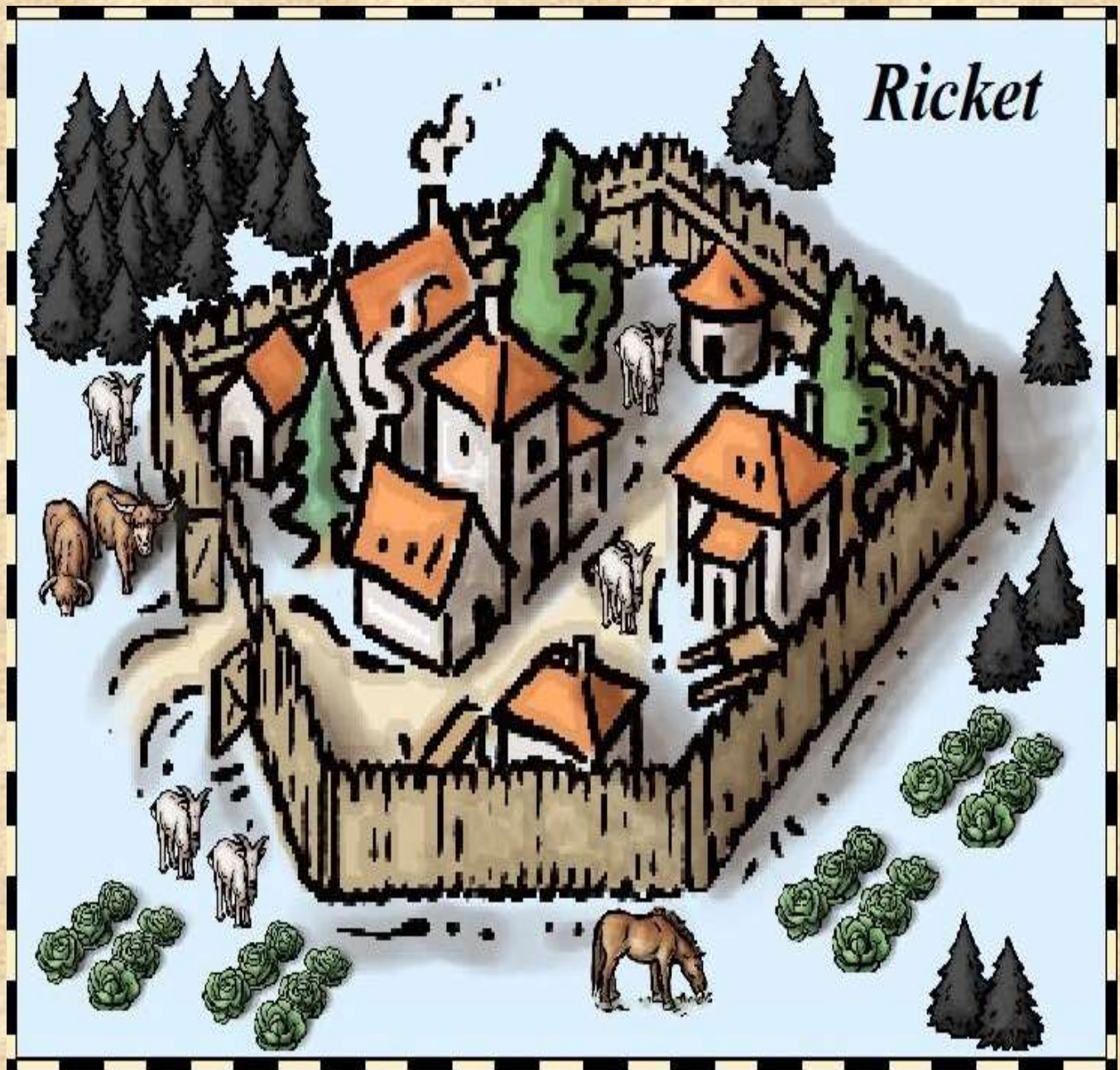
The Old Wood



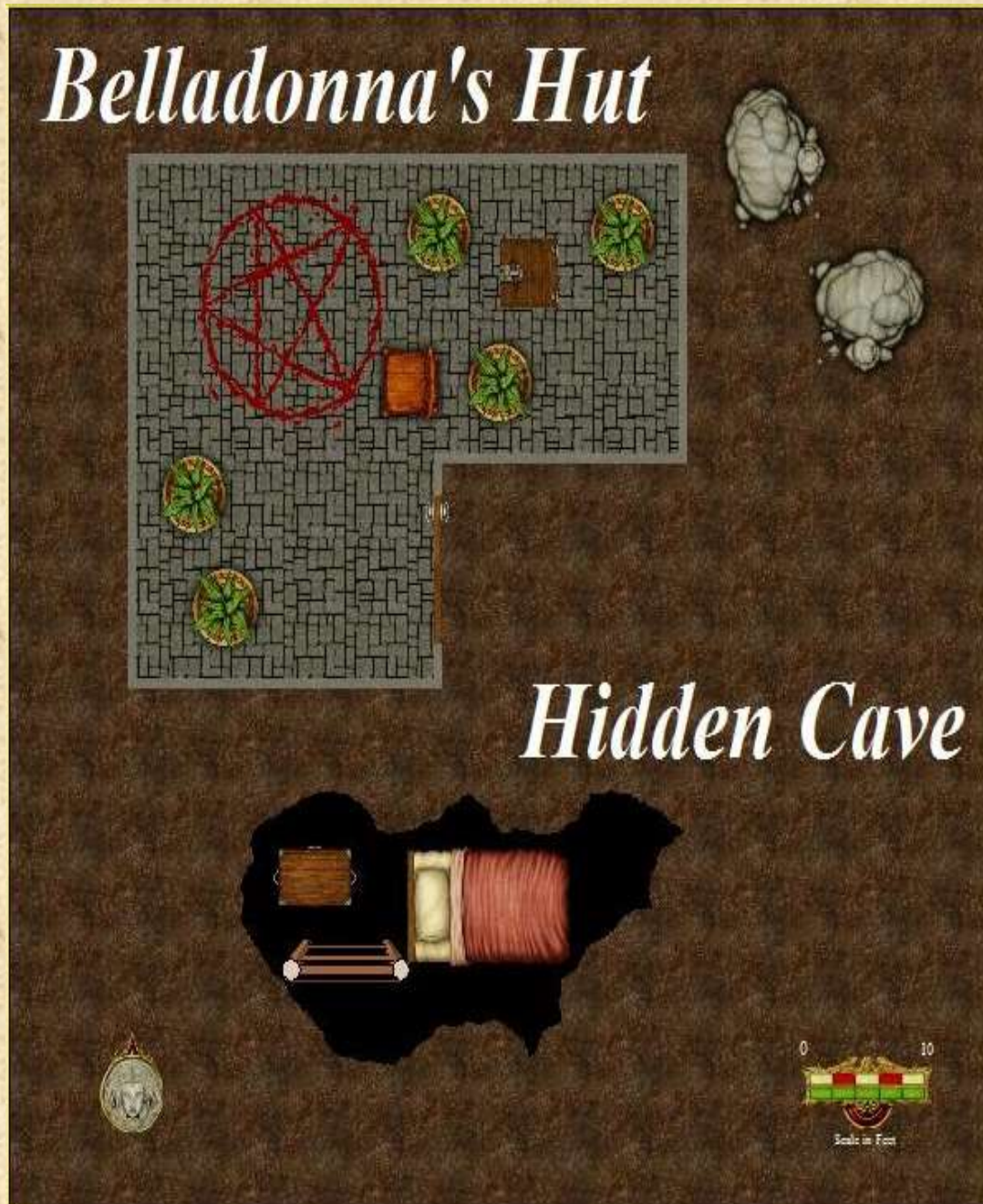
Goblin Bridge



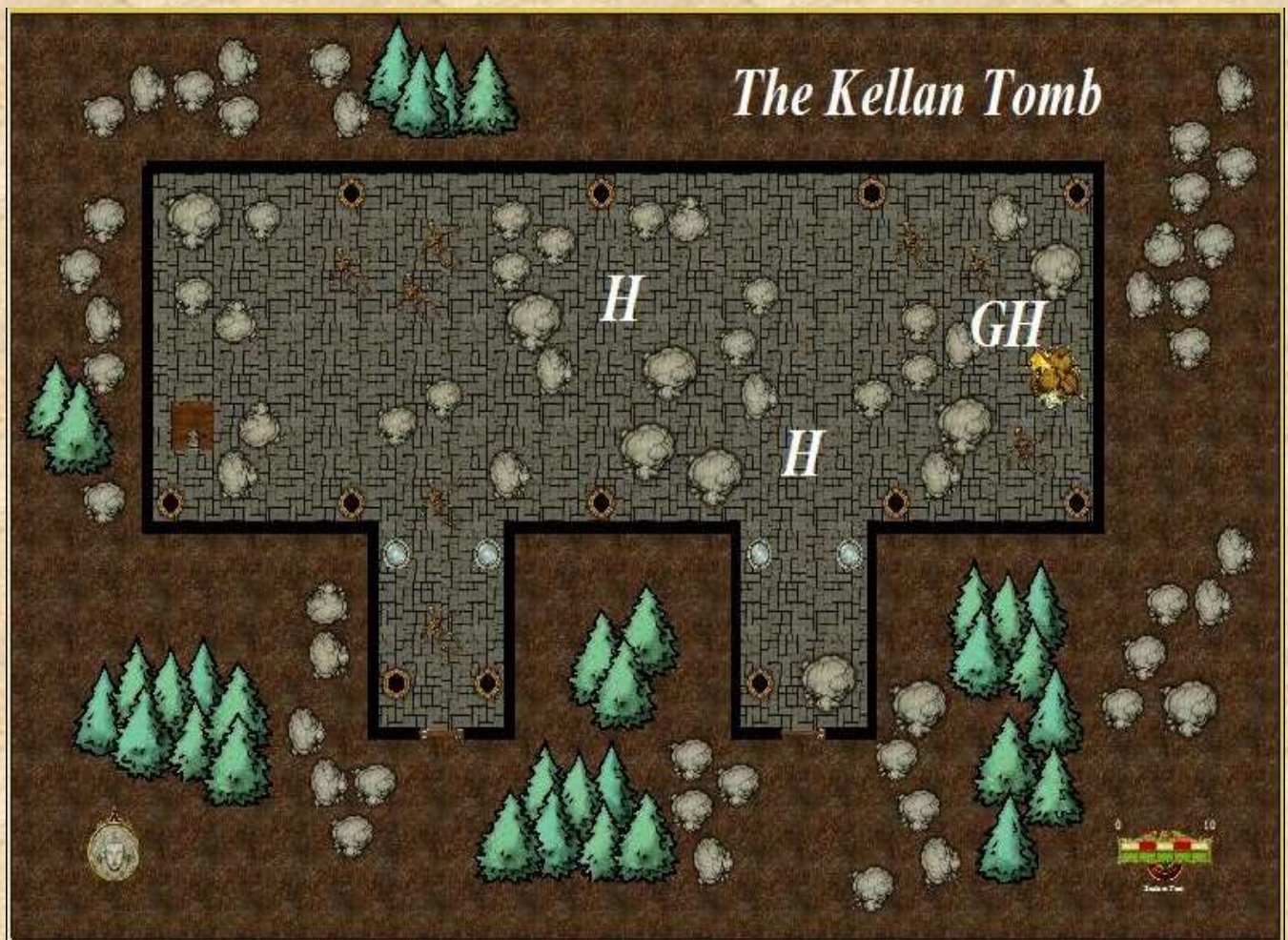
Village of Ricket



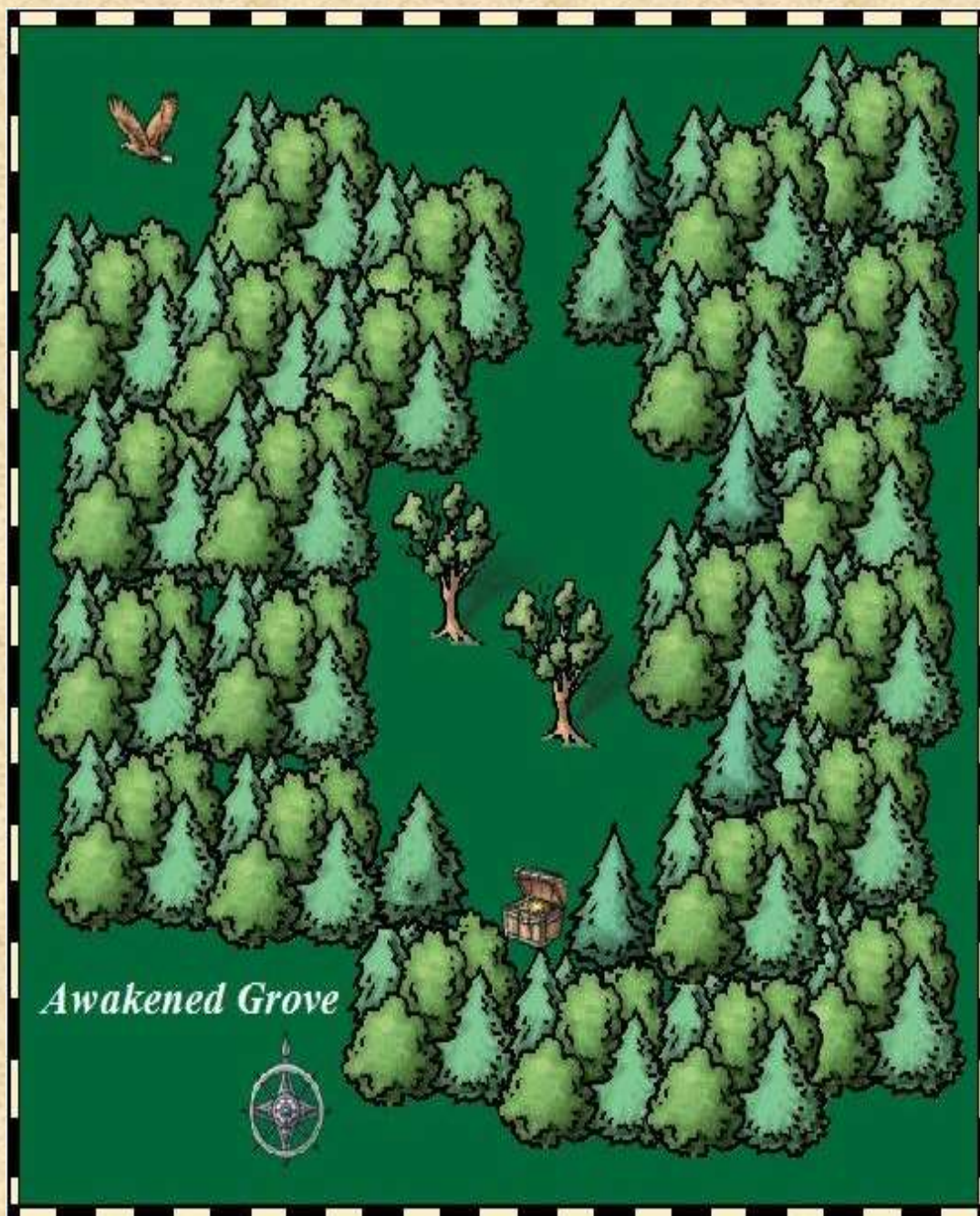
Belladonna's Hut



Old Kellan Tomb



The Awakened Grove



Barrack Keep Main Level



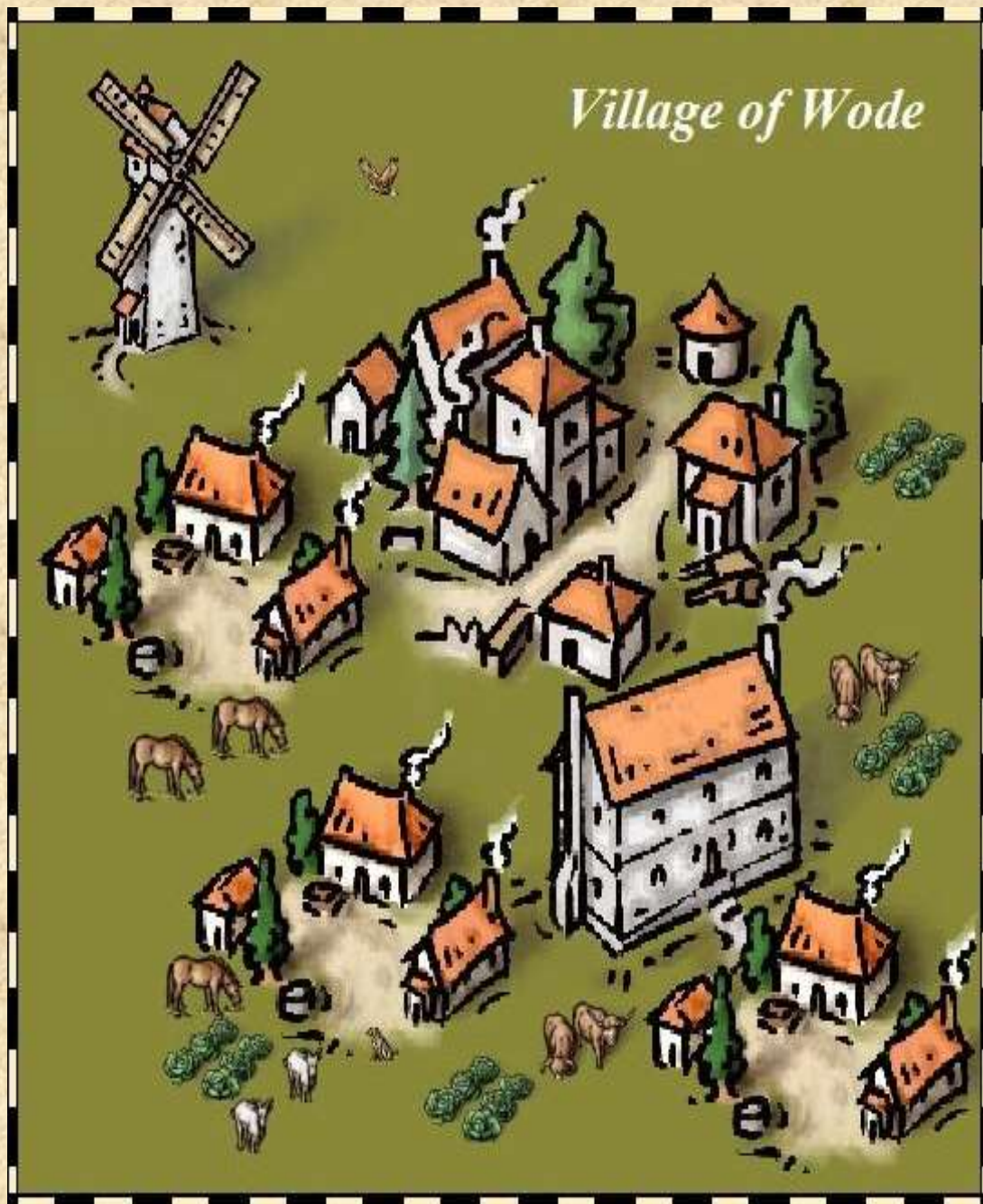
Barrack Keep Lower Level



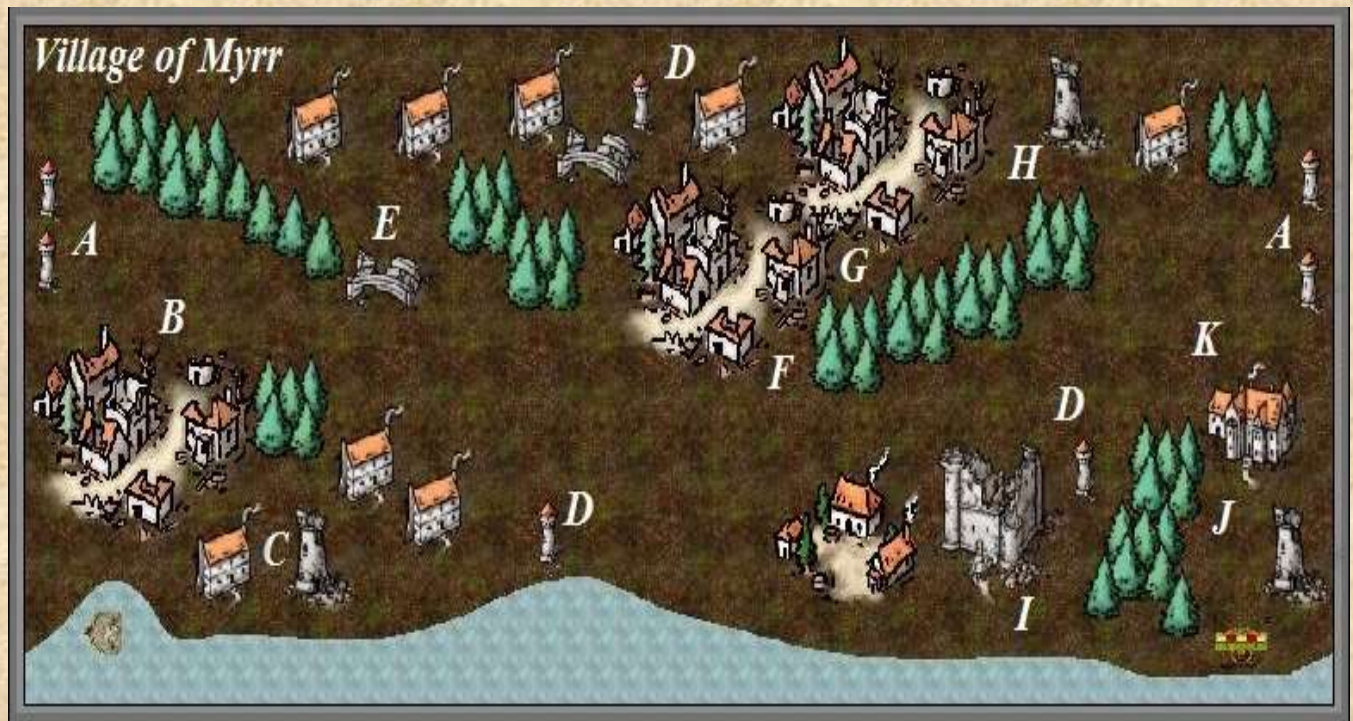
Tharn Peninsula Map



Village of Wode



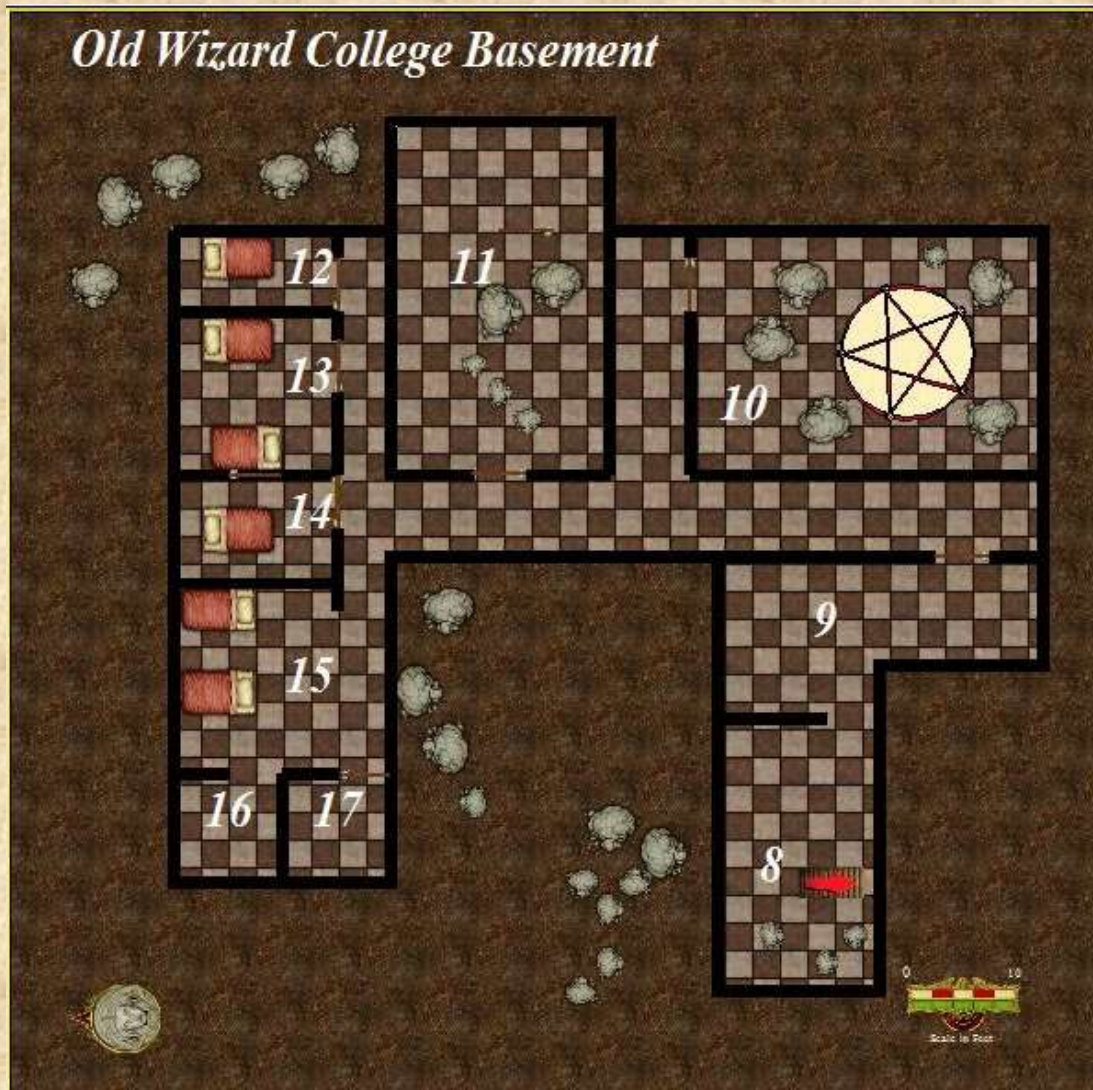
Village of Myrr



Old Wizard College Main Level



Old Wizard College Basement



Red Skull Manor Main Level



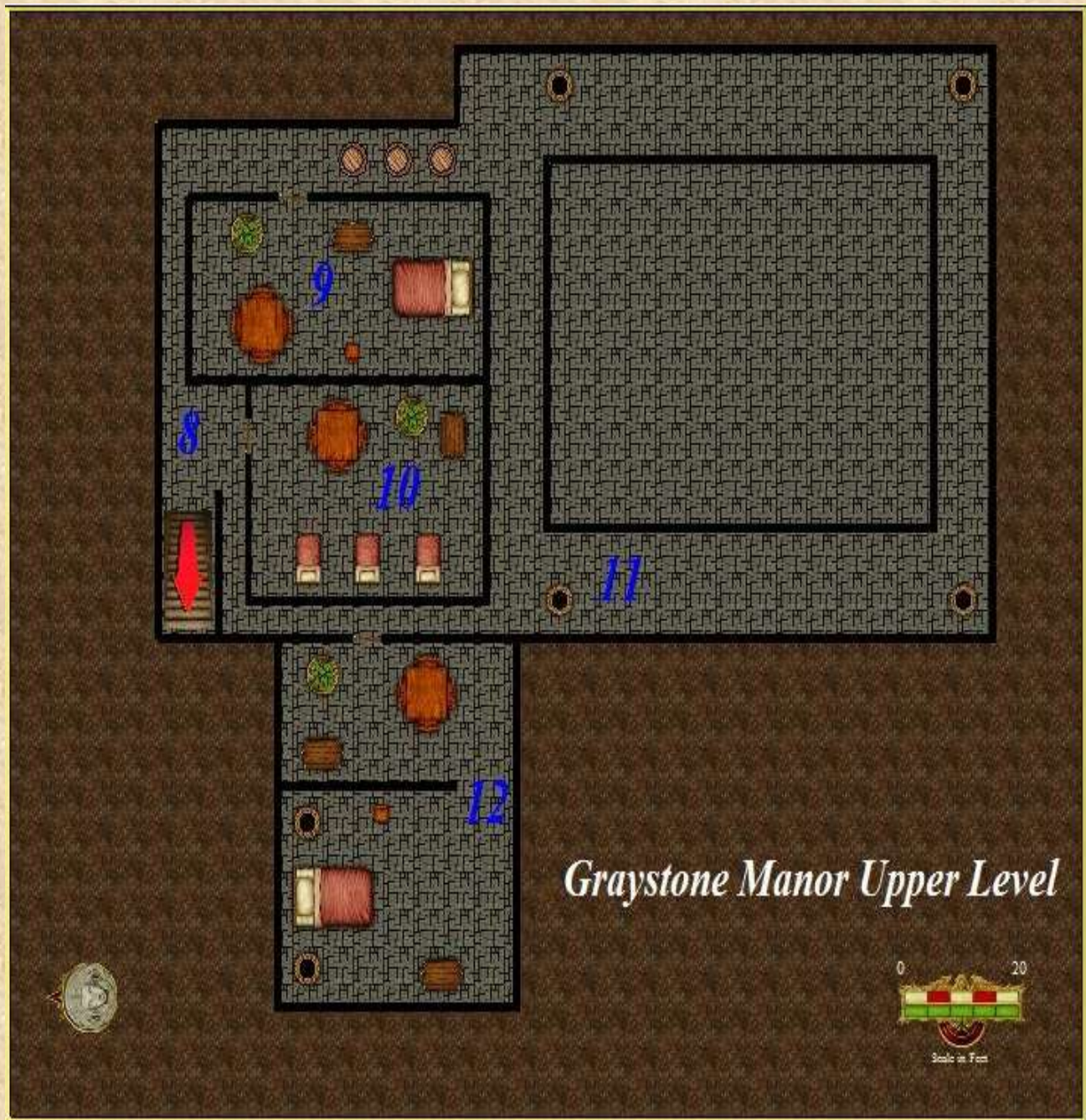
Red Skull Manor Basement



Graystone Manor Main Level



Graystone Manor Upper Level



MAP OF THE CONTINENT OF MYRR



THE MYRRIAN CALENDAR

The Days of the Week and the Sun Quarters

The Myrrian Week

A Myrrian week is seven days long.

Day	Purpose
Goodday	work
Riverday	work
Hillday	work
Woodsday	work
Restday	rest
Fieldday	work
Skyday	worship



The Sun Quarters and Their Festivals

A Myrrian year (MY) is 364 days long.

Each sun quarter has twelve weeks and then a week-long festival.

Sun Quarter / Festival	Duration
Bloomtime (Spring)	84 days
Festival of Water	7 days
Suntime (Summer)	84 days
Festival of Fire	7 days
Moontime (Fall)	84 days
Festival of Earth	7 days
Dreamtime (Winter)	84 days
Festival of Wind	7 days

PRE-GENERATED CHARACTERS

The Legion of Myrr

The original characters from the Adventures in Myrr Campaign

Sorsha	High Elf	Fighter	CN	Str 17 Dex 18 Con 15 Int 14 Wis 8 Cha 10
Sorsha is an Eldritch Knight from the high elf lands, the Nerathian Kingdom, in eastern Myrr. She is rather haughty and impatient. At times she acts without thinking.				
Varis	High Elf	Sorcerer	CN	Str 8 Dex 16 Con 12 Int 11 Wis 10 Cha 15
Varis is a wild magic sorcerer and completely unpredictable. He will simply toss a coin to make many of his decisions. This sorcerer is in fact, a pyromancer and completely obsessed with fire.				
Snaps	Gnome	Paladin	LG	Str 18 Dex 9 Con 14 Int 11 Wis 12 Cha 16
Snaps is a devout follower of the deity Rogan. This big-hearted gnome is friendly, trustworthy, and noble. A small warrior in stature he makes up for with incredible bravery and skills.				
Thumps	Halfling	Bard	CG	Str 12 Dex 16 Con 9 Int 15 Wis 13 Cha 14
Thumps is a moody, brooding halfling. He lost the love of his life to an evil dragon and has dedicated his life to defeating evil. The bard was a popular drummer in a group of halflings before joining the adventuring party. It was his idea to name the group the Legion of Myrr. He imagines the party gathering a small army to fight evil across the continent of Myrr.				

Thanks to Sarah Bagshaw (Sorsha), Joshua Pardy (Varis), Jeff Porter (Snaps), and Pavel Margolin (Thumps) for letting me include their characters. They were the original World of Myrr players.

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