

Off the Beaten Path

Forest Excursions



Thom Wilson



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It's tough being a tabletop game master (GM). You plan and create, building adventuring material from hours of writing or hundreds of dollars of purchases, only to have your players avoid your hooks and go off the planned path. Or maybe, you're unprepared for the next session because of real life interference. These things happen, right?

Well, wouldn't it be nice to have one or more Fantasy Roleplaying Game adventures at your finger tips? A series of unrelated, stand alone adventures that can be played whenever you need a side quest. **Off the Beaten Path: Forest Excursions** is the perfect supplement for GMs who need that last minute scenario for their wayward group. Inside, you'll find 23 one to two page forest adventures perfect for your low to mid level group.

Forest Excursions? Yes, the 23 adventures found within this book *start* in the forest but may take the characters up into trees, down into holes or into man-made structures. What they all have in common is their starting point; each short scenario begins in a forest somewhere, easily inserted into your campaign as needed!

Off the Beaten Path: Forest Excursions has been printed in two versions; a system neutral book was created for any fantasy roleplaying system—empty boxes are provided for the GM to pencil in monster stats and treasures for their system of choice. A *Swords & Wizardry Light*™ (SWL) book was created to support the newly released, simplified version of the ever-popular *Swords & Wizardry*™ system (S&W) by Matt Finch and Frog God Games ©. Either book is easy enough to convert to any fantasy roleplaying system.

Adventure Difficulty. Each adventure in this book is rated from Easy to Moderate, with a few Hard scenarios added for good measure. Most Easy adventures are playable by characters of beginning to lower levels. Moderate adventures are about twice as hard as the Easy rated encounters. Although not impossible, the Hard adventures should challenge characters of higher levels. The table below offers suggestions for common systems. Adventures that span difficulties would be good for a mix of characters on the fringe of both categories.

Adventure Ratings	
Difficulty	D20 System Levels
Easy	1-2
Moderate	3-4
Hard	5-6

How to Use This Book. Each short adventure has several distinct features that help the game master run the encounters. A quick look at any of the adventures that follow and a review of this section will help the GM get ready to run an adventure quickly.

Adventure Background: A quick background to get the ball rolling. Most Excursion adventures don't need a detailed story; they are usually brought in to fill time or to handle a change in plans. This section is usually one or two paragraphs.

Difficulty / Characters / Locale Table: The three row table provides a simple guideline to help GMs choose their quick, fill-in adventure. The locale is a recommended starting point but can be modified as necessary.

Adventure Start: This section provides a starting point for the characters. It is usually followed by a *read-aloud* text block.

Read-aloud Text Block: Boxes filled with a grey interior contain text that is meant for the players. GMs should read these sections aloud when necessary or needed.

Monster Statistics: Each foe encountered within the adventure will be given a special section for statistics. The system-neutral book provides an open, bordered text box for GMs to pencil in stats for the encountered creatures. The *Swords & Wizardry Light*™ version of the book has detailed statistics found within a lightly shaded text box. Note that creatures found within the Excursions adventures that are yet to be produced for SWL have been given stats from the S&W rules.

Special Encounter Challenges: Bordered or shaded text boxes are also found for special challenges, saving throws, or other important encounter checks. The system-neutral book again leaves the box empty for the GM to add details from the system they are using.

Magical and non-Magical Treasure: Valuable treasure is often **bolded** to stand out amidst the other text; non-magical items with silver or gold piece values are easily spotted in the same manner. Magical items in the system-neutral book are either given loose abilities or left as open text boxes for the GM. The SWL book provides more detailed statistics for magical treasure, created within the constructs of that simple system.

Special Thanks: A very special "thank you" goes out to Erik 'Tenkar' Stiene (and his team) for his work on *Swords & Wizardry Light*™, and to Frog God Games © for allowing me to use their logos on this book. Additionally, to all of the Kickstarter backers—thank you!!!

Cave of the Bloodsuckers

Adventure Background: An empty bear warren has recently been repopulated by a group of bloodsucking stirges. The foul beasts have been hunting beyond their cave of late, preying on nearby livestock and farmers. Several victims can be found near the cave's entrance.

Adventure Summary

Adventure Difficulty:	Easy
Number of Characters:	3-5
Adventure Locale:	Cave (wilderness)

Adventure Start: The characters have either been hired by the local populace to clear out the cave or they stumble upon the corpses of those recently drained of blood. Read the next paragraph to players as their characters near the cave entrance:

Turning a slight bend in the trail, you nearly trip over the dried carcass of what appears to have been a human at one time. The body is shriveled and seems to be absent of fluids. Small holes are found in several places on the body.

The body (at Area A) is that of a farm boy (teenager, male), missing from his home for nearly a week. A broken pitchfork is found in the bushes nearby.

The opening to the cave can be seen from this location. Refer to the map for details. Just outside the entrance, another dried husk of a victim can be found.

Area 1: Cave Entrance

A large opening in the side of the scrub hill disappears into darkness, and a light smell of wet mammal emanates from within. Dried humanoid remains lay just outside the cave entrance.

Another local villager met his demise outside the cave, the sheer number of stirges too great for the untrained farmer. A bloody wooden cudgel lays beneath the exsanguinated body. Careful searching reveals a detached stirge wing in the dirt just inside the cave opening.

Area 2: Cave Main Chamber

Light from outside scarcely illuminates this large room. Broken bones and a large fur rug or blanket lies in the middle of the area. A small 4' hole in the back of the room is the only other exit.

The place otherwise looks to be empty. Wait, is the ceiling moving?

A dozen **stirges** roost on the ceiling but are awakened by any light or loud movement in the area. They attack in groups of three or four, swarming their victim with blood-draining attacks. When the first victim collapses, the entire brood feasts.

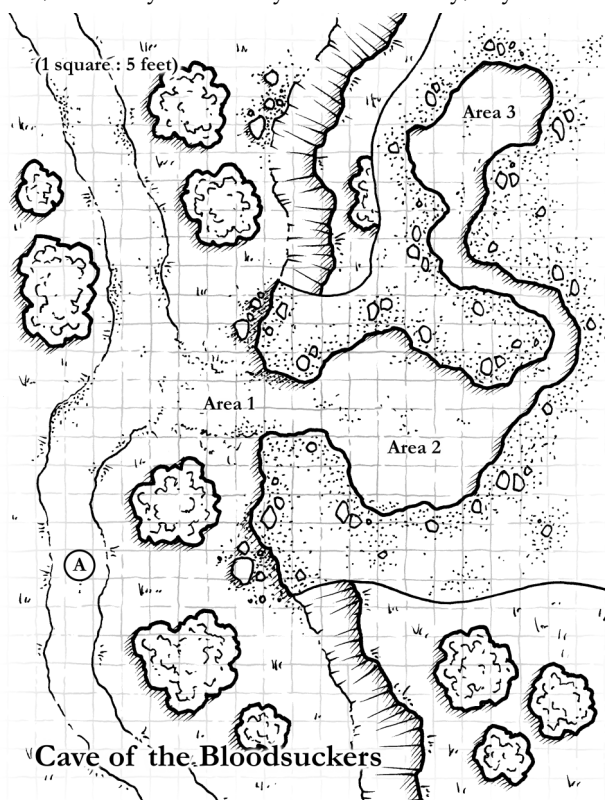
(12) Stirges, Stats:

Area 3: Secondary Chamber

A narrow, winding tunnel ends in a small dark chamber. Far above, a pinpoint of light spikes downward, highlighting the rotting boot on a skeletal leg protruding from the shadows.

Some time ago, a merchant walking atop the hill above fell into the hole, and died on impact. Several broken bones including half a dozen shattered vertebrae tell the story of the man's demise. Two pouches are found on the merchant's belt, and a small leather sack is near his head.

One pouch contains **44 sp** and **3 gp**. The other pouch holds a ragged bark-skin map (see *Excursions Adventure 3*). The small leather sack holds 3 torches, a tinderbox, a set of thieves tools, a twig of local healing herbs, a note from the merchant's wife, and a small wooden box containing **20 tiny rubies** (each worth 5 gp). The note reads, "I miss you already. Return safely, my love."



A False Reward

Adventure Background: A group of large trapdoor spiders has turned a common trail into a deadly ending for all who travel their dark forest path. A fake treasure chest is found overturned in the middle of the trail, luring greedy adventurers to their demise.

Adventure Summary

Adventure Difficulty:	Easy
Number of Characters:	3-5
Adventure Locale:	Forest (wilderness)

Adventure Start: Walking any forest trail leads the adventures to the following scene:

Your eyes pick up a square object on the path several yards ahead. The keenest eyes of your group can pick up the details of an overturned treasure chest on the path, its contents scattered about the ground.

Location A on the map indicates the area where the treasure chest is first spotted. Nearby (map locations B and C), two large trapdoor spiders wait until the adventurers are closer to the fake treasure chest before bursting forth from their hiding spots.

Area 1: Abandoned Treasure Chest

A large wooden chest reinforced with steel straps is upside down on the ground. What seems to be hundreds of silver and gold coins litter the trail and a few fine looking blades and scabbards poke out from underneath. Deep ruts in the ground nearby suggest that a wagon or cart has been through the area recently.

Once the characters are within 10 feet of the chest, they will see that many of the coins are misshapen and fake, and the blades and scabbards seen from a distance are rusty and broken. At this point, read the next section to the players:

Several sections of the ground around you pop open as large hairy eight legged insects lurch from their hiding spots beneath the forest floor. Your eyes quickly count six of the foul creatures as they move toward you, their eyes focused hungrily on their next meal.

Six **large spiders** will attack the characters, emerging from map locations B through G. The spiders will attempt to surround the characters, using their leaping ability to jump in and out of combat. They will quickly target any ranged characters or magic casters, attempting to eliminate them first. They will also prevent any adventurers from fleeing the area if possible..

(6) Large Trapdoor Spider, Stats:

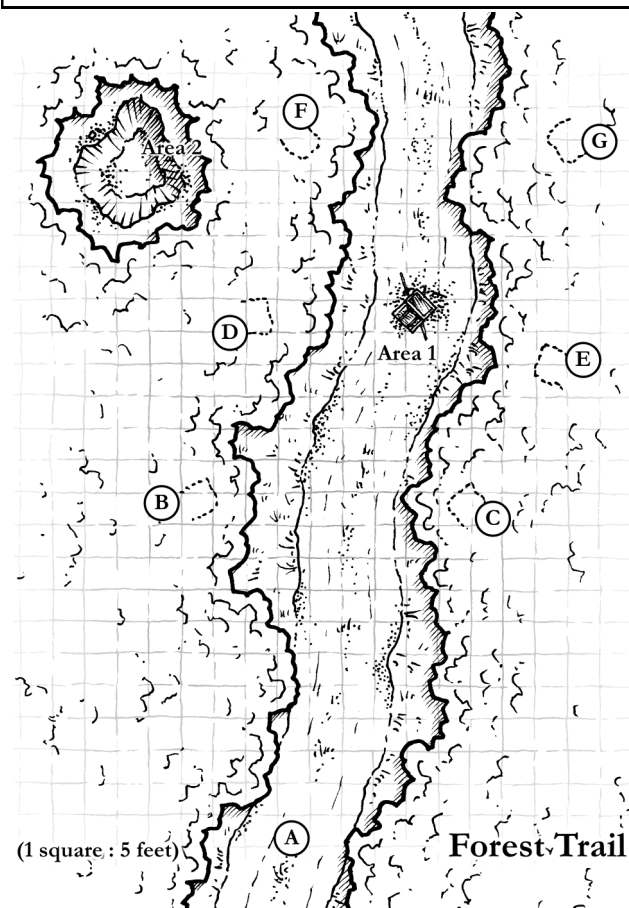
Area 2: Disposal Pit

The characters will realize that the “treasure” near and under the chest is fake and worthless. A search of the area will uncover a large disposal pit nearby (map location 2) filled with previous victims and their gear.

Several dried carcasses of past victims are piled within a shallow disposal pit. At least two swords and maybe a large backpack can be seen peeking out from beneath the corpses.

A thorough search of the pit will uncover the following useful items: a **magical short sword**, a finely crafted long sword, a quiver of 7 unbroken arrows, an ornamental dagger, and a backpack filled with **125 silver pieces**, **25 gold pieces**, one large ruby, and a set of finely crafted thieves’ tools. Additionally, a steel helm and pair of leather boots found on one poor soul can be repaired and used.

Magical Short Sword, Statistics:



Grave of the Grey Soldier

Adventure Background: The unmarked grave of a villainous mercenary of yesteryear is difficult to find in the forest. The legend of the Grey Soldier is still recounted by the old villagers in nearby hamlets and towns. A merciless and greedy warrior, the Grey Soldier was a blade for hire in past wars and disputes, both large and small. Known for his quick temper and decisive actions, the Grey Soldier travelled throughout the realm, selling his sword arm to the wealthy. Because he had no affiliation to any province or king, the locals felt he “lacked a color banner or standard”. He was called the Grey Soldier until his death years later.

Adventure Summary

Adventure Difficulty:	Easy
Number of Characters:	2-3
Adventure Locale:	Forest (wilderness)

Adventure Start: Characters either happen upon the grave by pure chance or have used the map found in the first Excursions Adventure (Cave of the Bloodsuckers) to locate the site. The grave was dug by the Grey Soldier’s younger brother, Duglin. The burial site sits between two large boulders and is covered in briar bushes. It is nearly impossible to find the grave without investigating the bushes thoroughly. When the characters are in the immediate area (very near the boulders or bushes), read the following text:

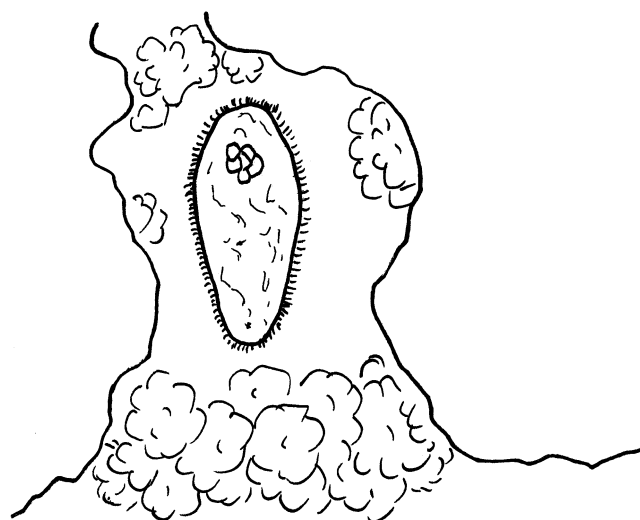
Before you, two large boulders surround a dense briar patch. Nothing seems out of the ordinary until you notice movement in the thick thorn bushes. Something is stirring within the dense cover...

Area 1: Grave Site

Two **giant centipedes** have made the gravesite their home, laying hundreds of small eggs in the cold earth. They move under and around the bushes as they scavenge the area for food for their unborn offspring. The centipedes will defend their egg clutch to the death.

Parting the bushes carefully, you can see two six foot long insects, each with dozens of legs, scurrying along the ground. The ground has been turned up, and a clutch of eggs pokes through the surface. Several small skeletons, likely of forest animals, are seen in the vicinity of the nest.

(2) Large Centipede, Stats:



[Post battle] Amongst the carnage of dead centipedes, you see something shiny sticking out of the disturbed dirt. It looks silvery like steel.

A replica of one of the Grey Soldier’s famous blades are poking through the ground. If the characters dig in the earth, read the following text:

Moving the loose dirt out of the way, you see a deteriorated burial cloth covering the remains of a human form. A well made silver broadsword, helm and shield lie along side the unmoving corpse. A long, flat wooden box is under the head of the linen-wrapped body. The burial cloth has a single faded letter upon it, “D”.

Remains of Archinel Dugo, the Grey Soldier

Archinel’s skeletal remains are wrapped in deteriorating linen, with only a silvered broadsword, steel helm and shield near his body. Although non-magical, the three items are serviceable.

An unlocked wooden box under the Grey Soldier’s head contains a small journal and a single, bronze key. If characters read the journal thoroughly, they will unravel the story of the Grey Soldier and his many exploits (as told by his brother, Duglin). The last section of the book describes Archinel’s final wishes, specifically the return of his magical broadsword and armor to the tomb in which they were originally found. Additionally, there is an entry describing the hidden location of Archinel’s remaining wealth.

The silvered broadsword, helm and shield are replicas of the magical items found in a forgotten tomb several days march of the grave site (*Excursions Adventure #6*). Access to the tomb requires the oversized bronze key.

Archinel’s remaining treasure is located behind a hidden waterfall near the tomb (*Excursions Adventure #8*).

Spirit Tree of the Witch

Adventure Background: The spirit of a cruel and evil witch was imprisoned in an ancient tree long ago. Her hatred and vile influence is slowly killing the tree and other plant life within the area surrounding the large oak. The witch attempts to lure travelers within a mile to the tree, using corrupted tree spirits who sing a wondrous and magical song. Each soul she claims makes her stronger; she needs only a few more to break free of her wooden prison.

Adventure Summary

Adventure Difficulty:	Easy
Number of Characters:	2-4
Adventure Locale:	Forest (wilderness)

Adventure Start: The group begins to hear beautiful singing when they are within 1 mile of the tree. There are several simple paths leading to the tree. Once the characters hear the singing, they must make a penalized save or check to withstand its lure. Those that pass the save or check no longer hear the song.

Saving Throw/Check:

Read the following text when characters approach the area of the tree:

A solitary oak stands in a wide clearing, its height surpassing any other tree within sight. Long, leafless branches reach in every direction. Charred and torn bark hang from the trunk and limbs, giving the clear impression of a dying plant. A fifty foot area around the tree is void of any animal or plant life; loose dirt and rocks are all that cover the ground around it.

Additionally, if one or more of the characters have been lured by the tree spirit's song, read the additional text:

A wondrous song emanates from high above in the tree branches. The words are unknown to you, but the meaning is clear; the voices beckon you to climb up and be with them!

Once under the sway of the tree spirit's song, characters will do everything in their power to climb the tree. Affected characters can attempt to make a save versus the song each hour. Also, if enchanted characters are forcibly removed from the area (outside the 1 mile mark), they automatically save versus the song.

Tree Base and Surrounding Area

A careful search of the area will reveal several bones and discarded gear from unlucky travelers. The ground around the tree shows signs of burn marks and

wilted vegetation. Nothing grows within fifty feet of the tree; the hatred of the witch's spirit kills everything nearby. Evil intent is easily felt near the tree (to those unaffected by the tree spirit's song).

Climbing the Tree

The old oak has many low and close branches, making it easy to climb upward. Those climbing the tree will encounter the corrupted tree spirits within the branches after ascending thirty feet. The tree spirits end their song and abruptly attack any characters in the tree once they have reached the thirty foot mark.

As you pull yourselves up and through the tree branches, six mystical forms slowly descend to your location. Before you, the misty shapes take form, outlining humanoid figures. For a brief moment, beautiful faces smile at you. Then, their smiles turn into cruel grins as their shadowy clawed hands reach for you!

(6) Corrupted Tree Spirits Stats:

If more than half the corrupted tree spirits are killed, the witch's power weakens enough to release the rest from her grip. Those freed from the witch's control will flee the area.

The Witch's Entombed Spirit

Your attention turns to a faint light high above you in the tree. The greenish glow slowly pulses at regular intervals, a strange hollow sound accompanying the visual. What is it?

The witch's spirit was placed in a large emerald and embedded in the tree trunk far above the ground. The large gem is another thirty feet above the characters. If the gem is removed from tree, the witch's spirit is freed (taking a form much like the tree spirits). However, if the gem is smashed, it destroys the witch for good. Smashing the emerald creates a small explosion, potentially damaging or unbalancing characters within 10 feet of the gem. Hundreds of small emerald fragments will fall to the forest floor. Each raw fragment can be sold for **10 to 50 gold pieces** (size dependent).

Imprisoned Witch Spirit Stats:

Tower of the Dogs

Adventure Background: The ruins of an ancient and crumbling tower has become the new home of a clan of kobolds. Isolated and far from their enemies, the kobold clan has prospered in both population and wealth. Their clan leader has learned an ancient spell from an old book found in the tower debris. The group of dogmen are a growing threat to the entire region.

Adventure Summary

Adventure Difficulty:	Easy
Number of Characters:	2-4
Adventure Locale:	Tower (wilderness)

Adventure Start: Adventurers are likely to see the remains of an old tower through the trees in the forest of which they are in. Read the following text:

Your eyes pick up the outline of a crumbling wall of an old building through the trees ahead of you. You can see a faint track amidst the disturbed leaves and underbrush, indicating a path heading directly toward the hidden forest structure.

Little skill is needed to see that the path has been used recently and often. A successful search will reveal small foot prints along the path. A separate search is needed to discover the trap closer to the tower.

Trap on the Path

A well disguised pit trap on the path is hidden by branches, leaves and dirt. The pit ends 20' below, where dozens of hardened spikes poke upward from the ground. Many bones line the pit floor.

Pit Trap Damage/Discovery:

Kobold Sentries

A pair of **kobold** sentries are in four locations around the tower. At the first sign of trouble, they will blow a silent whistle that can only be heard by their own kind. Overmatched sentries will quickly retreat to the tower.

(2) Kobold Sentry, Stats:

Tower Entrance

The tower entrance is wide open, wooden doors long since rotted away. A single thin rope spans the entrance about a foot above the floor. Touching the rope triggers a trap that snaps a bent metal rod across the inside doorframe at human chest level. The height of the trap is above every kobold's head.

Entrance Trap Damage/Discovery:

The trap can be reset in less than 5 minutes.

Tower Ground Floor

The interior of the tower is in disarray, with rotting tables and chairs strewn about. A fire pit in the center of the ground floor room is burning low. Small doglike creatures lay about the area, some sleeping while others gnaw on bones and meat. A staircase on the right wall ascends to an opening in the ceiling while a similar staircase on the left descends into darkness.

If the kobolds are aware of the group, they will be in defensive positions around the room.

(10) Kobold Clan, Stats:

The **Kobold chieftain** "Brakruck" will be in the back of the room, slinging his only spell at the adventurers.

A single dogman with a wooden crown stands behind the others, rolling his hands until a small flame erupts from his palms.

Kobold Clan Chieftain "Brakruck", Stats:

Casts a "Fire Dart" spell once per combat round, dealing damage:

Several small sleeping mats are scattered about the area. Smelly furs are piled at the back of the room, with a small wooden chest found just beyond the filthy dog bed.

Although unlocked, the chest is trapped with a spring-loaded needle.

Chest Trap Damage/Discovery:

The unlocked chest contains a single page **spellbook** (containing one spell, "Fire Dart"), a silver dagger, **95 sp**, and **35 gp**. There is nothing else of value in this room. The stairs lead to an empty and unstable second floor, open to the outside area. Remnants of another staircase leading to upper floors are long deteriorated.

Tower Basement

The basement is partially flooded and contains several old cabinets, bookshelves and broken furniture.

Tomb of the Undying Hero

Adventure Background: A hero from a time long forgotten was once given three wishes by a captured djinni. He asked for the wealth of kings, immortality, and charisma, and the genie complied. Although the hero tried to choose his words carefully, the djinni twisted his wishes. Granted immortality by the genie, the hero found himself trapped forever in a tomb, unable to die and unable to leave. He is surrounded by more wealth than any one being could ever use and his charisma attracts treasure seekers and raises the dead. Although the immortal hero can be “slain”, he rises again a few days later to resume his endless patrol of the tomb.

Adventure Summary

Adventure Difficulty: Easy to Moderate

Number of Characters: 3-5

Adventure Locale: Tomb (wilderness)

Adventure Start: Adventurers can either find the tomb by using the journal found in *Excursions Adventure #3* or by being lured to its entrance by the magical aura of the dead hero (failing to save).

Saving Throw/Check:

Moving shrubbery aside, you see a stone door set into the side of a solid rock wall. A key hole is visible in the center of the door. It appears as though this door has not been opened for many, many years.

The bronze key found in *Excursions Adventure #3* opens this door; it requires a very difficult attempt to open otherwise. The door is not trapped.

Unlock Door Check:

The door slowly and loudly slides into the rock wall on the right, grinding upon dust and dirt from years of accumulation. A dark narrow space beyond greets you.

Area 1: Entrance Hall

A simple entrance hall once provided a place for mourners to leave their coats and gear before paying their respects to the entombed. Two wide planks on the wall were removed and used to walk across the pit in the center of the hallway (Area 1a).

A narrow hallway extends 10 feet before opening up in to a larger room. Several old coats and jackets lie upon the floor near the back wall of the area about 25 feet away. A walking stick pokes out from under the pile of apparel. Two large wooden doors are also in the back wall (closed).

Area 1a: Ghoul Pit

A wide pit trap activates with 20 or more pounds of pressure at its center, dropping any within its span to its bottom fifteen feet below. A **ghoul** waits hungrily beneath the trap for any who fall.

(1) Ghoul, Stats:

Area 2: Reception Hall

The leather coats and jackets are useless but a search of the gear will reveal a handful of coins (5 sp). The walking stick will trigger any Detect Magic checks—it is actually a **Staff of Gold Seeking**.

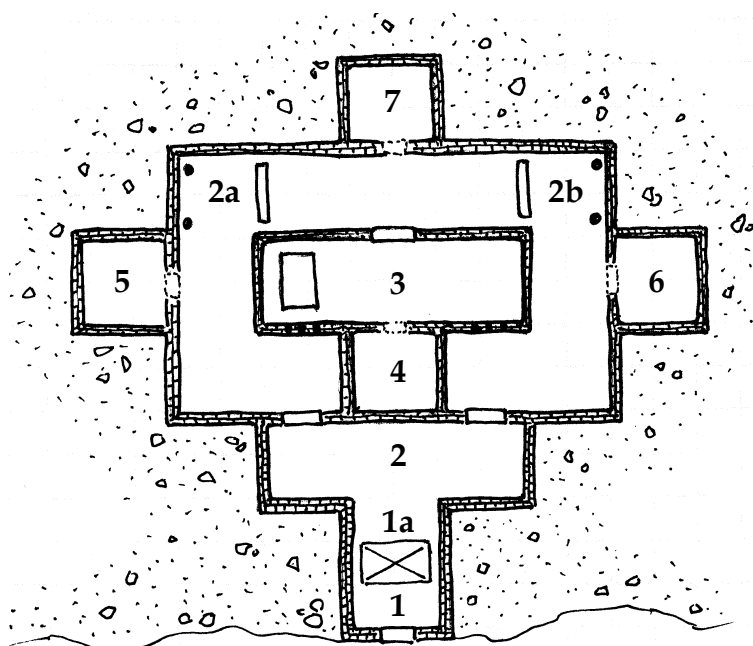
Staff of Gold Seeking (abilities):

Each door is unlocked but trapped—three 10 foot spears from the wall across each door extend into the space of the open doorway. The spears reset when the doors are closed (each door is hinged and will slowly close on its own).

Trap Detection, Spears To-hit/Damage:

Two separate hallways rejoin at the top of the tomb by the door to Area 3. Ghouls roam freely throughout the halls but avoid the northernmost section between Areas 2a and 2b (trap). The ghouls are scattered about the tomb hallways, and number at least 4-6 for each adventurer in the group.

Ghouls, Stats:



In the northwest and northeast corners of the tomb (see Areas 2a and 2b on the map), two metal rods will discharge electrical energy between the pairs when the pressure plates in the center of the hallway are activated. The energy crisscrosses the entire hallway, electrifying anything or anyone between. Ghouls avoid the space between the two pressure plates.

Trap Detection, Energy To-hit/Damage:

A pile of charred remains, likely from several bodies, lay motionless in the center of the hallway.

Three secret doors in the hallway provide access to the hero's treasures. The concealed portals are well crafted and are hard to discover.

Secret Door(s) Check:

Area 3: Hero's Hall

The door opens to reveal a small burial chamber, with debris littered throughout. An ageless man sits upon an old chair, gazing into a deteriorating book. He looks up, his face expressionless and without any human emotion. He reaches for a rusty sword and dented shield as he stands.

The **undying hero** is normally found within this chamber, rereading books and scrolls he's read thousands of times before. A marble slab once served as the final resting spot for a previous occupant. Several small benches, clay pots, and empty boxes have been pushed against the walls. An empty djinni bottle can be found amongst the debris (valued at **100 gp**).

Although the hero is neither alive or dead, and can read and communicate, he has forgotten much about his former life. His only thoughts are to guarding his tomb and the treasure within. He no longer remembers where the treasures are, but knows they are within the tomb somewhere.

Undying Hero, Stats:

Although he fights to protect his treasures, he does so without emotion. He knows that if he dies, he will rise again to repeat the endless chore of protecting the tomb from future invaders.

A secret door in the back of the room leads to a small chamber that holds the hero's magical blade, returned by the Grey Soldier's brother Duglin many years ago (see *Excursions Adventure #3*).

Secret Door(s) Check:

Area 4: Treasure Chamber

The small room contains only one feature, a pedestal and rack holding a silver broadsword.

Sword of the Silver Flame (abilities):

When the broadsword is removed from the rack (or sheath), small silver flames envelop the blade.

Area 5: Treasure Chamber

The secret door opens to reveal a small room, filled with armor and helms on several racks and mannequin stands. In front of the opposite wall, a rack stands alone, with a silver helm and breastplate. Finely crafted chainmail, also silvered, pokes out from under the chest piece.

Helm of Silvered Vision (abilities):

Breastplate of the Silver Moon (abilities):

Both the armor and helm look like they were crafted yesterday and never worn. Several other suits of armor and helms are found in the room – they are finely made (but non-magical).

Area 6: Treasure Chamber

Stacks of shields of all types and materials litter the floor. Only one hangs from the walls, a silver shield of large design. It reflects like a mirror.

Mirrorshield (abilities):

Wooden bucklers, steel shields, and full tower shields are found scattered about the room. Many are well crafted but only the **Mirrorshield** is magical.

Area 7: Treasure Pit

The door slides open to reveal an empty room, void of anything substantial besides a black circle painted on the floor.

Detect Magic will trigger on the black circle, possibly revealing the painted surface as a magical portal or door. Items and people will pass through the paint as easily as an open doorway, disappearing beyond. A pit six feet below the portal is filled with gold and silver coins, gems and other expensive jewelry. A person may access the portal but once every thirty days – the painted circle then becomes impassable. This includes objects they are holding or touching (e.g. lowering a bucket, bag or chest). The treasure pit never empties or appears depleted.

The Party Spoiled

Adventure Background: Deep in an old wood, a rich nobleman built a small mansion for seasonal retreats. Eventually, the rich gentleman retired permanently to his forest home, bringing his vast wealth and rare antiquities with him. On a warm mid-summer night, he invited dozens of his old friends to a party at his home.

That same night, a local thief planned to infiltrate the house to steal the nobleman's most precious of treasures, a gem-encrusted globe made of solid gold. When the thief arrived, he found the house full of guests. Knowing that the globe was safely stored in a protective vault in the basement of the home, the thief set fire to the home hoping to get the guests out. Unfortunately, the guests became trapped and everyone, including the host perished.

Determined to finish the job, the thief entered the burning mansion and made his way to the vault in the basement. The fiery blaze trapped him in the vault, where he died, holding the golden globe. The murdered host and guests later rose as charred zombies and still inhabit the burned residence.

Adventure Summary

Adventure Difficulty:	Moderate
Number of Characters:	3-5
Adventure Locale:	Mansion (wilderness)

Adventure Start: An overgrown but visible path leads to a clearing in the dense part of the woods. The characters can find the path in their travels or hear of the burned mansion by locals met upon the road.

Your eyes detect an old path leading into the dense forest. Small plants and saplings have begun to grow on the trail and untrimmed trees bend their branches into your way. This was once a well used path but has seen very little traffic as of late.

The path winds through the trees for a few hundred feet before the clearing opens up at its end. The house is in the center of the clearing and is badly damaged.

A badly burned house sits alone in the center of a clearing. Fire has gutted the entire first floor, leaving only the structural beams to hold the second and third floors above. A small part of the second floor in the rear right corner still has partial walls intact. The entire third floor looks like the first level.

Read the additional section if the characters specifically examine the first floor from this distance:

Dark shapes move slowly around the first level. From this distance, it's hard to determine what or how many there are.

Area 1: First Floor, Open Level

Eighteen charred zombies shuffle throughout the first level, their hideous, blackened exteriors preventing any identification of gender, race or age.

A dozen and a half humanoid forms, charred and burned beyond recognition, seemingly shambling about the first floor without purpose or urgency.

(18) Charred Zombies, Stats:

Special Ability: *Ashcloud* – any contact with the Charred Zombie causes a 20' cloud to burst around the creature, penalizing those within range:

Note that all the charred zombies in this adventure have this special ability, even when it is not listed.

Area 2: Stairs to the Second Floor

Partially burned stairs lead up to a second level. Several steps are missing and the railing is gone. The stairs look stable enough to traverse.

One or two light adventurers can climb the stairs safely, but if heavily clad characters (in armor) or too many try ascending simultaneously, the stairs will collapse.

Area 3: Second Floor

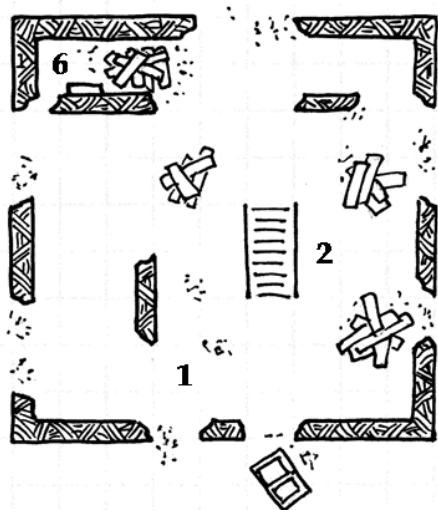
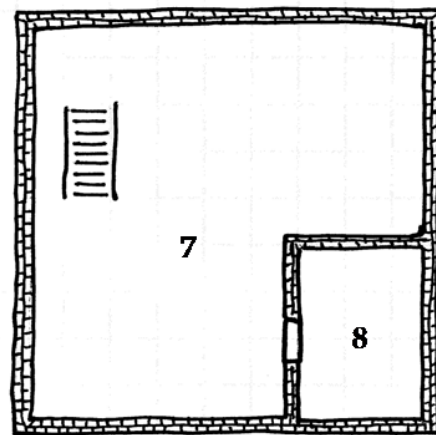
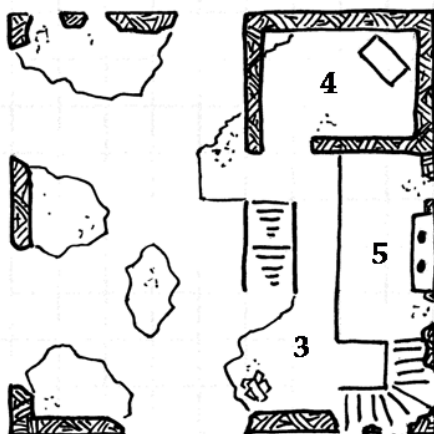
Most of the second level is decimated with only the northeast corner somewhat undamaged. Several charred zombies, trapped on this level, move toward any sound in the house.

You are greeted at the top of the stairs by several more ravaged zombies. Out of the corner of your eye, you see a partially intact room at the far end of the floor.

(6) Charred Zombies, Stats:

Walking across the floor of the second level is dangerous as many of the floor boards are missing or weakened by fire. Characters must make one or more agility checks to safely cross to the back corner of the floor.

Agility Check:

**Ground Floor****Second and Third Floors****Basement****Area 4: Northeast Bedchamber**

A single bedroom has been spared by the fire, but not entirely. Much of the contents are damaged and useless, but a wardrobe in the corner remains in good condition. A secret compartment in the bottom panel contains a rolled up parchment containing four numbers: "4684". These are numbers for the four locks to the vault in the basement.

Area 5: Third Floor

Stairs to a third level are completely missing. From your vantage point, much of the third floor looks like the first; gutted, and structurally unsafe. No movement can be heard from above.

Dexterous adventurers can climb to the third floor fairly easily. The floor of the level is just as burned and weak as the second floor, so characters will need to move with caution. Parts of a stone chimney are still present along the east side of the structure. Several large bats are using the chimney as their home.

(5) Giant Bats, Stats:**Area 6: Stairs to the Basement**

A pile of burned debris and decomposing bodies entirely block this small alcove. Something shiny within the cluster of wood, stone, flesh and bone catches your eye.

A door to the basement is soon uncovered...

Area 7: Basement

A dozen charred zombies mill about a furnished basement, seemingly unaffected by the fire above.

(12) Charred Zombies, Stats:

The area is filled with luxurious furniture and exotic tapestries. Although the scent of fire and smoke is strong, most of the contents of the room are in excellent shape.

Notable Treasure:

One of the charred zombies was the host and owner of the home—he still has the key to the vault on a chain around his neck!

Area 8: Treasure Vault

The combination to the four dial locks on the vault door is found in Area 4. Once the door closes, it cannot be reopened from the inside with the combination but with the key only. The door closes unless considerable strength is used to keep it open. The remains of the thief are found within.

The skeletal remains of a man dressed in black armor and cloak lie to one side of the vault, his hands cradling a magnificent golden globe. Several steel boxes are stacked nearby.

Gem Encrusted Solid Gold Globe (value):

Ten steel boxes contain neatly stacked piles of silver and gold coins, totaling **300 gp** and **700 sp**. Additionally, several other boxes and crates contain various items of potential value.

Notable Treasure:

Waterfall of Dreams

Adventure Background: A hidden cave behind a river waterfall contains the full wealth of a deceased warrior. The area is guarded by mystical water nymphs who regard the pretty baubles and trinkets as amusing play-things. They won't allow the items to be taken from their possession without a fight... This adventure concludes the four part series, started in *Excursions #1* and continued in *Excursions #3* and *#6*.

Adventure Summary

Adventure Difficulty:	Easy to Moderate
Number of Characters:	2-4
Adventure Locale:	Waterfall (wilderness)

Adventure Start: The large waterfall is easily heard from hundreds of feet away as the water from the wide river above crashes down to the pool below. The adventurers have either been drawn to this place, hearing the water from afar, or have arrived here with the directions found in the journal from *Excursions Adventure #3*. Read the description to start the scenario:

Water from a river fifty above your heads crashes down into a large pool nearly one hundred feet in diameter. The water is clear but you still cannot see the bottom of this wide tarn. As the river water pours into the area, you notice that there appears to be no visible outlet. Where does all this water go?

The water is safe but the pool is deep. The bottom is over forty feet below. A lucky dive to the bottom may reveal a small wooden chest filled with **174 sp** and **29 gp**.

Successful Dive Check:

Bright adventurers will discover that the water moves under the waterfall itself, disappearing under the cliff.

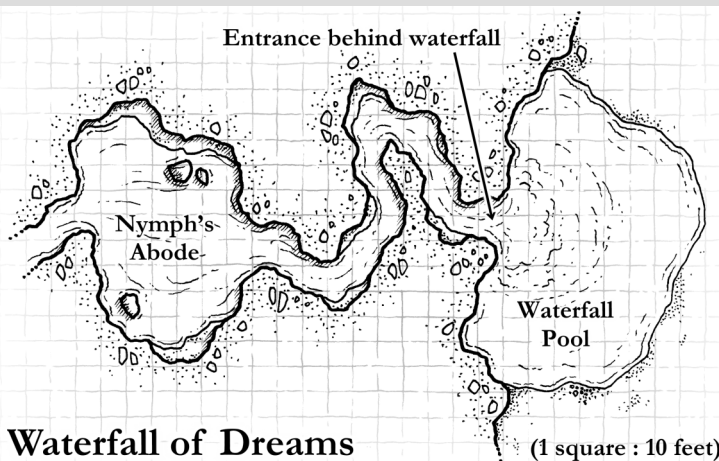
Inside the Waterfall

Water beats down upon you nearly pushing you under the powerful stream as you move through the waterfall. The current pulls you under the cliff and into a small cavern.

After forty feet, the stream slows enough to allow the adventurers the means to exit the water. Each side of the stream has a small rocky bank.

Both the stream and rocky ledges on each side continue deeper into the hillside. Light begins to fade rapidly as you continue inward and slightly downward.

If any adventurer tries to listen, read the following:



Waterfall of Dreams

The long notes of a mystical song can be heard above the splashing water deeper within the cavern system. The language is foreign to you.

The Nymph's Abode

After the waterway turns one last time, the area opens up into a large underground cavern. Glowing water-lichen illuminates the area, showing you its full contents. A dozen beautiful water creatures, part flesh and part glistening water, dance above the water, their tiny silver wings keeping them aloft. They laugh and play with each other as they splash in the underground stream. To one side of the stream, one of the little creatures sits upon a large rock singing a song that brings tears to your eyes but joy to your hearts. To the other side, four large wooden chest sit open, display their gleaming contents of silver and gold. The water rushes out of the cavern ahead.

(12) Water Nymphs Stats:

Charm:

A dozen playful but protective **water nymphs** call this area their home. They've been protecting the treasure of the Grey Soldier for many years and now treat it as their own. The nymphs will enjoy visitors to the cavern, attempting to frolic and play with adventurers. If the adventurers try to hurt any of the nymphs or get too close to the treasure chests, the water creatures will try to charm the intruders. The nymphs will either try to get the characters to leave or worst case, make them dive down into the depths to drown.

Treasure Chest Contents:

The Sudden Sinkhole

Adventure Background: Recent rainstorms have destabilized a portion of a wilderness trail that runs atop a network of Carrion Creeper tunnels. The creatures use a concealed hole near the trail to enter and exit their underground nest, but the soaking rains have eroded much of the main chamber ceiling to a point of collapse. Any weight beyond a small creature will create a sudden sinkhole.

Adventure Summary

Adventure Difficulty:	Easy to Moderate
Number of Characters:	3-5
Adventure Locale:	Forest trail (wilderness)

Adventure Start: The adventurers unknowingly reach the eroded portion of the trail and collapse, causing the sinkhole down to Area 1.

You walk along the muddy trail that winds its way through the sparse forest around you. Suddenly, your feet begin to sink into the earth! Looking around quickly, you notice a large sinkhole forming around you, roughly thirty feet wide.

Characters may try to escape the sinkhole—failed actions result in riding the sliding mud and vegetation down into the Carrion Creeper tunnels.

Escaping the Sinkhole Check:

Area 1: Center Chamber

The sliding earth settles over twenty feet below the new opening in a chamber nearly as wide as the sinkhole. As your eyes adjust to the dim light of the hole, you can see four tunnels leading away from this area. It smells like rotting flesh in here.

Dirt and mud from the sinkhole covered up the rotting pile of animals and hapless travelers in the center of the room. It would take hours to clear the mud away to find anything of use or value.

Area 2a: West Tunnel, Egg Chamber

A small offshoot tunnel leads to several clutches of Carrion Creeper eggs. There is a chance that one or two hungry Carrion Creepers have hatched...

Area 2b: West Tunnel, Nesting Chamber

Two female Carrion Creepers nest upon a large pile of branches, leaves, and traveler garments. A leather bag with 27 sp and 14 gp can be found in the pile.

(2) Carrion Creeper Stats:

Area 3: South Tunnel, Refuse Chamber

The smell of rotting meat mixed with foul excrement overwhelms your senses as you approach this area. What in the nine Hells is in here?

Several large piles of rotting carcasses and Carrion Creeper filth are found in this chamber. A thorough search reveals a **silver bracelet** worth 100 gp and a small **bag of rubies** (20, each worth 10 gp).

Area 4: East Tunnel, Empty Chamber

The tunnel opens into a small chamber with a pool of water at the farthest end. The area appears empty.

The room is empty but the pool contains the remains of an explorer desperate to escape the tunnels. His backpack straps caught on a jagged rock under the water as he attempted to swim out of the cavern. A search of the skeletal remains will uncover a **magical longsword**, a **silver dagger**, and various adventurer supplies.

Longsword Properties:

Area 5: North Tunnel, Primary Nest

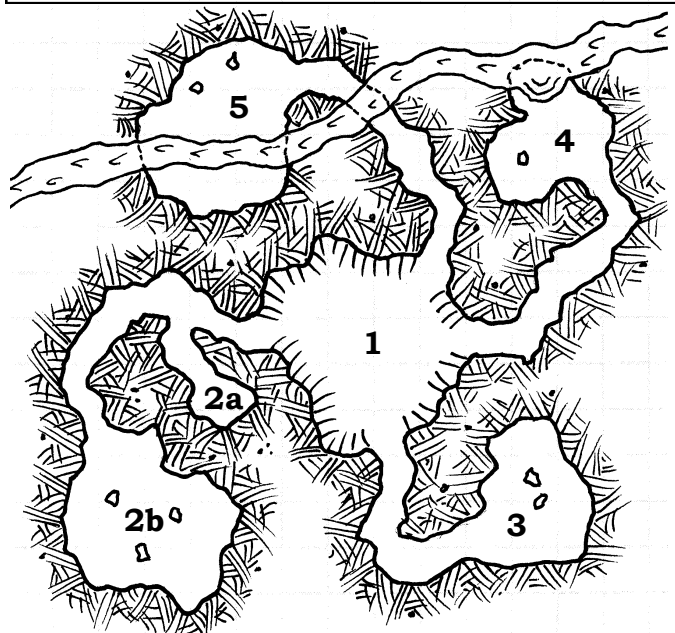
You hear the sound of chattering just as you reach the end of the tunnel—three large caterpillar-like creatures with dozens of legs and several mouth-tentacles are already rushing toward you!

(3) Carrion Creeper Stats:

An underground river runs through the middle of the room. A locked wooden box sits upon a ledge on the opposite side. The chest appears dwarven made...

Chest Lock Difficulty/Check:

Chest Contents:



Reliquary of Shadow

Adventure Background: Artifacts of great power are often hidden after their owners pass beyond this world and into the next. This secret vault was built by Lord Tulsem Vensabil just before his death, its purpose to hide away his collection of holy artifacts. A trusted servant stored the items in the vault as instructed but was deceived by his deceased lord when he completed his task—the servant and three hired peasants were sealed in the vault! The four men perished within, only to return in death, vengeful and full of rage. The vault is now haunted by the ghosts and shadows of the former men. The reliquary contains several wondrous artifacts, useful to brave adventurers.

Adventure Summary

Adventure Difficulty:	Moderate
Number of Characters:	3-5
Adventure Locale:	Vault (wilderness)

Adventure Start: A strange metal door is found in the side of a small hill. The door is only found to those searching within 20 feet of the portal.

Navigating the dense forest has been troublesome, the underbrush and vines heavily crowding the abandoned path. A small hill before you juts out of the relatively flat forest, perhaps providing a decent view of the surrounding area. As you move toward it, the faint glint of old metal attracts your eye. Something unusual is partially hidden in the side of the hill.

Although the door is rusted and old, it is still holds fast, both thickly made and locked.

Exterior Door Unlock Check:

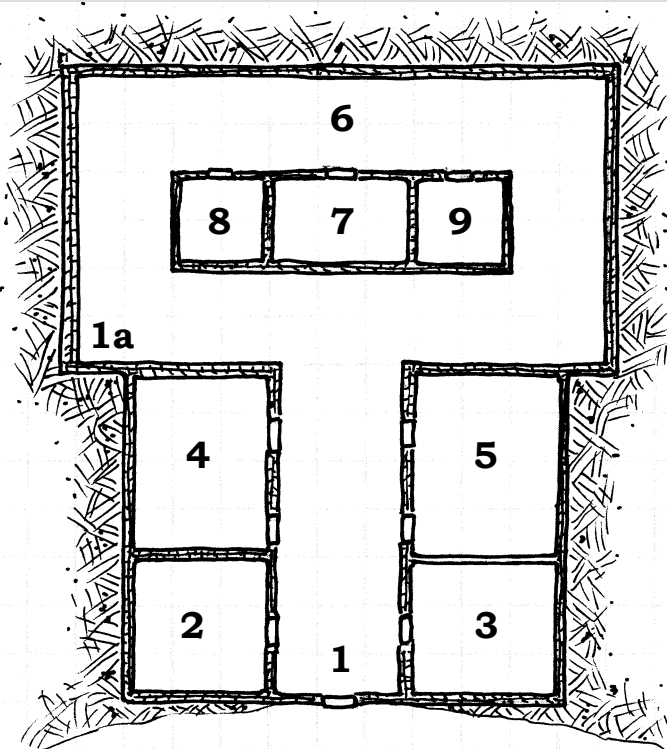
The door opens noisily, seemingly for the first time in many years. An unlit hallway filled with stale air greets your senses.

Area 1: Entrance Hallway

Several dark wooden doors line the hallway on either side. Your limited vision picks up at least six doors, each with a large padlock.

A single ghost roams the main hallway, endlessly patrolling the reliquary. The former peasant's remains are found in the area marked '1a' on the map.

(1) Ghost Stats:



Each door in the main hallway (Areas 2-5) is locked. The universal key is found upon the ghost found in area 6.

Interior Door Unlock Check:

Area 2: Lesser Artifact Room

Dust covered shelves filled with fine looking pottery, glassware and candlesticks line three walls of the small room.

Most of the items in this room are finely made and are of interest to collectors of high quality furnishings. Nothing is magical or exceptionally interesting.

Area 3: Lesser Artifact Room

Twelve marble pedestals stand before the north, east, and south walls, four per wall. An exquisite vase or small sculpture stands upon each.

The vases and sculptures are valuable to discerning collectors. There is nothing else of interest.

Area 4: Artifact Display Chamber

A large room looms before you, filled with dozens of shelves, bookcases, and ornate glass boxes. A second door on the same wall as the one you entered is seen to the side. Hundreds of beautiful artifacts fill the many display stands and shelves. The room is unnaturally cold and uncomfortable.

One of the trapped peasants died in this room, his remains found in the northeast corner beside a large shelf. His ghostly spirit remains here, forced to spend eternity amongst the dusty artifacts.

(1) Ghost Stats:

Much like the artifacts in area 3, the items found here are valuable to the appropriate collector.

Area 5: Rare Jewelry Chamber

The door opens into a large room filled only with three glass cases against the west wall. Hundreds of colorful gems set within three beautiful necklaces sparkle in the faint light.

Both doors to the room are trapped, a pressure plate in the floor activating a ceiling mechanism that drops four spears into the space in front of the door. The spears recoil back into the ceiling when the pressure plate is released, resetting the trap.

Spear Trap:

Although non-magical, the three necklaces are extremely valuable.

Necklace 1: 25 rubies, worth:

Necklace 2: 50 small emeralds, worth:

Necklace 3: 50 diamonds and sapphires, worth:

Area 6: Hallway

Before reaching a corner in the hallway, you can sense a darkness beyond, filling you with a menacing and terrible feeling of dread. Peering around the corner in the hallway, you see a dark shadowy entity floating near the center of three doors in the area.

Lord Tulsem Vensabil's servant, Hulabalo, has returned in death as a bizarre cross between a shadow and ghost. The spirit of Hulabalo remains enraged by his lord's deception and kills anything that interrupts its eternal plotting of revenge. Hulabalo's remains are found within Area 7. All three doors are unlocked.

(1) Shadow Ghost Stats:**Area 7: Primary Artifact Chamber**

Six ornate display cases contain items that appear unblemished by time. A crystal decanter, a wide leather and steel belt, a quiver of ten arrows, a thick gold necklace set with five diamonds, an empty gem encrusted scabbard, and a golden circlet can be seen within the cases.

Each of the items in this room will radiate magic if checked.

Crystal Decanter: makes any liquid Holy.

Belt of Defense:

Quiver w/ 10 Arrows of Slaying:

Necklace of Lightning:

Scabbard of Sharpening:

Golden Circlet of Charisma:

Hulabalo's remains are found in the southeast corner of the room, his skeletal hands curled tightly into fists.

Area 8: Secondary Artifact Chamber

Echoes from the opening door highlight the emptiness of this room. There is but a single rack on the south wall; a brown cloak, leather helmet and sheathed curved dagger on a simple belt are visible. They each look simply made.

Although the items look non-magical, nothing could be further from the truth. Each is a powerful artifact, positioned on a simple wooden rack to look unimportant.

Cloak of the Tent: expands to a 4 person tent.

Helm of Telepathy:

Dagger of Sure Striking:

Area 9: Storage Chamber

As the door opens, a white glowing creature rushes at you, its face a contorted mix of rage and hatred!

The last peasant trapped within the vault both died within and eternally haunts this storage area. Its remains are found amid several rotting crates and boxes in the middle of the room.

(1) Ghost Stats:

Hundreds of decaying wooden boxes, chests and crates are scattered about the area. Most of the containers are empty as their items were placed within the rooms throughout the vault prior to the worker's demise. Three large steel boxes are found within the mess, their contents preserved.

Darts of Accuracy (12):

Box of Gold Bars: 50 bars of gold:

Box of Silver Bars: 50 bars of silver:

Deserted Tree House

Adventure Background: Woodland dwellers don't always build traditional homes in the forest. Sometimes, they erect unique dwellings to hide themselves from predators. Two such folk created a simple tree house high in a massive oak tree. Unfortunately, a small home in a tree doesn't prevent misfortune; several venomous tree snakes surprised the unwary settlers and have started using the tree house as a nest.

Adventure Summary

Adventure Difficulty: Easy to Moderate

Number of Characters: 2-4

Adventure Locale: Tree house (wilderness)

Adventure Start: The adventures will see the massive tree from within the forest, its height surpassing all other trees around it. The bottom of a ladder reaches 10' above the ground.

The massive trunk of an ancient oak tree is clearly visible through the thin forest. It's trunk is nearly fifteen feet in diameter and its upper limbs reach an incredible height far surpassing any of its neighboring boles. Ten feet above the ground, the bottom of an old wooden ladder peaks from beneath the first set of lower limbs.

Although old, the wooden ladder is intact and safe to climb. It has been set in a retracted position, but can be extended to the ground from above. **Two green tree-snakes** lounge in the lower tree limbs and attack anyone trying to use the ladder or climb the tree.

(2) Venomous Tree-snakes, Stats:

Venom Check:

The tree snakes are over twenty feet in length and can administer venom with every successful bite.

Tree House Ladder and First Platform

A small platform in the lower limbs of the tree provide secure footing to manage the ladder mechanism. Unlatching a simple pin allows the ladder to extend to the ground, a rope pulley retracts it back to the platform. Two stools sit on the platform, and a small table with a wooden mug and plate stands nearby. Hand and foot holes carved into the trunk of the tree disappear into the dense leaves above.

Dried ale and decayed food are found on the wooden mug and plate. It will be obvious to the characters that the area has not been used for some time.

Second Platform

After fifty tree-carved handholds, a second platform emerges. Nearly double the size of the last, with a low wall around the outer edge, this platform immediately looks like a fortified, defensible position. Several long spears, an axe, and a bucket of skull-sized rocks are stacked near the entrance to the platform.

The former tree house owners used this area to defend the tree house from attackers climbing the tree. The long spears easily reach well below the platform while keeping the defender safe. Piles of small woodland animal bones litter the platform floor. The carved handholds in the tree trunk continue upward.

A successful search reveals a knotted rope that hangs through the branches. This rope leads to the back of the tree house, to a window above the brooding snake.

Third Platform

The handholds end at a third platform. Dozens of storage crates, barrels and sacks litter the floor. A set of curved stairs bend around the tree trunk. **Three large tree-snakes** doze amidst the storage containers.

[Snake statistics same as previous] Unless the adventurers are noisy, they will have the element of surprise. The stairs end in a locked trap door above (the main tree house).

Locked Trap Door Check:

Tree House Main Area

Lifting the trap door, you see a large enclosed area filled with numerous furnishings and living necessities. The floor is dusty as if the place has been abandoned for some time. Hissing sounds can be heard from behind a wall hanging.

A **massive tree snake** is coiled around her nest of several dozen snake eggs. She has made her nest atop the remains of two humans, presumably the former owners of the tree house.

Brooding Tree Snake, Stats:

Venom Check:

A complete search of the tree house will reveal: two silver wedding bands (100 sp value each) on the remains of the settlers, a small wooden box filled with coins (**79 sp** and **12 gp**), and an old rusty pole axe hanging on a wall (emits magic when checked).

Magical Pole axe:

The Soulcube of Hansalnak

Adventure Background: A gang of thieves has fled into the woods after stealing several items from the archmage Hansalnak. They unknowingly stole the Soulcube, a one of a kind life trapping device. The group of rogues have turned on each other, each trying to get the full share of the loot. Three are dead and the lone survivor is trapped within the cube, leaving the campsite abandoned and empty. The archmage has sent his minions out searching for his artifact...

Adventure Summary	
Adventure Difficulty:	Easy to Moderate
Number of Characters:	3-5
Adventure Locale:	Campsite (wilderness)

Adventure Start: Either the hasty retreat of the thieves has left an easy trail for the adventurers to follow or they have wandered into the campsite by accident.

Suddenly, the forest opens into a small clearing. You see the remains of an abandoned campsite; four bedrolls, several backpacks and sacks, and a cold campfire are near the center of the glade. Upon further investigation however, you observe a more gruesome scene; three men lie on the ground, each suffering a fatal head or chest wound. Weapons are scattered about, some broken and bloodied. A single glass cube lays on the ground in between the bodies.

By the looks of the dead thieves and their wounds, the characters would likely be able to guess that they have been dead for about two days. It is also reasonable to assume that the fatal wounds were caused by the thieves themselves; no other tracks are found near the site to indicate an attack from outside. The thieves turned on each other after squabbling over their haul.

A thorough search of the area will result in a considerable amount of treasure; the backpacks contain typical travel gear and thieves tools, and the sacks contain numerous gems, jewels and coins. The thieves' weapons are non-magical and of average quality.

Gems, quantity and value:

Jewelry, quantity and value:

Silver Pieces:

Gold Pieces:

The most intriguing and valuable item found at the campsite is the six-sided cube found out in the open on the ground. This is the **Soulcube**, a powerful artifact.

A faint light can be seen within the cube, lighting its center. Shadowy images swirl about on each side, their details masked by the thick glass.

When the Soulcube is touched, there is a 50% chance that the handler will be transported into one side of the glass cube, trapped until released. Additionally, whichever side the handler becomes trapped within, releases whatever may have already been trapped in that side before—the handler switches places with whatever or whoever was already there!

A 1d6 roll determines which side the handler becomes trapped within. If the side is empty, nothing is released but the handler still becomes trapped.

Side 1 Creature: The fourth thief...

Side 2 Creature:

Side 3 Creature:

Side 4 Creature:

Side 5 Creature:

Side 6 Creature:

If the handler avoids becoming trapped, he or she can try to release a creature from one side. If they press both thumbs on the center of a side and say, "Release!", there is a chance that the creature exits.

Release Check:

Optional Ending:

The archmage Hansalnak has sent a party of hobgoblins to retrieve his precious artifact and to kill the thieves. If they arrive while the characters are still within the campsite, the hobgoblins will assume they are the thieves and attack. They will follow the tracks of the group if they've already left the campsite.

(6) Hobgoblins, Stats:

Hansalnak will never stop looking for his artifact. If the group defeats the hobgoblins, the archmage will continue to send tougher hunters after the Soulcube until it is retrieved.

Squirreled Away

Adventure Background: A strange race of giant evil squirrels have taken residence within a massive fallen bole. The tree is nearly 15' in diameter and over 100' in length. The intelligent squirrels have carved out the interior of the tree and use it as their home. They will attack any who get too close to their home but will retreat into their well defended dwelling if outnumbered or outmatched.

Adventure Summary

Adventure Difficulty:	Easy
Number of Characters:	2-4
Adventure Locale:	Fallen Tree (wilderness)

Adventure Start: The adventure begins when the characters, travelling through an unknown forest, encounter a section of massive trees...

You notice that the vegetation within the forest is starting to change – there is less ground cover and the types of trees are different. Massive boles reaching heights well over 300' tower over the thinning smaller trees until very few of the smaller species remain along the path. The massive trees shadow the forest floor leaving the area free of thick plants, vines and other obstacles.

Very few of the large trees have fallen, their hearty root structures preventing all but the diseased or damaged boles from toppling to the ground. Even the trees that fall stay intact for hundreds of years before decaying.

Ahead of you, a massive tree lies upon the ground, cracked near the base. Three separate sections can be seen scattered through the forest. As you wonder what could have caused such a massive tree to fall, the faintest of movements catches your eye. Something just dashed behind the tree!

Two giant squirrels were posted near the entrance of the fallen tree, keeping an eye out for intruders and trouble. As the characters approach, they quickly move to defend the entrance of their home found on the opposite side of the tree.

Area 1: Tree Entrance

The creatures have carved a small entrance into the side of the tree, a crude circular opening of about 4' in diameter. **Two squirrels**, each armed with javelins and knives, defend their position to the death.

(2) Evil Giant Squirrels, Stats:

Area 2: Entrance Hall

The entrance leads into the giant squirrel lair, directly into a thirty foot wide chamber, carved out to reach a height of over 6'. Stools and tables have been carved out of the interior, and several notches in the interior pulp provide storage space.

Area 3: Central Storage Area

Four squirrels stand ready to defend the interior of their home, launching javelins at any who step through the archway from Area 2 [same stats as area 1 squirrels].

Two dozen well crafted javelins and six stone knives are stacked neatly in the northeast corner. Several grass baskets filled with nuts and berries are found on a carved table nearby. A hidden stash in a limb stores a polished stone necklace (50 gp value).

Area 4: Sleeping Chamber

Twelve wooden platforms carved from the tree trunk are covered in moss, grass and large leaves. These chiseled spaces are obviously bunks for the squirrels. A large limb opening contains excess moss and leaves.

Area 5: Leader's Sleeping Chamber

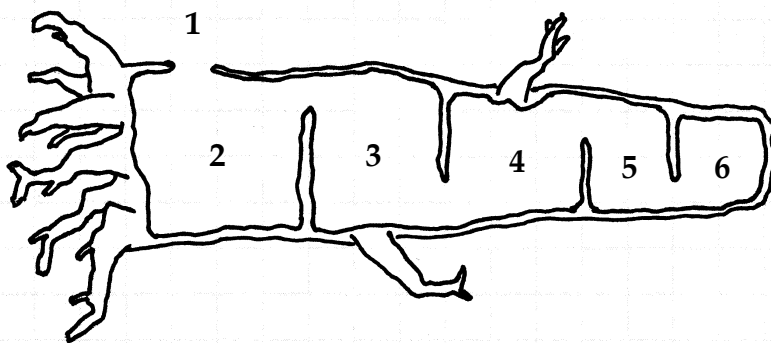
A finely carved chamber contains a single platform bunk, small table and two stools. An open chest at the foot of the bunk is empty.

Area 6: Treasure Room

The **giant squirrel's leader** is found here, trying to collect the stash of treasure hidden in this room before fleeing. He defends their treasure at any cost.

Evil Giant Squirrel Leader, Stats:

Twelve solid gold nuts are found comingled with the five hundred or so tree seeds. Each gold nut is worth **100 gp**. Four glass vials with different colored liquid are stashed in a rotting leather bag—they are a **Potion of Healing**, **Potion of Invisibility**, **Potion of Cure Poison** and a **Potion of Heroism**.



Death's Eternal Battle

Adventure Background: An ancient battle between warriors of rival factions met within a forest clearing to settle an long forgotten wrong. Although the warriors died hundreds of years ago, they arise every night of the full moon to battle once again. Any who find themselves within sight of the skeletal soldiers will face the wrath of both sides.

Adventure Summary

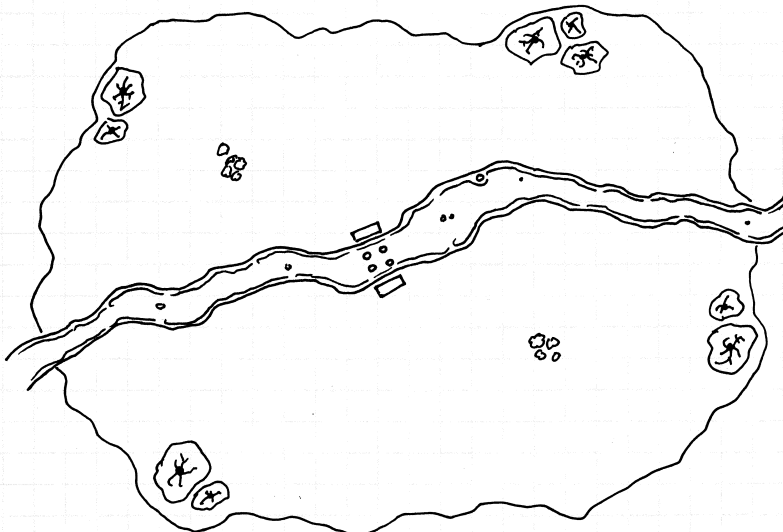
Adventure Difficulty:	Easy to Moderate
Number of Characters:	3-6
Adventure Locale:	Forest Clearing (wilderness)

Adventure Start: The characters will find the clearing at night while searching for a decent place to camp.

For several hours, you've been searching for a large enough spot to make camp. The thick vegetation and closely clustered trees have prevented you from stopping for the night thus far. Seemingly close by, you hear the sounds of a bubbling brook in the darkening distance. Quite suddenly, you step into a clearing; a small brook cuts its way through the center of a stony glade. A small space near the water appears free of rocks and ground cover. Peering closer, you see the remnants of a rotten bridge, collapsed into the stream years ago.

Rocks and tall grass cover most of the glade, but an area near the water is mossy and clear of debris. The brook is now easily crossed without a bridge suggesting that the stream may have once been wider and its current stronger.

The shallow stream disappears into the thick forest on either end of the glade. A search of the brook may uncover several ancient (and useless) weapons.



Near the hour of midnight under a full moon, skeletons will rise from both sides of the river to clash at the river's edge in soundless battle. Bony hands clench rusted blades and broken shields as they once again attempt to kill their enemies.

On one side of the river, thirty skeletons with gleaming red eyes will rise to fight against the same number on the other side, a group with blazing blue eyes. Any character caught in the midst will be considered an enemy of either side, and will find themselves fighting all the undead warriors at once.

(30) Red-eyed Skeletons, Stats:

Each side is led by a tall warrior, obvious as their group's leader by their rust-free armor and weapons. The general for each side will scream soundless commands to his troops which are silently followed.

(30) Blue-eyed Skeletons, Stats:

The armor and weapons of the skeletal warriors are worthless; time and the elements have made the various blades, shields and suits of armor pitted and full of holes. Each general wears a magical suit of armor and wields an enchanted weapon.

Red-eyed General, Stats:

Magic Armor:
Magic Weapon:

The battle will last about an hour, longer if the characters are caught in it or willing to engage the undead soldiers. Once the battle is over, the skeletons will not rise again until the next evening of a full moon.

Blue-eyed General, Stats:

Magic Armor:
Magic Weapon:

A thorough search of the area may uncover several dozen silver and gold coins, lost by the dying soldiers long ago.

The Demon-Gate Table

Adventure Background: Half-crazed priests of unnamed demon-lords once used dark forests to make their mandatory sacrifices. Found deep within an ancient wood, a long unused sacrificial table is the lone remaining piece of a forgotten shrine to one of those evil gods. Vile denizens of the underworld wait on the other side of the sacrificial gate, hoping for their chance to enter the mortal plane again.

Adventure Summary

Adventure Difficulty:	Easy to Moderate
Number of Characters:	4-6
Adventure Locale:	Evil Shrine (wilderness)

Adventure Start: A narrow and unused path leads to an old clearing. The adventurers get an immediate sense of oppressive dread when they arrive...

The path finally opens up into a small clearing in the forest. Although the trail is free of tracks, the area at the end of the path appears well manicured. A low stone table sits within the glade's center, with five scorched trees surrounding it. The area lacks any green vegetation; even the ground is barren of grass, with rocky soil and debris seen throughout the clearing.

The five dead trees surrounding the stone table are strangely equidistant. In fact, further inspection of the dead trees will reveal that the trees look to have been planted in this pattern. The scorch marks are most heavily concentrated on the sides of trees (not from above).

Each tree is a conduit, needed to open the gate within the sacrificial table. If any of the trees are felled, the gate ceases to function.

If the characters inspect the stone table, read the following text block:

As you approach the stone table, you feel an increasing level of dread and fear wash over you. The dark reddish stains across the top hint to its gruesome past. Several small clay pots are stacked next to the base, each speckled with the same faint coloring as the table top. A deep crevice runs through the center of the table, its purpose unknown.

Characters touching any part of the table will activate the dormant gate spell. Crackling energy will extend from the stone table to each tree, opening the demonic gate within. Imps will be waiting for a mortal sacrifice upon the table to be drawn into the crevice gate. When none appears, the tiny demons will move through the two way gate into the mortal plane at a rate of four per turn until the gate is closed.

An immediate jolt of energy causes you to retract your hands from the table. Five arcing streams of energy extend from the stone platform, striking each tree directly. Within seconds, the crack in the top of the table begins to open wider. Intense heat and a feeling of hatred emanates from the crevice.

Demonic Imps, Stats:

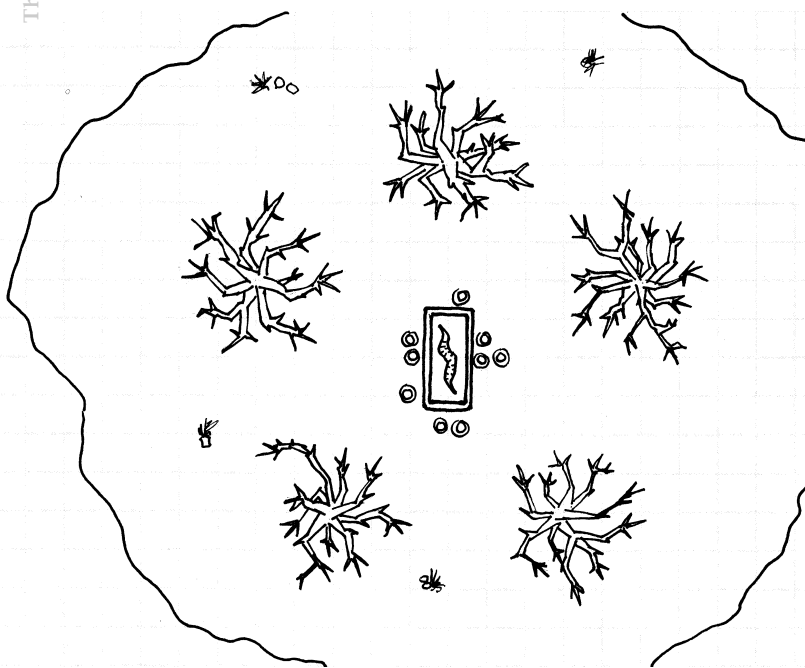
The gate is closed by breaking the chain of energy to one or more of the five trees. Each arc of energy bends around obstacles to get to its associated tree. Imps will emerge from the table-gate at the rate of 1d4 per turn for twenty four hours if the spell is left unchecked.

Once the spell ends, the gate spell cannot be reactivated for thirteen days. Surviving imps will scatter throughout the forest, making new homes and instigating problems in the nearby area.

Eight of the nine clay pots contain the decomposed organs and dried blood of previous sacrifices, but the ninth pot is filled with gold coins (250 gp) and 25 rubies (each worth 25 gp). A secret compartment in the base of the table stores the **magical sacrificial blade**.

Secret Compartment Check:

Sacrificial Blade:



The Ogre's Bridge

Adventure Background: For reasons unknown, a bridge is fiercely guarded by an ogre and his goblin minions. Perhaps the ogre wishes to protect a nearby lair or he just likes to cause mayhem along the forest trail. Either way, the group of humanoid refuses to let anyone pass over the long bridge.

Adventure Summary

Adventure Difficulty:	Easy to Moderate
Number of Characters:	3-5
Adventure Locale:	Bridge (wilderness)

Adventure Start: A bridge over a deep river gulch or rocky chasm spans forty feet. The forest road ends at the bridge, forcing the characters into a decision. Cross the bridge and face the humanoid gang or look for another way across elsewhere.

The wide trail begins to narrow near the edge of the forest. Light at the end of the path indicates you're nearly out of the dense wood. You emerge from the woodland road only to find yourself at the edge of a great ravine. A simple bridge spans the chasm, supported only by its ends affixed to the edge of each side. On the far end, a large humanoid and a few smaller creatures stand at the ready.

The ogre refuses to let anyone pass over the bridge. He will entertain some discussion, especially if the characters act passively. He may even take money in exchange for passage across the bridge but will attack the characters after they've paid. He would prefer that none pass through this area of the forest.

The ogre's goblin bowmen are ready to launch a volley of arrows when the word is given. Each goblin will fire at least two arrows before drawing melee weapons.

"Grunglebaaz", Ogre:

Grunglebaaz does not use a missile weapon, instead waiting for the characters to reach the other side before engaging them with his two handed greatsword.

The six goblins have shortbows and shortswords. They prefer to use their bows for as long as possible but will attack with their blades when characters reach their side. Several small boulders provide cover for the goblins if characters return missile fire. Grunglebaaz will not hide from any character attacks.

(6) Goblins, Stats:

Grunglebaaz fights to the death, refusing to allow anyone to pass. The goblins will flee if the ogre falls or if three or more of their number die.

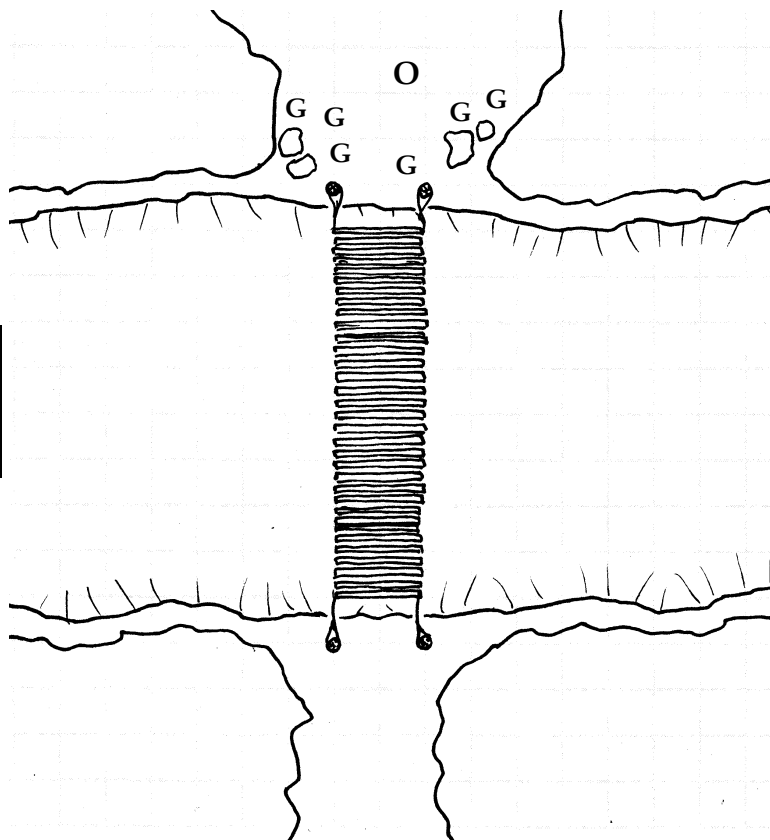
The ogre's greatsword is an exceptionally made weapon that is incredibly sharp, increasing damage upon successful strikes. Grunglebaaz carries **35 sp** and **20 gp**. Each goblin has **10 sp** and 20 arrows.

Exceptional Greatsword:

The ogre and his minions use the bridge to raid the forest beyond. Although the ogre could destroy the bridge while the characters attempt to cross, he would prefer to keep it intact.

Added Difficulty: Add more goblin bowmen on the character's side of the bridge, surprising the group from behind when they try to cross.

Optional Ending: On the opposite side, a well worn trail winds through the forest, ending at a cave opening. The entrance leads to a cavern system overrun with goblins and wolves. Grunglebaaz's mate rules the den while her lover is out guarding the bridge.



Plateau Temple of Atha'al

Adventure Background: When gods ruled the material plane with awesome power and fear, and holy men were revered above all else, many secluded shrines were created to protect the holiest of artifacts. Most relics were secured during the atheistic periods that followed, but a few have been lost in deep dungeons or vast jungles. Very few holy places remain, most abandoned and destroyed long ago. One surviving shrine is that of the forgotten god Atha'al. His crumbling temple sits atop a short plateau deep within a dense forest. A single piece of the god's mighty artifact set still hangs within its secret chambers; the Vestment of Atha'al is one of the four set pieces traditionally worn by the High Priest of Atha'al, a position now empty for several eras.

Adventure Summary

Adventure Difficulty:	Moderate
Number of Characters:	4-6
Adventure Locale:	Mountain (wilderness)

Adventure Start: The adventurers can see a flat topped mountain nearby, towering above the forest. An ancient path is found that leads to the lone mountain.

The winding trail has led you to the base of the strange mountain. A narrow path has been carved into the side of the rocky structure, leading upward in a spiral pattern around the outer edge. The ledge is less than two feet wide and seems not to have been used in a very long time.

The climb to the top is exceptionally dangerous, with several sections of the path either damaged from rock slides or worn thin from years of erosion. The path eventually ends at the top of the plateau.

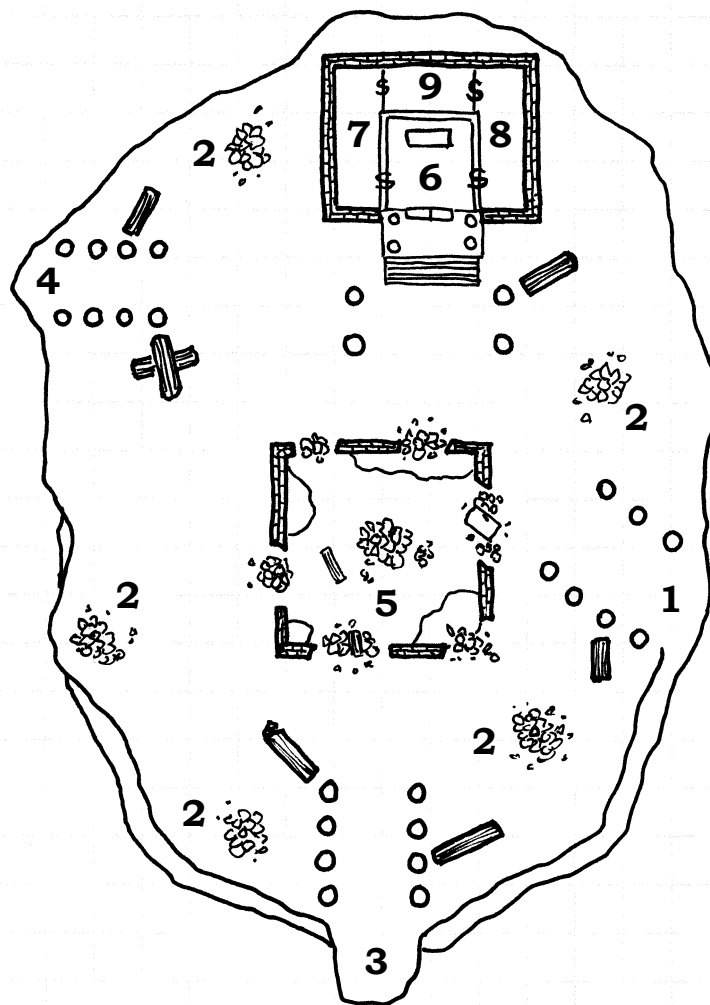
(4) Ledge Collapse Checks:

Area 1: Plateau Entrance

The path finally levels as you reach the summit of the mountainous plateau. Several marble pillars line a faded walkway that leads to a crumbling building in the center of the wide area. Additional pillars can be seen on the western and southern sides of the plateau. Stone statues, debris and piles of broken stones fill much of the open space. A small building near the northern edge of the area appears intact.

As the characters move through the area, take note of Areas 2 (Earth Elementals) and the many stone statues found throughout—these are adventurers who have been turned to stone by the cockatrice in Area 5. Read the following paragraph to players as they move:

Several dozen human sized statues are found scattered amongst the tall grass throughout the mountain top. Many are in strange poses with arms raised or falling backwards. Their faces depict an expression of anguish or surprise. Each statue is of exceptional detail, likely created by a master sculptor.



Area 2: Earth Elemental

Although rooted to their location, the earth elementals found in these five locations will awaken from their dormant state when characters are within 20 feet. They attack by throwing loose boulders or punching with their stone fists if within melee range.

As you near the pile of rubble, the stones and dirt begin to swirl, slowly forming a large humanoid shape. Broken bits of marble and mud form an arm that now reaches back in a motion similar to throwing...

(5) Earth Elementals, Stats:

Area 3: Southern Observation Point

A natural ledge juts out from the plateau, providing an excellent location for viewing the surrounding forest below. Eight stone pillars line a rectangular walkway that leads to the ledge. Four of the pillars are adorned with three-dimensional reliefs, grotesque creatures with fanged sneers, menacing claws and leathery wings.

(4) Stone Gargoyles, Stats:

Area 4: Western Observation Point

Eight pillars border a faded stone path that leads to a western outcropping. A small wooden box sits on the very edge of the ledge. It appears to have weathered many seasons in the same spot. Two hideously formed statuettes sit atop the two first pillars, staring at one another with unblinking ruby eyes.

The two statuettes are small gargoyles who remain still until characters venture near the wooden box. The small wooden box is empty.

(2) Stone Gargoyles, Stats:

Area 5: Ruined Building

This was once a building for the plateau temple acolytes who were charged with the safety of the artifacts and scrolls within the shrine. A lone cockatrice has made a nest in the southwest portion of the second floor of the ruined structure. It will take flight and search out any noise on the plateau. The cockatrice nest has two cockatrice eggs within.

This twenty foot square building once looked to be two or three floors, but has long since deteriorated into a crumbling mess of stone, rotted wood and dirt. Small portions of a second floor are still intact in parts of the building but look unstable and unable to support much weight. Nearly half of the first floor walls have collapsed. A large pile of rubble is seen within the interior of the structure.

Cockatrice, Stats:

Petrification Bite:

Temple of Atha'al

Marble stairs lead to a set of gilded doors carved with strange images of a two headed deity. One face appears to be smiling at peasants while the other screams at fleeing warriors. Although slightly tarnished, the doors still shine with a magical brilliance.

The main doors to the shrine are unlocked.

Area 6: Scrolls of Atha'al

A ten foot square room has but a single pedestal table within its tapestry-lined walls. Atop the pedestal, a neatly piled stack of five scrolls lay under a glass dome. The tapestries display images of the same two-headed deity seen earlier, in various acts of good and evil.

Acolytes of the temple would spend most of their waking moments reading the scrolls which depict the history of Atha'al and his rise to power in the region. It takes 2 hours to read each scroll, thrice that length to study each carefully. Important points are found in the table in the next column. Secret doors lead to areas 7 and 8.

(4) Secret Door Checks:

Scrolls of Atha'al

Scroll 1:	Atha'al was birthed from the mouth of sentient star, created as a gift to the mortals of this plane.
Scroll 2:	Although other gods were more favorable, Atha'al was the truest and most powerful of all. He stands for justice and equality, using one head to judge the wrongdoer, while the other head deals the punishment.
Scroll 3:	Atha'al rose to the height of his power when mortals stopped believing in the lesser gods. His temples were found in every part of this plane.
Scroll 4:	The non-believers have killed Atha'al's followers, forcing surviving priests and acolytes to hide the artifacts in four locations, including one in this temple.
Scroll 5:	Atha'al has left this plane, instead seeking a long rest in the stars. He will return when he is summoned by a true high priest or by one who wears all four artifacts.

Area 7: Hall of Law

The secret door slides open to reveal wondrously carved images on the floor, ceiling and walls. Every image portrays a good deity, healing the sick and wounded, feeding the hungry and assisting the weak and infirmed. The hallway is otherwise empty.

Only Lawful or good characters may enter this room. Chaotic or evil characters cannot enter. A secret door leads to Area 9.

Area 8: Hall of Chaos

When the secret door opens, you see a dark hallway. The ceiling, floor and walls are made of a black marble, and are carved with images of merciless slaughter and the destruction of villages. The area seems empty of anything valuable.

Only Chaotic or evil characters may enter this room. Lawful or good characters cannot enter. A secret door leads to Area 9.

Area 9: Holy Artifact Room

A narrow room, thick with dust and stale air, has but a single interesting item within; a metal stand holds a beautiful two colored vestment. One side of the long stole is pure black and the other a wondrous white. Ancient writing is sewn into both sides with a golden thread. Although very old, it looks new and clean of any dirt or dust. A faint light seems to emerge from the threaded writing.

Any true neutral (or mostly neutral) character will be unable to remove the vestment from its stand or use it in any way. This item is one of the four artifacts of Atha'al.

The Vestment of Atha'al:

Placing one hand on the white side and another hand on an injured being heals them, 5x day

Placing both hands on the white side and saying "Atha'al" heals the wearer fully, 1x day

Placing one hand on the black side and another hand on any being harms them, 5x day

Placing both hands on the black side and saying "Atha'al" harms one nearby being, 1x day

Dastardly Dryads

Adventure Background: Although most woodland creatures shy away from contact with outsiders, some seek out the vulnerable and weak-minded, luring them into their lairs for selfish purposes. Dryads aren't normally an evil breed, but a group of foul-minded woodland nymphs seek out humans for their secret plan, recruiting mindless soldiers to assault a nearby cave of mushroom men.

Adventure Summary

Adventure Difficulty: Easy to Moderate

Number of Characters: 3-5

Adventure Locale: Hut Village (wilderness)

Adventure Start: Either the powerful song of a dryad lures the group into the small village or they happen upon a thinly veiled trail that leads to the area.

Parting the thick trail vegetation, you emerge in a clearing within the thick forest. Four grass huts stand close together at the opposite edge of the glade. You can see a low fence made of brush and branches beyond the huts. The sound of a beautiful yet sad song floats on the light breeze. The song's notes stir you, increasing your desire to feel the music and meet the wonderful creature singing the tune.

Area 1: Dryad Village

A single dryad by the fence continues her song to keep the captured men and women in the wooden cage under the dryad's control.

Dryad Enchantment Check:

Two other dryads are in their huts, resting from their turns charming the captured victims. The fourth dryad is off in the woods, looking for additional victims. Each of the four dryads takes six hour turns controlling the captured humans.

(3) Dryad, Stats:

Area 2: Wooden Cage

A dozen men and women, most dressed as farmers or merchants, slowly move around in a circular pen made of sticks, branches and mud. Their heads are slightly tilted, listening for the wonderful melody heard earlier. Their eyes are half-lidded and unblinking.

Twelve charmed humans (9 men and 3 women) mill about the cage, listening to the dryad's song with their full attention. The charm effect will be lifted after sixty

minutes of silence. Any attempts to free or lead the charmed humans away from the village while a dryad is singing her song will fail.

Area 3: Grass Huts

Each dryad has her own small hut in the village. The huts are filled with crude furniture, moss beds and wooden plates filled with nuts and berries. The dryads have created simple weapons (wooden clubs and spears) for their "soldiers" when they attack the mushroom men.

Note: Once the dryads have 15 or more captives, they launch their attack on the mushroom men. However, the GM can instead have the mushroom men attack the dryad village.

Area 4: Path to the Cave of Mushroom-Men

A narrow path curves through the heavy forest, eventually leading to a cave entrance. Beyond, a sloping tunnel leads down into the ground.

A simple winding tunnel leads down into a single cavern below the surface. Twenty mushroom men prepare for their battle with the dryads – they have known for some time that the woodland nymphs have wanted to remove them from the cave.

Area 5: Cave of the Mushroom Men

The tunnel finally ends in a large cavern, wider and taller than you would have guessed possible from the surface. The sounds of trickling water can be heard from across the expanse. The shadowed shapes of cave mushrooms seem to be everywhere around you.

(20) Mushroom Men, Stats:

The mushroom men attack any intruders immediately. They use rock-tipped spears and blowguns (darts dipped in toxic fungus).

A magical water source trickles from the wall of the cavern (approximately 20' above the cavern floor), slowly finding its way into a small depression in the rock floor. The clean water from the hidden spring has wondrous healing properties. The mushroom men use the water to bathe and heal wounds. The water flows at a rate of 1 ounce per four hours. The dryads desperately want to control the water source and remove the fungi from the area.

Magical Water Healing Properties (per ounce):

Both the dryads and mushroom men have nothing else of value.

The Innocent Werewolf

Adventure Background: Magistrate Kharl Bebblecorn has posted a reward of 500 gold coins for the safe return of his grandson. After his daughter's mysterious death, the magistrate's son-in-law took the boy back to his woodland cabin. Bebblecorn's daughter was murdered in her sleep – many believe the culprit was her own husband, recently suspected of a lycanthropy affliction. The townsfolk are too scared to confront the son-in-law and the magistrate cannot do it alone.

The son-in-law is actually innocent of his wife's murder and does not have lycanthropy. He removed his son from town and retreated to the safety of his hunting cabin after his wife was horrifically murdered. Magistrate Bebblecorn assumes his son-in-law is to blame, and has not yet realized that he himself has recently been bitten by a werewolf! The magistrate unknowingly murdered his own daughter but will come to realize his involvement soon enough.

Adventure Summary

Adventure Difficulty:	Moderate
Number of Characters:	3-5
Adventure Locale:	Cabin/Village (wilderness)

Adventure Start: The characters start on the winding north road out of town that takes them to the mountain cabin.

The steep slope winds through forest timber and wide grasslands for several hours before you come to the area described by the magistrate. A lone wooden cabin sits atop a small knoll, surrounded by tall pines and evergreens. A low split rail fence separates the dirt road from the cabin's land. The sound of howling dogs can be heard in the distance.

Area 1: Woodland Cabin

The magistrate's son-in-law, Gorlan Ashmoor, has secluded himself and his son in the small three room cabin. Gorlan's two timber-dogs guard the property from trespassers.

(2) Timber-Dogs, Stats:

Area 2: Common Room

The dirt floor common area is sparsely furnished, with a simple table, three chairs and a cooking fireplace. Clay pots and plates, metal cutlery and cooking pans cover the table. As you scan the area, a door to one side of the room opens, and a

rugged blonde man enters the room. He carries a bloody cloth and has a worried look upon his face. The man startles when he realizes he's not alone in the room.

Gorlan has just emerged from his son's bedroom, who lies in bed sick with lycanthropy. The young boy was scratched by the magistrate when the town official attacked his daughter. Gorlan has been attempting to heal his son with natural methods but has failed in all his attempts. The father has just given his boy a raw chicken to eat.

Gorlan Ashmoor, Stats:

Gorlan will deny being a werewolf or having contracted lycanthropy. He will try to prevent the characters from checking on his son and will fight to the death to protect him. He will not allow the boy to be returned to the village. The hunter will answer questions if the characters promise to leave his boy alone.

Area 3: Gorlan's Bedroom

A single bed, writing desk and wardrobe fill this room. A pair of spare leather boots sit on the floor at the end of the bed, and a finely crafted shortbow hangs on the wall. There is a closed door on one wall.

The bow is a finely made hunting weapon, giving a bonus to hit moving targets. There is a small bag of silver coins in the writing desk (22 sp).

Area 4: Henrel's Bedroom

A small boy, no older than five years of age, lies strapped to a small bed, his arms and legs bound by leather cords. His irises are a dark red, and dried blood stains his shirt and face. He thrashes on the bed with unusual strength, stretching the leather cords to a point close to splitting.

The boy is quickly succumbing to the disease, unable to control his anger and desire to attack others. He will soon get to the stage of physical transformation, likely in less than 2 days.

Henrel Ashmoor (Werewolf), Stats:

Returning to Town

The characters should figure out that the hunter is not to blame for the murder of his wife and that someone else in town might be instead. When they return to the magistrate and inform him of the news, Bebblecorn will lose his temper, likely sparking his werewolf transformation...

The Stone Pillars of Hallmoerth

Adventure Background: Locals are quick to point out the Standing Stone of Hallmoerth, a massive granite block situated in the middle of a nearby forest. The stone stands twenty feet high and is ten feet wide. An unlocked steel door allows entry but the structure's purpose is unknown. Most who enter soon exit empty handed and perplexed. A small number never return.

There are three granite structures in total, with one leading to the next via a magical portal. The design was meant to hide the owner's treasures from rivals, protecting his artifacts and wealth with puzzles and traps. The original owner, Prince Hallmoerth commissioned the three structures hundreds of years ago, and has left his entire treasure in the third block.

Note that the portals are one way only - there is no returning to a previous room once a character enters the next room.

Adventure Summary

Adventure Difficulty:	Moderate to Hard
Number of Characters:	2-5
Adventure Locale:	Forest (wilderness)

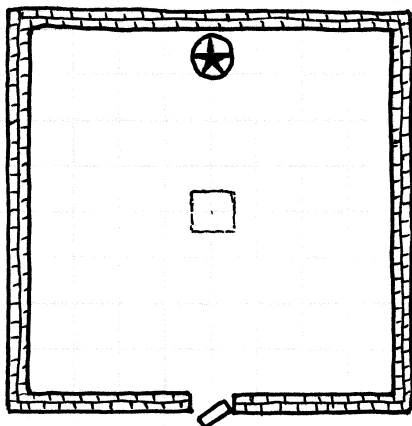
Adventure Start: The characters have either heard about the Standing Stone of Hallmoerth from the nearby village or have happened upon it accidentally.

First Pillar, Structure Exterior:

A massive block of granite stands within an overgrown glade, its top over twenty feet above the ground and its width roughly half its height. No markings appear on the block itself but an ornate steel door in its side displays faint markings worn from weather and time. The thick door is partially open.

The markings are old images of Prince Hallmoerth fighting battles and riding upon his steed. They are of no help in solving the puzzles within.

The First Pillar of Hallmoerth



First Pillar, Interior:

The interior of the pillar is several times larger than the exterior dimensions. The lone room within the block has a sixty foot ceiling and is nearly forty feet wide.

Stepping through the door, you are immediately surprised by the room's interior. The inside area of the granite block far surpasses that of its exterior. Your light footsteps echo off the sixty foot ceiling and forty foot wide, open space. At the opposite end of the room, a massive stone statue of a man in metal armor stands against the wall. Dozens of skeletons and rotting corpses litter the floor, most of which have pulverized legs and torsos. A freshly dead adventurer lies near the statue, his face a mixture of anguish and horror.

A search of the area reveals large, bloody footprints that lead back to the granite statue. Touching the statue activates it, causing it to move slowly about the room while it tries to step on characters. After 5 combat rounds, it returns to its original position, regardless of how many characters survive or if the attacks on the statue continue. Touching the statue starts the sequence again. There is no other exit to the outside.

Giant Stone Statue, Stats:

An inactive portal can be seen in the wall that was blocked by the statue. In the center of the room, a pressure plate activates the portal. The pressure plate requires 10,000 lbs of weight to activate, the exact weight of the stone statue. Characters will need to get the statue to the pressure plate to open the magical portal.

Second Pillar, Interior:

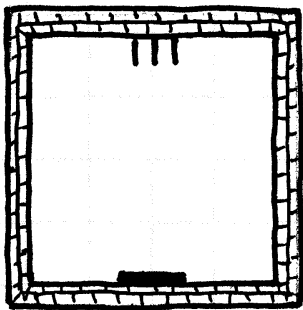
Passing through the magical portal, you emerge in a room roughly half the size of the previous room. You're slightly dizzy from the change in locations, almost as if you've traveled a great distance in a few seconds. The room is empty except for two distinct features; three levers in the opposite wall, and a pile of skeletons just beneath them.

Three levers each need to be in the correct position to open the next portal to the left of the panel. In left to right order, the three levers are blue, white and brown. Each lever has three positions; up, center and down. The blue lever must be in the top position, the white in the middle and the brown at the bottom. Blue represents the sky, white the air and brown the earth.

The three levers are found in the position last attempted by one of the deceased treasure seekers found nearby. The first two levers are found in the middle position and the third bar is in the top position.

Whenever the levers are moved and left in their positions for three seconds, the trap activates. If the positions are correct, the portal opens. If they are incorrect, the nearest character loses half their life. Characters already affected by the trap lose that amount again (reducing them to unconsciousness or death).

The Second Pillar of Hallmoerth



Third Pillar, Interior:

You again feel the strange sensation of traveling a great distance as you arrive in another room similar in size as the first. The room is empty except for a faded sign posted on the far wall. Unlike the last room, there are no remains of previous treasure hunters.

The characters will see that seven holes, large enough for a hand, are lined under the sign. In each hole, a switch can be moved a quarter turn counterclockwise. If any of the incorrect switches are chosen (moved), the character is teleported outside the third tower. The correct switches are the second, third and fifth devices (in any order).

The sign reads: “Seeking eternal cache of noble dead... Those here investigating riches die. Fix idioms, find truths. – Hallmoerth”

The first letter in each word of the phrase creates the three words, “second third fifth”, the three switches needed to open the twelve hidden shelves on the east and west walls (six on each). Without the switches, the magically hidden shelves are nearly impossible to detect.

Each shelf has a single magical item (see Table 1). Once an item is grasped, the character teleports outside the tower with the chosen item in hand. When all twelve items are gone, any characters teleported to the third granite block can only exit by misusing the switches.

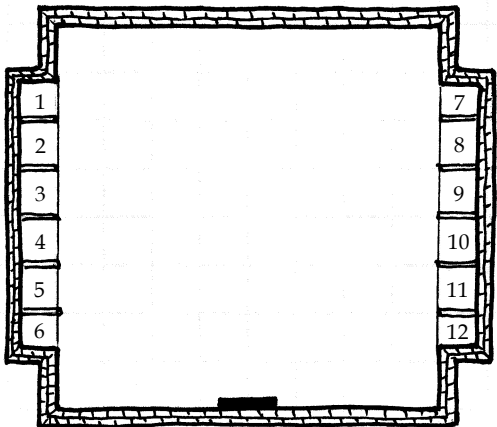
Note: The second and third stone chambers are many miles away from each other and the first stone block. The GM should plan to move the characters to a new area, far from where they started the adventure.

Magical Items of Hallmoerth

Shelf	Item
1	Javelin of Double Piercing – when this javelin passes through the target (critical), it immediately reverses direction, piercing the victim again (double damage).
2	Elixir of Immunity – drinking this multi-colored, sparkling elixir gives the imbiber immunity to all unwanted effects for 48 hours.
3	Dragontooth Dagger – created from the tooth of an ancient dragon, this white bladed weapon gives fire resistance, and a bonus to-hit and damage when attacking lizard-kind.
4	Bracers of the Gladiator – these golden armbands provide a defensive bonus equivalent to plate armor for the unarmored wearer.
5	Ice Maul – crafted by frost giants, this maul deals double damage to fire-based creatures.
6	Longsword of Hallmoerth – a fantastically crafted blade, this weapon enhances the wielder’s combat proficiency by one rank or level. Also adds a bonus to hit, damage and number of attacks per round.
7	Helm of Finding – the wearer may search for secret or hidden objects twice or once at double proficiency.
8	Boots of Dwarvenkind – Allows the wearer to walk without rest for twice as long, and automatically determine direction underground.
9	Wand of Health Devouring – this ebony wand allows the user to drain health from a foe, and give it to a willing target (up to maximum health). 1 point of health per charge, up to 10 charges maximum per use; wand has 50 charges.
10	Cloak of the Assassin – a black cloak that hides the wearer 50% better than normal. Also gives a bonus to backstab (as the ability or a bonus to-hit and damage).
11	Blowgun of Never-ending Darts – a mystical blowgun that is magically loaded with a poisonous dart each time used; the user never needs to load the weapon.
12	Rod of Blinding – when this four foot rod is struck upon a solid object, all foes within 100’ are struck blind for 1 round per charge; rod has 10 charges.

Table 1

The Third Pillar of Hallmoerth



The Arrogant Wyrmling

Adventure Background: A young green dragon wyrmling has been forced to grow up on his own too early, his mother slain by warriors several months previous. He guards a small treasure, accumulated from several raids on unprotected caravans and weak adventuring parties. His early successes have grown his courage and although small in stature, he is fearless in his defense of his hilltop nest.

Adventure Summary

Adventure Difficulty:	Moderate to Hard
Number of Characters:	4-6
Adventure Locale:	Foothills (wilderness)

Adventure Start: Locals may have hired the adventures to neutralize the growing dragon problem or the group has wandered into the foothills near the nest.

The rocky footpath winds between shrub and bush, the trail nothing more than an old hunter's route through a deserted valley. Several tree branches stripped of their bark to the ground on your right catch your attention. The area around you is strangely quiet.

Several long rib bones, likely from a cow or horse, are easily mistaken for tree branches. These are remains tossed from the wyrmling's nest above the area. Further searching will reveal several more bones of various sizes including skulls from sheep and small humanoid creatures.

Area 1: Faint Footpath

A thorough search will uncover an old footpath once used to shortcut the long wide trail around the foothills and valley. The route takes travelers up a steep and winding path that shortens travel time by one third, but also passes directly by the wyrmling's nest.

Your sharp eyes detect the ancient footpath leading up the steep embankment. Several feet up the trail, you can see carved handholds in the large boulders, making the steep climb easier.

If the adventurers miss the path up to the nest, they will likely be seen by the young dragon from above. The wyrmling will descend upon the group while in the open among the scattered tree groves of the valley.

Area 2: Decimated Family

A family of farmers decided to use the old path to cut some time out of their travel to a nearby village. Caught off guard by the dragon, the entire family was slain by the poisonous gas from the foul beast. The wyrmling has left the decomposing bodies on the trail

as a warning to other travelers. The family has been dead for two weeks.

Climbing over a large boulder, you suddenly see four decomposing human bodies in a small depression within the rocky trail. Two adults and two children are clustered together, their eyes bulging from their puffy faces.



Area 3: Open Nest

Hundreds of small trees have been neatly piled at the peak of the trail, in a fashion similar to a bird's nest. As you approach, a long reptilian head lifts above the edge of the nest, it's fierce eyes locking on to your group. Is that a dragon?

The arrogant wyrmling has no fear and will immediately bound down the trail to attack the group. It will give chase either by ground or air until contact is made.

Young Green Dragon (Wyrmling), Stats:

The oval shaped dragon nest is lined with the prized possession of several victories and raids. The creature has organized his treasure by placing shiny coins and gems on one side, and interesting items along the edges of the other three sides. There are **1,755 sp**, **988 gp**, and several hundred gems of all types, each worth between 5 and 10 gp. Additionally, dozens of armor and weapons including at least **three magical (minor)**, are piled within. Several backpacks, belt pouches and leather sacks contain various supplies and a few **magical potions and scrolls**.

Magical Items:

Swarming Harbingers of Filth

Adventure Background: A wayward otyugh and its swarm of carrion flies are moving above ground as the foul creature searches for a new dungeon home. The flies mask the otyugh's position within the swarm likely surprising any who encounter the dense, black cloud of insects.

Adventure Summary

Adventure Difficulty:	Moderate
Number of Characters:	3-6
Adventure Locale:	Any (wilderness)

Adventure Start: A loud buzzing from the fly swarm can be heard from nearly a quarter mile away. The characters, travelling through the forest or an open area between glades, can hear the buzzing as it approaches.

Your ears pick up the sound of buzzing in the distance. Pausing, you think the volume is increasing, possibly indicating that it is approaching your direction.

Carrion flies have extremely powerful odor detection, sometimes "smelling" (through their antennae) rotting or fresh meat from miles away. They will have detected the odors of the characters and will be moving to their location quickly.

Carrion Fly Swarm, Stats:

Suddenly, a shifting black cloud of tiny insects emerges into view, seemingly making for your position at incredible speed. Annoyance turns to concern as you see several much larger insects within the flying swarm...

Carrion flies are found in many sizes; swarms are made up of mostly tiny, bothersome creatures, but there will almost always be larger versions that are large enough to attack humans.

(12) Large Carrion Flies, Stats:

The smaller insects are annoying, forcing their way into the character's eyes, noses and mouths. Their swarming penalizes the characters, especially with any actions that require focus or concentration.

Swarm Penalty:

There is chance that a bite from a large carrion fly can spread a flesh-eating disease. A check should be made with any successful bite.

Carrion Fly Disease Check:

The **otyugh** will bring up the rear of the swarm and should surprise the group while they are engaged with the bothersome swarm and larger insects. Having not eaten for several days, the hungry otyugh will be interested in a fresh kill and subsequent carrion and dung.

Through the mass of flying insects, a hideous three-legged creature with a giant mouth bursts into vision. A set of eyes on a tentacle scans the area, quickly picking up your location. Two other thorny tentacles reach forward as it moves. You can smell the foul stench coming from its wide, toothy mouth as it approaches.

(1) Otyugh, Stats:

Using its two tentacles and mouth, the otyugh will attack three times per combat round if characters are within reach. Its mouth is disease infested; any successful bite will most certainly infect its victim.

Otyugh Disease Check:

Those characters brave enough to disembowel the otyugh will find valuable treasure within its innards. The characters are sure to find **3d6 gems** of various sizes and colors. Additionally, **10d6 sp** and **5d6 gp** can be found within the foul creature's two stomachs.

Alternate Option: The otyugh has been traveling to find its mate who happens to be close by. Once the group engages the male otyugh (above), the female will rendezvous with the swarm, just behind the characters.

(1) Female Otyugh, Stats:



Timeless Prison of Keznadul

Adventure Background: The powerful yet maniacal wizard Keznadul once built a pocket universe prison for his many enemies. One by one, he captured and trapped them within the magical structure, only accessible from the exterior by magical stairs. Each prisoner was kept in a small cell imbued with a *Slow Time* spell; they would be imprisoned for all of eternity!

Only the prison guardian, Old Jefney, was allowed to leave the prison each day. Keznadul gave the old guard a special crystal key that would open the prison door from the inside. Unfortunately, the key was stolen from within the prison, trapping the poor guard within the structure until his death several years ago. The wizard Keznadul is presumed missing or dead, and Jefney walks the halls as he always has, but as a ghost, still searching for his missing key.

Adventure Summary

Adventure Difficulty:	Easy to Moderate
Number of Characters:	3-5
Adventure Locale:	Forest Glade (wilderness)

Adventure Start: The characters are traveling upon a forest trail that cuts through a small glade. Rectangular rocks are piled to the side of the trail. They will emanate magic if checked.

You suddenly emerge from the dark forest and enter a small glade filled with tall grass and young trees. The worn trail winds through the area, entering the forest on the opposite of the glade. Although the tall grass obscures most of the area, a pile of strange stones peaks out from behind the green growth. Each visible stone appears the same size; rectangular in shape and roughly three feet in length.

Each stone was part of a magical staircase that led to the dimensional prison. Approaching the stones may reactivate the stairs; one magical item (picked at random) will temporarily be drained of magic as it transfers energy to the old stones. The stones will begin to move, lifting from the ground to assemble a circular staircase that seemingly leads to nowhere. Hundreds of stones will form the thirty foot staircase that pulses magical energy. If the group moves out of the glade, the stones will collapse back into the pile.

Slowly, each stone lifts off the pile and moves into a familiar, circular pattern. As the stones snap into place, you can see the thirty foot staircase coming together perfectly. As the last stone lowers into the final step, you notice that the stairs lead up to...nothing.

When the characters reach the top steps, a shimmering portal will appear before them. They will be able to see a shadowy space beyond but will not be able to make out much detail. They can step through the portal with ease. They will **not** be able to step back into the glade without the crystal key.

An undulating doorway materializes before you, but details of the area beyond are unclear. The portal seems to have a thin veil of energy between you and whatever is on the other side.

Area 1: Guard Room

The single, loyal guard of Keznadul's prison has not left his post for many years, after losing his key and dying of starvation. Jefney, the ghost, eternally awaits his employer's arrival to free him from his post.

An old, grizzled soldier dozes in a chair next to a rotted wooden desk in the small room beyond the magical staircase. Startled, he jumps up when you arrive in the room. "Wha? Who are yeh? State yer business!"

Old Jefney's rusty longsword hangs from the wall behind his chair and his chainmail armor is dented and full of crossbow bolt holes. His face is covered in a light stubble, as if he hasn't shaved in a few days. He does not realize that he is dead and that he has been trapped here for nearly half a century.

The characters are likely to detect that the guard is dead, his corporeal form passing through nearby objects as he moves about the room. He will lose interest in the characters after a few minutes and will return to his search for the key. He'll mutter to himself as he repeatedly searches the same drawers, boxes and corners of the area. The key will not be found in the guard room or in the main prison hall. Old Jefney accidentally dropped the shiny key in the grate in the hallway many years ago. It is now found in the ant nest below the main hallway (area 7).

The guard room is sparsely populated, with nothing of value.

Area 2: Prison Hallway

A dozen cells line the hallway, with six locked doors to small cells on each side. The time in each cell has been magically slowed so that each day that passes outside is but a mere second within. Communicating to the cell inhabitants is impossible without first removing the prisoner from their room.

Twelve padlocked doors are seen in a well lit, lengthy hallway. Six doors line each side, with each door opposite another. A small window provides visibility into each room.

A small grate in the center of the hallway floor leads down to the drainage tank and subsequent ant nest beyond.

Prison Cell Occupants	
Cell Number	Occupant
a	Ipp Naso, lying merchant
b	Gressel, thieving man-at-arms
c	Distentus, former lover of Keznadul's dead wife
d	Bok-Yal, captured assassin, hired by rival wizard
e	Thrint Gul, incompetent gardener
f	Fremzef, Keznadul's treacherous young apprentice
unmarked	Empty
g	Empty, but a small pouch found within with 25 gp.

Each prisoner (except Thrint Gul) will be as untrustworthy as Keznadul expected. If freed, they will do whatever they can to escape and/or betray the characters. Jefney will act confused if the prisoners are released but will be more intent on finding his key so that he can leave the prison.

Area 3: Drainage Room

Urine, excrement, old food, and excess water from the cells and hallway drain into this room. The floor of the room is about twenty five feet from the grate above, with just over two feet of water and detritus covering the bottom. A hole in the south wall leads to the ant nest.

Two feet of murky, sludgy liquid covers the bottom of the floor. Various unknown objects float on the surface and you can feel odd sized debris along the floor bottom. It smells foul in here.

Area 4: Giant Ant Nest

Several **giant ants** work in this room, using their powerful mandibles to dig through the walls.

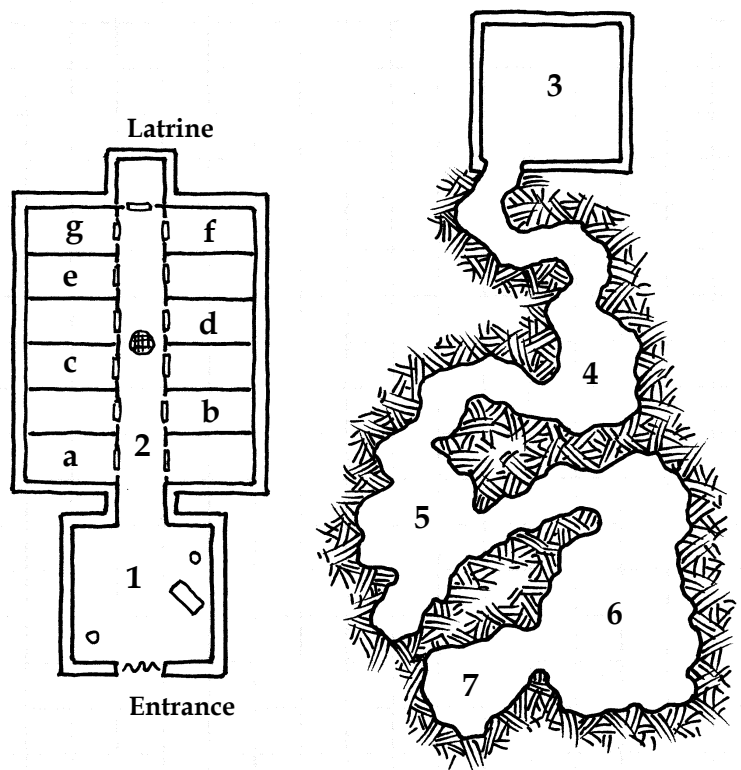
Large ants scrape at the stone walls with their powerful jaws, chipping away at the edges of the room. The tunnel continues on beyond them.

(5) Giant Ants (Worker), Stats:

Area 5: Egg Clutch

Dozens of ant eggs fill the small room, clinging to walls, parts of the ceiling and every bit of the floor. Looking up, you see **four giant ants** on the ceiling, moving to and from eggs.

Over fifty giant ant eggs fill all the floor and wall space in the room. The ants travel through here by traveling along the ceiling (same statistics as the ants in area 4).



Area 6: Main Chamber

Hundreds of smaller ants, roughly the size of your foot, scurry about the large chamber. Most carry bits of food or rock and seem to be intent on their purpose. Two much larger ants stand guard on a rocky plateau above the traffic.

Two giant ant soldiers guard the area from predators. They will attack the characters immediately.

(2) Giant Ants (Warrior), Stats:

Several tiny passages lead from this chamber to other underground chambers and tunnels.

Area 7: Queen's Chamber

A massive ant with tiny wings sits upon a wide pile of refuse, attended to by several worker ants. One enormous soldier ant stands by watchfully.

The queen is not able to fight, but will be protected by the **six worker ants** and the massive **soldier ant**.

Giant Ant Prince (Warrior), Stats:

227 sp and 74 gp are found within the refuse pile. A small wooden box with two **Rings of Protection +1** are found behind the large pile. Additionally, the crystal key needed to exit the prison is found on the refuse pile, somewhere under the ant queen.



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