

MNPA001

THE BRIGADE

BY BRIAN "FITZ" FITZPATRICK

AN ADVENTURE FOR 4-6 MAZES & PERILS CHARACTERS OF 1ST OR 2ND LEVEL



WILL THE PCs HELP PROTECT THE PEOPLE OF NUBONNE OR
FLEE THE WRATH OF THE HORRIBLE WORGs?



VINCENT FLORIO IN ASSOCIATION OF WILD GAMES PRODUCTIONS

AND BRIAN "FITZ" FITZPATRICK OF MOEBIUS ADVENTURES

PRESENT

**A CINEMA8
PRODUCTION**

**THE BRIGADE
A MAZES & PERILS ADVENTURE**

AN ADVENTURE FOR 4-6 MAZES & PERILS CHARACTERS OF 1ST OR 2ND LEVEL



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Dedicated To

Sean Bindel

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This product is compatible with the rules of
Mazes & Perils

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Introduction

About 200 years ago, a tyrant by the name of Ogirim declared himself the first ruler of the Empire of Og. Through bribes, intimidation, and incarceration, he managed to consolidate power until he was Emperor over a large area and many thousands of people. At first, he kept his abominable acts quiet, but the rumors spread and soon he no longer cared if people knew what he did behind the scenes. Any who disobeyed were killed or imprisoned, and his empire was built on the broken backs of his people. It didn't take long for the people to realize Ogirim was insane and power-mad. Assassination attempts were commonplace, but it took nearly a decade before anyone could openly risk stopping him.

Eventually, it was one of Ogirim's generals, Domerre, who stood up and said "Enough." Though declared an outlaw, many flocked to his side and eventually he had an army larger than his former master's. They managed to demolish Ogirim's few loyal forces in a few short weeks, and the Empire fell. In its wake, the people decided Domerre himself might be a fair ruler, and he began to calm the chaos. They named him King, and a new government swept in to replace the old.

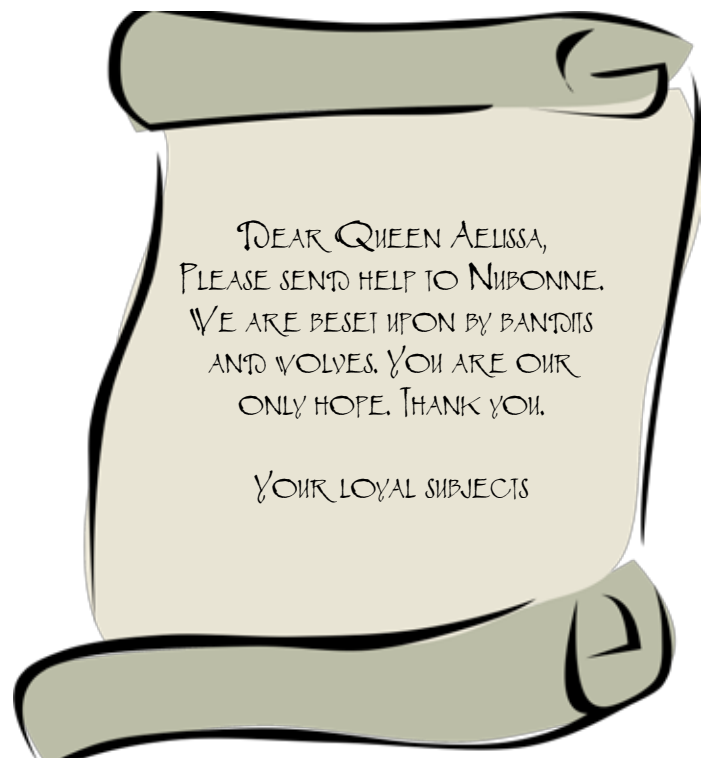
It took some time, but The Kingdom of Domerre grew to encompass most of the lands of Og. The main difference was that the people were free to state their opinions and disagree with the King without being killed or thrown in jail. Benevolence and wise counsel saw the Kingdom through several generations, and the Kingdom lasted happily for nearly 100 years even though belief in the monarchy had started to fade.

With each new generation, belief in the power of the royal family declined. Over time, areas began to secede under the control of minor nobles. Though some would do better for their people, some would not and the quality of life fell short for many. Squabbles and land disputes became more and more frequent, and some areas became isolated or contested over time.

The village of Nubonne lies on the eastern edge of the Kingdom of Domerre along a contested border with the Duchy of Orde, one of the larger independent powers in the east. Neither Domerre nor Orde has the power to effectively protect the towns and villages on their fringes, and Nubonne is just the latest village to send a cry for help to the powers that be.

A message to the current Queen of Domerre spoke of a band of brigands offering to "protect" the village from continued attacks by giant wolves. Though the village had survived several attacks, each had seen at least a single death. The villagers had so far been unable to defeat the beasts to stop the attacks.

It took months for the Queen to get the message, and it was another month before a response was sent...



Introducing the Characters

"The Brigade" is an adventure designed for a group of 4-6 *Mazes & Perils* characters of 1st or 2nd level. It can be used as the first adventure for a new party or something early in their adventuring careers. We recommend that the party should have at least one Cleric and a Magic-User among them, both of a Good alignment.

If the PCs are just starting out, the GM can decide if he wants the members to know each other beforehand or if they are to meet up outside the village for some other reason. They might all arrive at the Antlers tavern and start there. At the very least, they should have something in common - seeking adventure and glory!

How to begin...

Within Fariel, the Capital City of Domerre, the Queen and her City Guard posted an open invitation inviting heroes to investigate ongoing bandit issues in Nubonne and other border villages. If the job is completed, the City Guard (after verification) will pay any group found to solve such problems 100 gold.

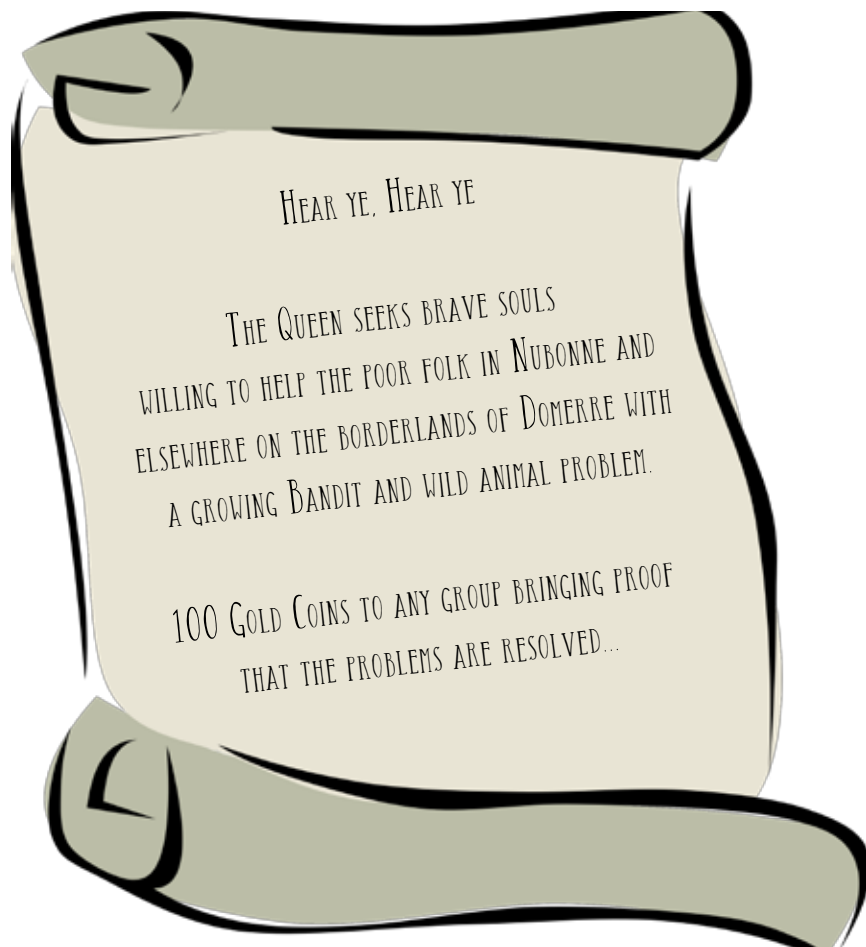
If the money or simply the goal of helping people in need doesn't appeal to the characters, you might also try these techniques:

- Since no help had come from the Duke of Orde or the Kingdom of Domerre, a villager traveled to the capital city to try and find help. The villager was one who had survived an attack by the monster and has the scars to prove it...

- If the characters get to the village and are still reluctant to finish the job, the villagers will give the party an additional 50 gold if they can somehow stop the attacks.
- One of the characters may begin having dreams of a large wolf-like creature running through the forest and rending flesh from the bones of poor defenseless villagers.

Starting Out. . .

As the adventure begins, the characters are traveling eastward along the road and approaching the village of Nubonne. The characters will quickly see that the Temple Hall in the center of Nubonne is the most likely place to start asking questions. And long before the party arrives, the crowd has begun to gather there.



The Village of Nubonne

The village of Nubonne is small, consisting of around 150 people, mostly farmers and craftsmen. The central building is the Temple Hall, around which a small open market forms on Sundays when the weather cooperates. Services at the Temple are held daily, and Prior Williams is one of the town elders who sent a message asking for help months before.

There is a single tavern, the Antlers, and it remains open and busy nearly 24 hours a day. The attached inn, the Nubonne Stag, boasts four private rooms and a great room plus a stable and an arrangement with the local blacksmith to coordinate farrier services.

The village is surrounded by a number of small family farms that sell produce at the Nubonne Sunday market as well as exporting any extra produce to the surrounding towns with some of the traders making rounds in the area.

For any villagers without specific NPC statistic descriptions, use the “Generic Villager” block.

NPCs

GENERIC VILLAGER

Move: 120' AL: N HD: ½ AC: 8 Dmg: by weapon

Possessions: Work clothes; quarterstaff; shortbow (if hunting); quiver (20 arrows); pouch containing d10 SP

Appearance: Male/female human peasant; various ages; can be found anywhere in village

1. Temple Hall

The Temple Hall lies at the center of the village and the hub for most local activity. The Hall has one set of double doors on the east side of the building and another on the west.

Prior Williams holds services every day at sunrise and sunset to recognize the coming and going of the Sun and the Moon, the Earthen Father's two children.

Worshippers enter through the eastern doors for sunrise services and through the western doors for sunset services. (See the [Appendix](#) for details about the Prior's faith.)

Prior Asht Williams is an older gentleman with a well-kept beard and shaved head. He has not grown soft with age, appears strong and virile, and speaks with conviction from his faith.

He attempts to guide the people of his village away from the darkness that seems to surround them. Each time a child or adult dies from an attack, he has to console the victims and try and calm the villagers. As a result, he is visibly relieved when the party arrives and he must no longer shoulder the burden alone.

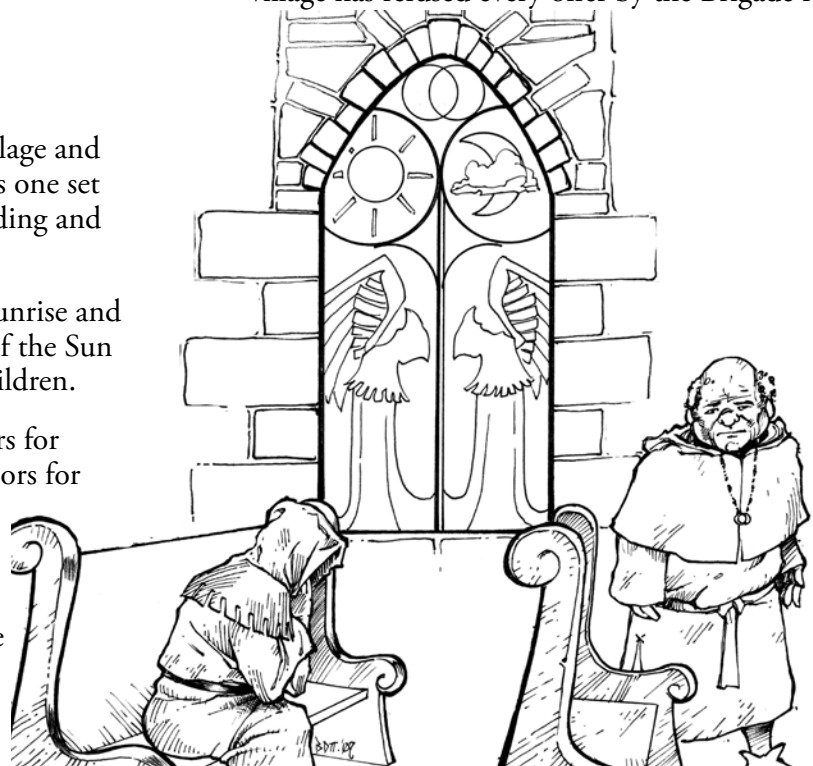
The Prior also serves as a passable healer in town with some medical skill, but is mostly there to serve as the spiritual guide for the people.

The crowd parts to make a path for the Prior as the party approaches the Temple Hall. As he approaches the characters, he says the following:

“Hello, friends! May the Father bless you and keep you. Thank you for coming to Nubonne. I am hoping you have come to answer our cry for help...”

Depending on how the party responds, they will learn the following details:

- The men of the Brigade (that's what the bandits call themselves) show up every week or two claiming they want to “help” with the “wolf problem” they'd heard about. For 50 gold a week, they would “protect” the village from future attacks.
- This started three months ago, and so far the village has refused every offer by the Brigade for



protection. Invariably, within a few days, the village is attacked by a giant, unnatural beast only resembling a wolf in the barest sense.

- Emet got the best look at the beast in the latest attack, so he can provide some visual details.
- Each attack has claimed at least one life and wounded more innocents. The most recent attack claimed the life of Hunder Brody, the son of the couple who run the local inn and tavern.
- John Brody, who is in the crowd, tells the following story...

"I was alerted by the sound of Laura's screams, but by the time I arrived at the Inn, the damage had been done and the beast had already run off—but our boy had been mauled. We gathered as many men as we could, including the Constable and the Smith, but we couldn't catch the beast.

The Prior and Angen, our local healer, did what they could, but there was no saving Hunder. By the Sun's grace and the Moon's smile, may the Father keep and protect his soul.

The men of the Brigade showed up earlier in the day saying they would "protect" us from further attacks, but we'd have to pay. We've been waiting for help from Domeerre for some time, but obviously we waited too long... In the last three months we have lost four good folk, two of them children..."



NPCs

PRIOR ASHT WILLIAMS

Move: 120' AL: LG HD: 4 AC: 6 Dmg: by weapon

Spells: Cure Light Wounds, Protection from Evil, Bless

Possessions: Quarterstaff; robe; Book of the Earthen Father; pouch containing 9 GP

Appearance: Male human priest; age 40; 5'9"; 150 lbs.; shaved head and well-kept beard; always wears proper brown robes fitting his position



2. Graveyard

The Graveyard was built not long after the Temple Hall as a place to lay to rest the hard-working people of the village. Most buried here died of old age or the occasional sickness. But recently with the Brigade and the wolves moving in, there has been many more than normal.

The Keeper, Emet, is a simple man devoted to the village and faithful to the Earthen Father. He protects the Graveyard and serves as the gravedigger for interments. He also helps out the Prior during services when he is not tending the grounds.

If asked, Emet will describe the beast responsible for the attacks:

- Like a giant wolf, though warped and enlarged like a beast of legend, easily five feet in length and three feet wide, weighing perhaps 300 pounds or more.
- A fierce creature, all teeth and claws.
- Leaves tracks that are easy to find, but they all disappear north of the village into the forest.

When done, Emet will say the following:

"Be careful of the storm that's coming... No more than a couple of days from now... it will make finding any tracks nearly impossible..."

NPCs

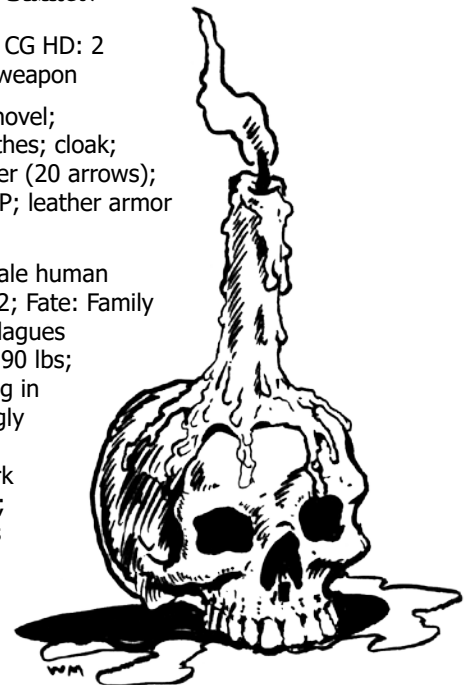
KEEPER EMET TIMRON

Move: 120' AL: CG HD: 2

AC:7 Dmg: by weapon

Possessions: Shovel; knife; work clothes; cloak; shortbow; quiver (20 arrows); pouch with 2 GP; leather armor if hunting

Appearance: Male human peasant; age 42; Fate: Family Curse (Ghost Plagues Family); 6'2"; 190 lbs; brown hair hung in ponytail; scraggly beard; always wears gray work shirt and pants; typically carries a long-handled shovel



3. The Healer

Angen Wot is an herbalist first and a healer second, but everyone knows they can count on her for help. She has an assistant, a young boy named Brom, who she sends out after her herbs and other ingredients. She used to make the trips to gather things herself, but with the wolves and all, she feels she needs to stay close to home.

Wot works as a midwife as well as the town healer, helping with the births of most of the children in town over the last 20 years. She appears as a short, stooped, gray haired lady, but has been known to be spry when she needs to be.

Though she is not a member of the Temple, she and the Prior are good friends and work closely together to help the sick, wounded, and even the healthy find their way.

Wot has treated all of the survivors and talks about the ferocity of the attacks:

"Normal wolves will attack in groups and stay to eat their kill—this monster attacks to kill and then flees the scene, only attacking others if they get in its way. Same goes for any group attempting to track the beast—it only attacks if threatened and then just to escape..."

The boy, Brom, can lead the party to where the beast left the village after the latest attack.

NPCs

HEALER ANGEN WOT

Move: 120' AL: CG HD: 2+1 AC: 8 Dmg: by weapon

Possessions: Robe; pants; dagger; pouch with ingredients; quarterstaff; small book (journal); pouch containing 6 GP

Appearance: Female human healer; age 52; 5'1; 183 lbs; blonde shoulder-length hair; nearly always wears a robe and carries her bag of ingredients and journal



4. Inn (the Nubonne Stag)

John Brody and his wife Laura run the Nubonne Stag Inn with their daughter, Aelan, and their son, Hunder. Hunder is the latest victim of the wolf attacks in the village and the Brodys have had enough.

The Stag has four single rooms upstairs and the great room downstairs. It has infrequent visitors but treats all guests well—making sure they have enough blankets and clean straw mattresses to sleep on.



John and Laura Brody or Jack Kind, the stable master (found at the Inn, Tavern, or Stable) can describe the same events as were described in Brody's tale in (1). John is ready to attack the Brigade head-on, to take from them like they'd taken from the village. But he seems relieved that the party is there to possibly put an end to the madness.

NPCs

JOHN BRODY, INNKEEPER

Move: 120' AL: LG HD: 2 AC:9 Dmg: by weapon

Possessions: Work shirt and pants; rapier; pouch containing 24 GP; lute

Appearance: Male human merchant/peasant; age 38; 6'1"; 185 lbs; short brown hair; can be found at the Inn or Tavern most of the time



5. Tavern (the Antlers)

Brody and his wife also run the Antlers Tavern, which is attached to the Inn. They serve passable ale and wine from the breweries and wineries not far from Nubonne. Some years are better than others for hops or grapes, and quality of the liquor sometimes pays the price.



The Tavern is open nearly 24 hours a day and rarely closes its doors for long. The villagers are honest folk and rarely ever get out of hand. Occasionally the Brodys will call in Constable Elm, but it's unusual if that happens. All too often, the Constable is there at the time of any incident anyway.

The food served to customers is simple fare, but good and in good quantity. Everyone knows that if they need a hot meal, that's the place to go for a fair price. A couple of silvers will get you a plate of food and a cup of ale.



NPCs

LAURA BRODY, TAVERNKEEPER

Move: 120' AL: N HD: 1/2 AC: 8 Dmg: by weapon

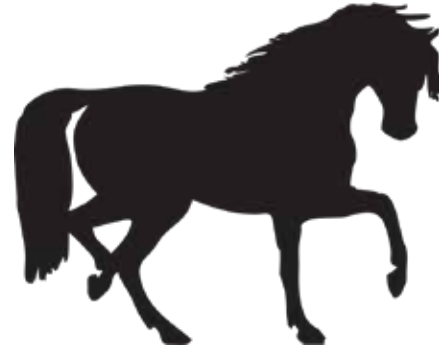
Possessions: Work dress; cooking knife; pouch containing 14 GP

Appearance: Female human peasant; age 26; 5'1"; 105 lbs; long black hair; can be found at the Inn or Tavern most of the time

6. Tack Room/Stable

Jack Kind, a cousin to the Brodys, runs the stable for them and stays in the tack room. He has a good working relationship with Orr, the Blacksmith, and can arrange farrier services for clients' horses at reasonable rates.

When the stable isn't busy, he helps out at the tavern.



7. General Store

Charles Osser and his wife, Mary, run the General Store. They stock most of the common things needed by a farming community—seeds, feed, tools, and so on. They always participate in the Sunday markets near the Temple Hall with their own stall and sometimes even have a few special items from the city.

Charles and Mary offer the following information based on their observations:

- The men of the Brigade purchase supplies regularly from their store.
- They estimate that the bandits may be feeding anywhere from 5 to 7 men.
- The men who come to shop are always polite and never cause trouble, so it's hard to believe they'd be mixed up with that monster attacking the village.

Available items at the store include most of the items described in *Mazes & Perils*. Prices may be marked up as much as 10-25% since they are on the borders of two nations which sometimes makes it difficult to get supplies. Use GM discretion on which items the store may have in stock at any given time.



8. Blacksmith

Orr the Blacksmith is a huge man with a big heart and a quiet voice. He works in the forge while his wife, Lena, tends the store and handles shoeing horses or other minor tasks. She's very good with horses and likes to work with her hands.

Though they carry a few simple weapons, they mostly deal with tools, horseshoes, and building supplies for the village.

Orr's right arm and chest are bandaged after being part of a hunting party following the last attack. He doesn't say much about his injuries, but Lena is happy to elaborate about them:

"We were at the tavern that night—we saw the monster run right past the door... It was as big as three men and fast, with claws like daggers gleaming in the moonlight..."

NPCs

ORR THE BLACKSMITH

Move: 120' AL: LG HD: 2 AC:9 Dmg: by weapon

Possessions: Work clothes

Appearance: Male human blacksmith; age 29; 6'4"; 280; wild black hair; ragged beard; can be found at his forge most of the time



9. The Constable

Constable Elm is rarely home and rarely has much to do in Norbonne, but wanders the town and tries to keep an eye on things. He can often be found visiting with the Blacksmith, or at the General Store, Temple Hall, or Tavern. He's an average guy but can use a sword and a shortbow if needed and evidently has done so in the past, as most of the village seems to respect him.

Though he's attempted to deal with the Brigade and the wolves, he's had no luck in getting them to stop their attacks or requests for gold to "protect" the town. Elm feels bad about this, as it is his job to protect the innocent, and he feels he's let the village down.



The Constable provides a few additional details when asked...

- Brigade men (he's counted at least 4) have been seen prowling around the village. They only try to ply their "protection" racket every so often, however and usually run when they spot him staring.
- The beast's tracks always disappear in the woods a few hundred feet from the edge—and sometimes it appears that the tracks are deliberately hidden.
- He thinks the Brigade is holed up in some ruins about half a day north of the village. It's the logical place for them to stay in the area. He knows they're somehow connected to the beast but hasn't been able to find the connection yet—they're always polite and never break any laws while in the village...

NPCs

CONSTABLE ELM

Move: 120' AL: CG HD: 3+1 AC:6 Dmg: by weapon

Possessions: Uniform; shortsword; shortbow; quiver (20 arrows); pouch containing 5 GP; studded leather armor while on duty

Appearance: Male human city guard; age 34; 6'0"; 165 lbs; short brown hair; may be found on patrol or at the tavern

Traveling

When the party decides to follow the beast's tracks or find the ruins, they will travel through a lightly wooded area about 20 minutes north of the village. The ruins are then in an open area about a three hour hike northwest through the forest.

For each hour the party is in the forest, there is a 25% chance of an encounter.

RANDOM ENCOUNTERS

D10	Encounter Description
1	Wolf (d4 in number) attack
2	Brigade men (2 of them) attack, then flee
3	Deer (d4 in number) will flee
4	Black Bear will attack if threatened
5	Rabbit will flee
6	Fox will flee
7	Squirrels will flee
8	Birds (woodpeckers, jays, owls, etc.) will flee
9	Skunk will attack if threatened
10	Porcupine will stand its ground



Enter the Brigade...

During the secession of the Duchy of Orde, Lieutenant Davis Arkun led a small border patrol along the border between Domerre and Orde. He and his small unit saw action against the Army of Domerre conducting various covert operations. They also dealt with deserters who didn't like the decision to secede and were fleeing back to Domerre as well as returning the occasional criminal.

When hostilities ceased, the Lieutenant was ordered back to Orde to retire. Arkun refused and began a campaign against any Orde forces sent to retrieve him. Declared an outlaw by Duke Oliver, Arkun and his men slipped across into the contested area between Domerre and Orde hardly patrolled since the major fighting stopped.

The ruins of Fort Stand were overgrown in Obewood when Arkun's unit stumbled across them. Within a month, they had cleared the walls, rebuilt what was needed, and made it their base of operations. Game was plentiful in the wood, but the men quickly became bored and restless.

They traded occasionally with the village of Bromm on the northern edge of the Obewood beside the banks of the Ober river. Rumors of attacks by a horrific creature drew the Brigade's attention and they managed to track down the creature in a deep lair only to find that the monster was at the beck and call of a mousy, unkempt mountain man simply called Od.

Begging for his life and the life of his creature, he struck a deal with the Brigade, telling them of a possible scam that would get them great riches. The Worg would attack a village and the Brigade could offer protection from the creature, for a price, and save the day.

The next six months saw a number of villages fall under the Brigade's "protection." Gold was rolling in. But Arkun knew it wouldn't last forever.

During this time, the trainer, Od, managed to raise a small set of wolf cubs to help with the scaring efforts, having them run through village lands and howling a few days before the Worg attacked, adding more drama to the rescue.

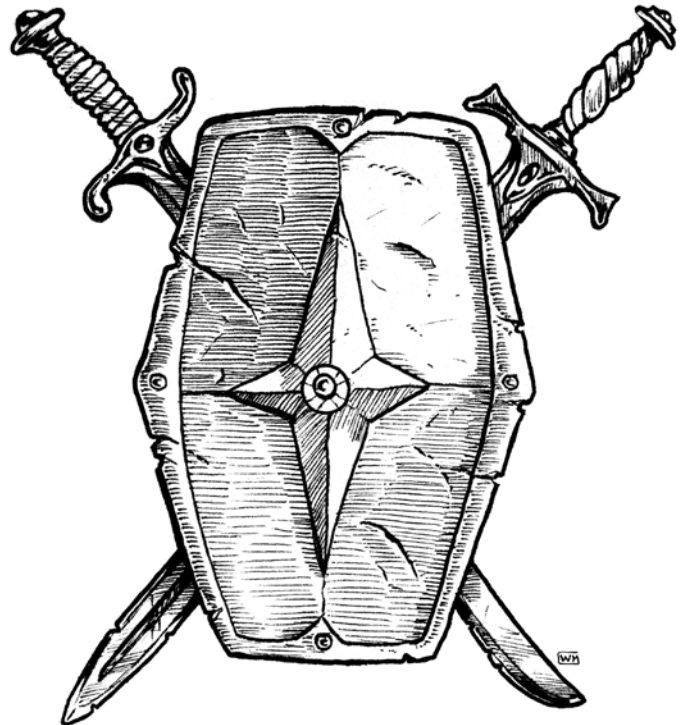
When the village of Norbonne refused to pay after the first attack, Arkun's bad feeling got worse. Now after six additional attacks, the sense of dread has settled over the whole unit. But their greed has so far stopped

them from simply ending the operation.

With each new attack on Nubonne, the other villages are starting to wonder at the effectiveness of the Brigade's "protection" and threatening to stop paying each week. Some of the Brigade's men have taken to meeting these threats with threats of their own—asking if any of these rebellious villages wants to suffer like Nubonne.

Arkun spends most of his days in his office deeper in the Fort's ruins, relying on his men to handle any threats that may arise. With each death caused by the Worg, his two guards started to notice his eyes become more and more haunted as he grew more and more reclusive.

As he spent more time alone thinking about his actions that had caused so much pain to so many innocent lives, a spectre living in the lowest level of the ruins began to visit him in the night, haunting him with visions of the torturous acts that had occurred a hundred years earlier during the time of the Empire of Og. Arkun was tortured with visions of prisoners, innocent or not, tortured and killed here, then dropped in a pit that seemed to go forever...



The Ruins (Surface Level)

10. Main gate

The ruins of Fort Stand offered a safe place to hide when the Brigade first entered the contested area along the border. The ruined tower offered little protection but provided a good vantage point when needed. And the buildings, once the roofs were rebuilt, gave them shelter from the rain and snow frequent in the Obewood.

At the front gate of the fort, two guards are always on duty, though gate duty has become very lax. None but Brigade members ever approach the fort, so the two guards on duty often use the time to do weapon practice—either sparring or firing long- or shortbows at targets placed at varied distances.

Guards on duty will always wear chain mail and carry a long- or shortsword and a long- or shortbow, plus a score of arrows. A guard rotation can last anywhere from 8-10 hours depending on the weather and if the trainer (Od) is out with the wolves or Worg.

UNFRIENDLY NPCs

BRIGADE - GATE GUARD

Move: 120' AL: CE HD: 1+1 AC:7 Dmg: by weapon

Possessions: Longbow or shortbow; quiver (20 arrows); longsword or shortsword; large leather shield or small leather shield; d10 GP in a pouch

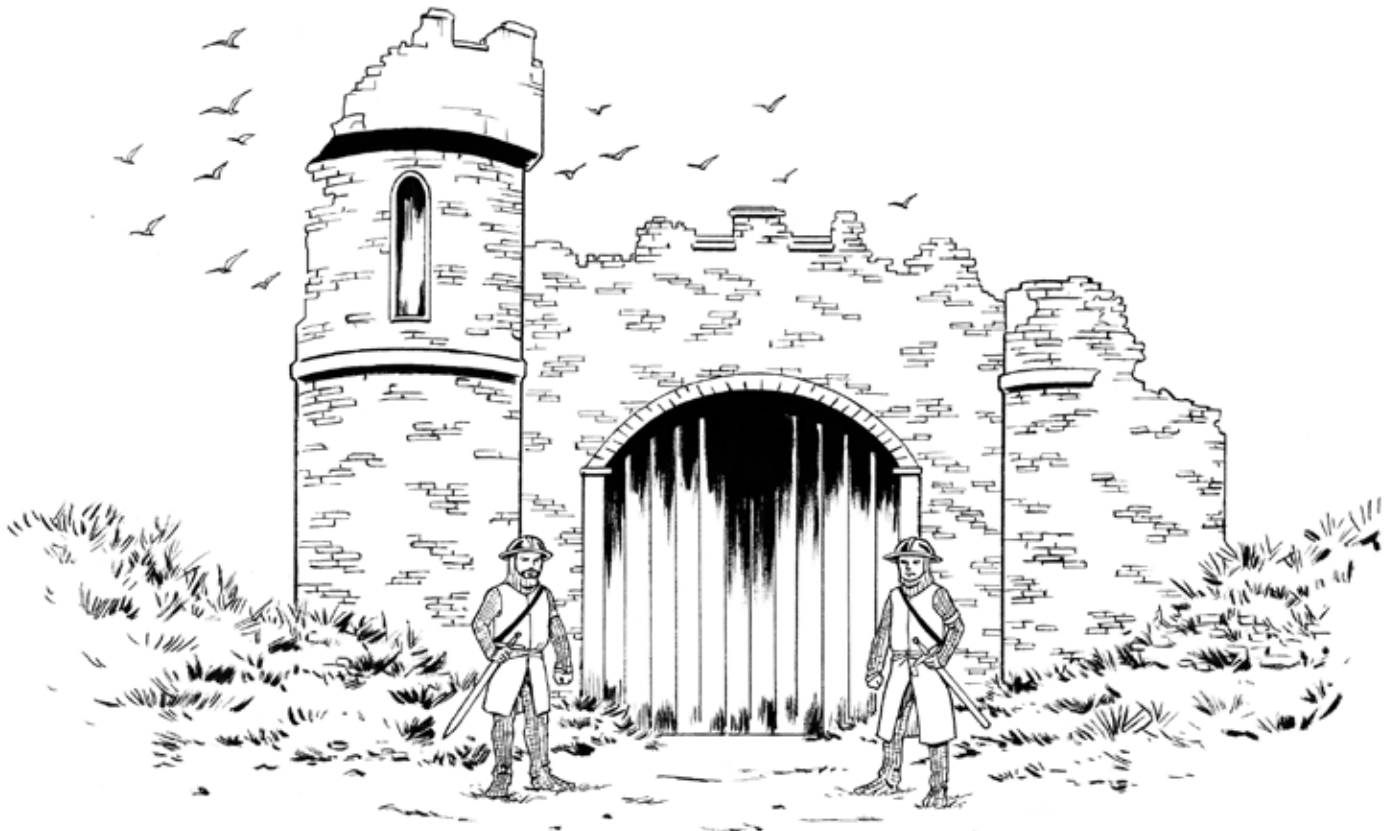
Appearance: Male human fighter; age 25; 6'0"; 185 lbs; cropped hair

REFEREE

Note that hit points are offered as hit dice (HD) values. We recommend you use the standard d6 hit dice. That means:

- 1+1 translates to 1d6+1
- 3+1 translates to 3d6+1

Note that for a quick shorthand you can also use 3 or 4 as the average d6 value, which makes $1+1 = 4$ or 5 and $3+1 = 11$ or 13. This offers a quick way to scale a battle for your characters.



11. Bunk Room

The Bunk Room provides six simple beds, each with a trunk at the foot of the bed, as well as a table and a food preparation area. At most, you may find four members (roll a d4) of the Brigade here at any given time, either resting or on cook or clean duty for the unit. Meals are prepared here for the entire unit—two meals a day, plus a mid-day meal if the member wants it prepared individually. One of the Lieutenant's personal guards prepares his meals for him and takes them to his quarters at each main mealtime.

Unit members at the Bunk Room are typically out of armor and unarmed, so it will take them an additional minute or two for them to get fully armored and armed should trouble arise. However, since no one has ever attempted an attack, they would not be that quick to respond. There is a 50% chance that any member leaving the building during such an event would leave without armor, yet would be armed with a simple melee weapon (short- or long-sword).

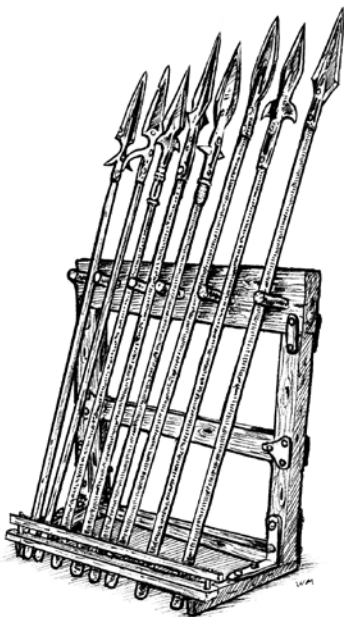
UNFRIENDLY NPCs

BRIGADE - BUNK ROOM GUARDS

Move: 120' AL: CE HD: 2 AC:6 Dmg: by weapon

Possessions: Longbow or shortbow; quiver (20 arrows); longsword or shortsword; large leather shield or small leather shield; d10 GP in a pouch; will not be armed or armored if attacked; 50% chance that any guard leaving the bunk house would leave without armor

Appearance: Male human fighter; age 25; 6'0"; 185 lbs; cropped black hair



12. Armory

The Armory holds the majority of the Brigade's weapons and armor. Anyone not on duty will leave their little-used weapons and armor here.

The Armory building has seen little action since the Brigade initially settled at the fort. It contains an assortment of armor, shields, weapons, and ammunition.

- Shields (large and small)
- Crossbows (heavy x2, light x4) + 400 bolts
- Longbows (x4), Shortbows (x2) + 1000 arrows
- Broadswords (x6)
- Longswords (x4)
- Shortswords (x4)
- Spears (x7)

All weapons and armor are good quality, though guards usually stick to their standard set of longsword, longbow, and small shield because that's what they're used to.

13. Sergeant's Quarters

The Sergeant, a man named Iron Danning, has a small building he uses exclusively as his private quarters. At night, Danning has a guard placed at his door in case of attack. Though they haven't been attacked yet, the sense of danger has risen perceptibly and he wants to be prepared.

Danning spends much more time with the unit than does the Lieutenant, helping out where possible with regular duties and training off-duty members with a variety of weapons.

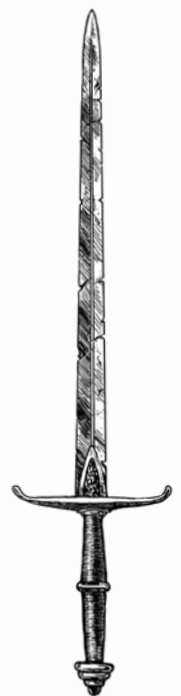
UNFRIENDLY NPCs

BRIGADE - SERGEANT DANNING

Move: 120' AL: LE HD: 3+1 AC:4 Dmg: by weapon

Possessions: Chain mail; large leather shield or small leather shield; longsword; knife; longbow; quiver (20 arrows); pouch with d20 GP

Appearance: Male human fighter; age 35; 6'4"; 205 lbs; cropped black hair



14. Kennels and Trainer

The Trainer named Od lives here with a large kennel for his four wolves. The Worg is kept in level 1 of the ruins (room #17).

The trainer, responsible for the Worg and wolves, is among the strangest members of the group, even beyond the Lieutenant's recent erratic behavior. He appears as a wild and unkempt, skinny man with a balding head. He chooses to sleep with his wolves, staying as one of the pack. He spends a portion of every night with the Worg as well, in an attempt to keep control over the beast.

There is a 50% chance the wolves are here at any given time. Anyone entering the building without Od will be attacked immediately.

UNFRIENDLY NPCs AND CREATURES

BRIGADE - TRAINER OD

Move: 120' AL: CE HD: 3+1 AC:6 Dmg: by weapon

Possessions: Work clothes; small curved knife; set of keys

Appearance: Male human peasant; age 38; 5'4"; 145 lbs; balding head; unkempt appearance

WOLVES

Number appearing: 2d4

See stats in [Animals and Monsters](#) section

15. Stairs to Level 1

Here you find the stairs leading down to the first underground level of the Fort's structure. Rough-hewn steps of stone lead to the lower-level housing, the Lieutenant's quarters, and the Worg.



The Ruins (Level 1)

16. Stairs to Surface

These stairs lead back to the surface. The door from the Worg's room leads directly up the stairs and out of this level. You must walk around the stairwell to get to the door to the other parts of level 1.

17. Worg Room

The Worg lives in this room, secluded and locked away from the other animals and people living and working at the fort. The trainer has some control over the beast, which is fed very regularly, and let loose for several hours a night under the supervision of Od. The trainer allows it to hunt in the woods near the fort.

The room is quite large, with a nest of branches, leaves, and hay in one corner of the room. The stench of monster droppings, urine, and the musk of the large hairy beast is overwhelming. Thankfully, a number of small holes in the ceiling allow fresh air to enter the lair. None of the other members of the Brigade can say how Od spends so much time with this beast.

If anyone enters the room without Od, they are immediately attacked. If the party enters the room at night, there is a 33% chance that the Worg will be here.

During the day, the Worg is guaranteed to be here.

UNFRIENDLY CREATURE

WORG

See stats in [Animals and Monsters](#) section

18. Underground Bunk Room

The underground bunk room is where Lieutenant Arkun's personal guards stay if not on duty. One guard is at Arkun's door at all times. The other can sometimes be found in this bunk room (25% chance) but will more often be above-ground with the rest of the unit (75% chance).

This room contains a single bed and a table with an oil lamp. One personal guard or the other is on duty at all times, but neither of the men likes to stay in this room for long. Something down here gives them a serious case of the willies.

UNFRIENDLY NPCs

BRIGADE - LIEUTENANT'S PERSONAL GUARD

Move: 120' AL: CE HD: 2 AC:4 Dmg: by weapon

Possessions: On duty - chain mail; small leather shield; longsword; Off duty - no armor; longsword; longbow; quiver (20 arrows); pouch with d100 gold

Appearance: Male human fighter; age 30; 6'2"; 220 lbs; cropped brown or black hair



19. Lieutenant's Office/Quarters

This area has been Lieutenant Arkun's home for the last few months. He has rarely left in recent days, growing more and more reclusive. His room is nearly ascetic in decoration, containing a bedroll, a lamp, and a chest. His guards often find him reading the Father's Book, one of the holy books of the Temple of the Earthen Father. Debate has raged among the men as they wonder if their leader has lost his mind.

Each night, a spectre from the lower level passes through the eastern wall of the room, giving Arkun visions of the horrific past of this fort. He wakes up the next day more shaken than when he went to sleep, muttering about the things he's seen and seeking the guidance of the gods.

If the PCs attack the door to Arkun's quarters, he will begin making his way to the pit on the lower level. He will drop his belongings along his path, clutching his holy amulet to his chest as he throws himself down the pit to his death. If the party is near enough, they may hear his screams, but they will not hear him hit the bottom.

Contents of chest:

- 1063 gold
- 3 gold medals for valor from Orde
- Arkun's large shield

UNFRIENDLY NPCs

BRIGADE - LIEUTENANT ARKUN

Move: 120' AL: CE HD: 4+1 AC: 8 Dmg: by weapon

Possessions: Book of the Earth; Chain mail (not worn); Longsword (not worn); Large leather shield (not carried)

Appearance: Male human fighter; age 45; 5'10"; 155 lbs; shoulder-length greasy black hair; unkempt beard

20. Stairs to Level 2

Here lies a secret stairwell heading down to the lowest level of the ruins. The secret door is a simple rotating wall locked with one moveable keystone. Age has made the keystone in the wall easier to spot (at the base of the wall) in decent light, making it 25% easier to find.



The Ruins (Level 2)

21. Stairs to level 1

The secret door from the stairwell is easy to see and open and leads down into the darkness. A musty, wet smell pervades the area.

22. Torture Chamber

Even now, a hundred years later, the torture chamber walls and floor are stained dark with blood. Rusty chains hang from the ceiling, their manacles long ago fallen to the floor and rusting away. The bare outline of two wooden tables is difficult to see, and the buckles for the leather straps are now just rust spots on the floor.

Down the hall, the open doors of jail cells hint that any souls coming here never again saw daylight.

23—26. Jail Cells

These jail cells are all empty except for dust and mold. The closer to the end of the hall the room is, the stronger the musty, old scent.

Each cell has a 25% of loosing a ghost if opened. Even if the door is unopened, any ghost spotted by a PC has a chance to Frighten the party. (Save vs. Spells)

27. Burial Pit

The pit in this room somehow feels older than the rest of the ruined fort around and above it. The musty smell is strongest here, and all who enter the room are attacked by the Spectre.

The Spectre is the spirit of the head torturer killed by a group of escaped prisoners during the last days of the Empire of Og. He is obsessed with keeping his prisoners within the walls of the Fort and torturing them.

Though ghosts cannot do physical damage to an opponent, the Spectre can strike an opponent and do direct damage to HP even through their armor. Spectres may only be hit by weapons of a magical nature. If magical, any weapon will do normal damage to the Spectre.

UNFRIENDLY CREATURE

SPECTRE

See stats in [Animals and Monsters](#) section



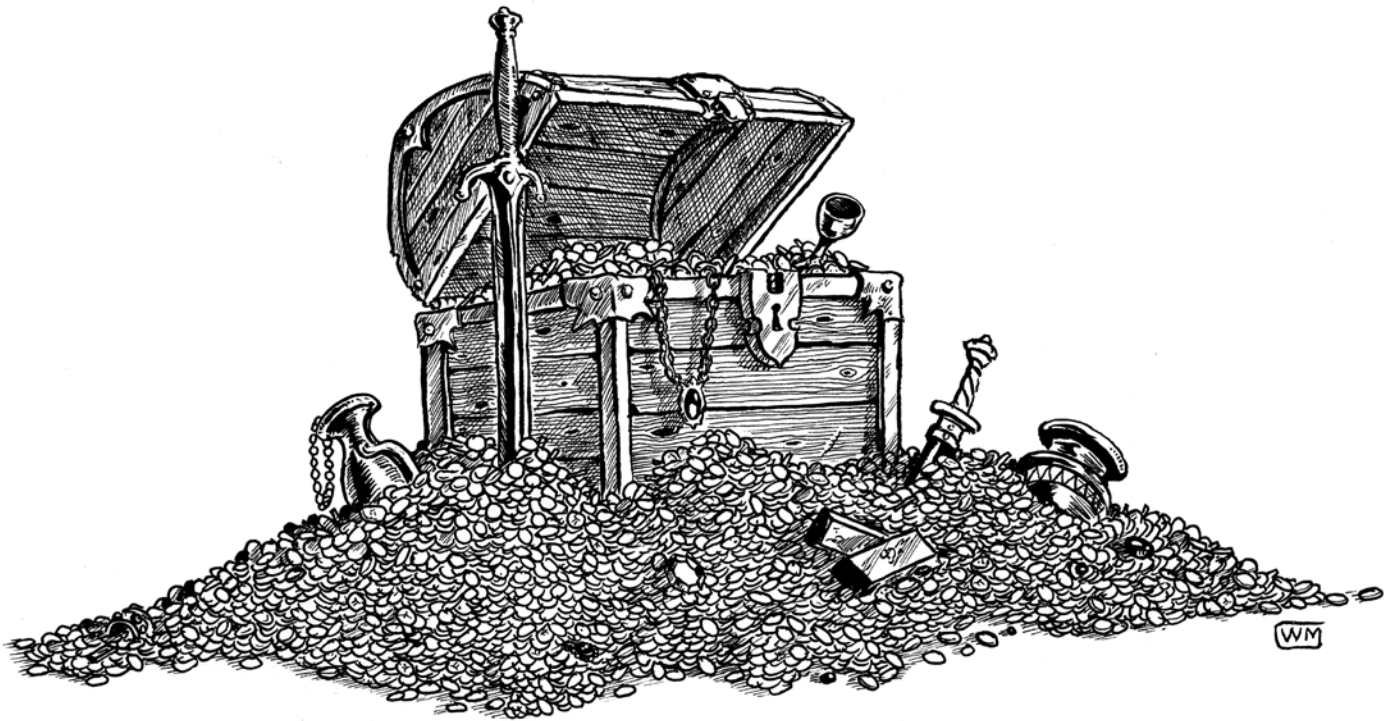
Adventure Conclusion...

By the end of this adventure, the players may have done several things to resolve the problem for the villagers:

- Eliminate the Brigade
- Negotiate with the Brigade
- Killed the Worg
- Or any combination of the three

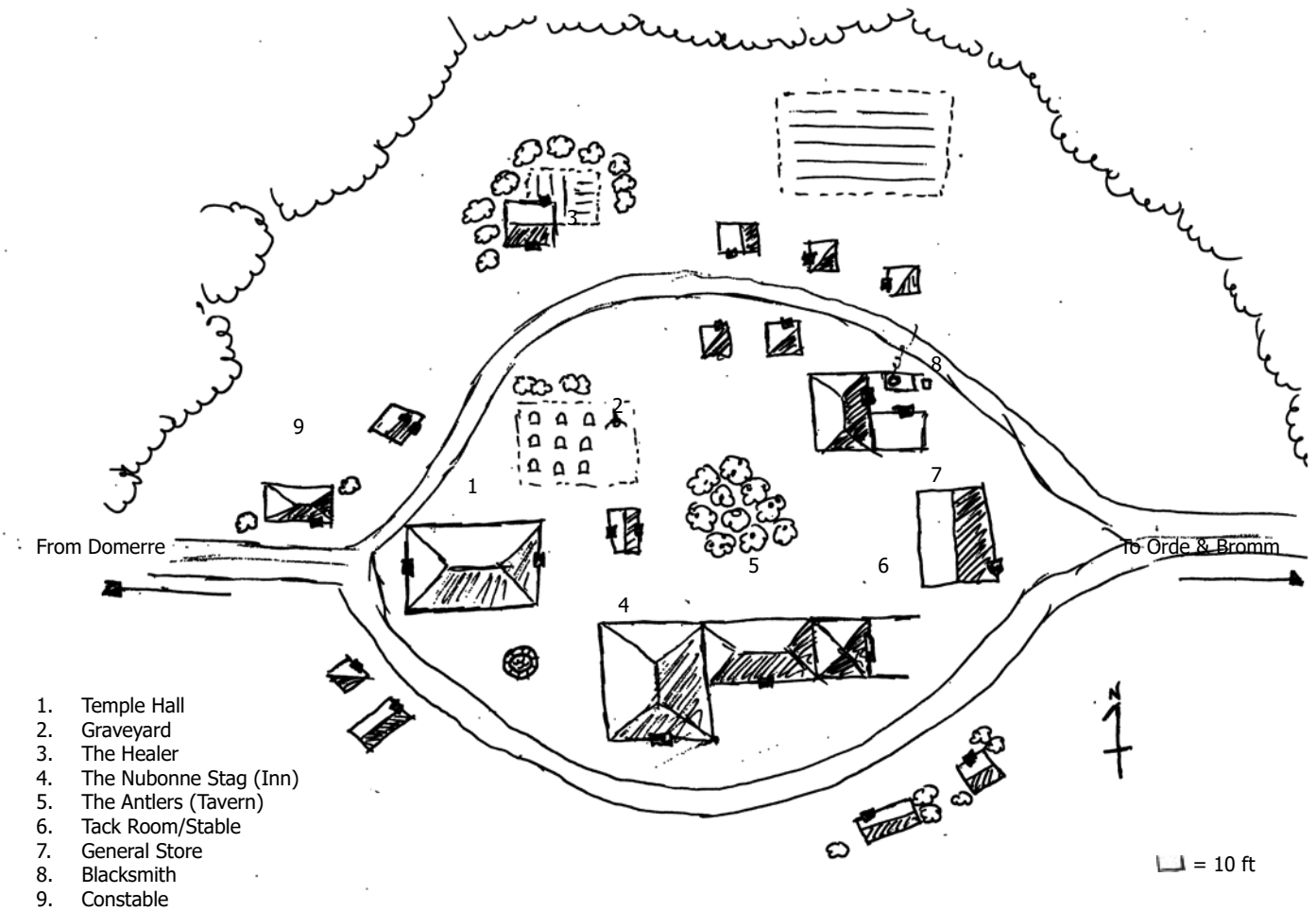
If the PCs are generally good characters, reward them with XP if the resolution turned out well for the villagers. Otherwise give XP as appropriate for the players' actions.

If the PCs choose to head back to the Queen, they can collect their 100 GP reward from the City Guard.

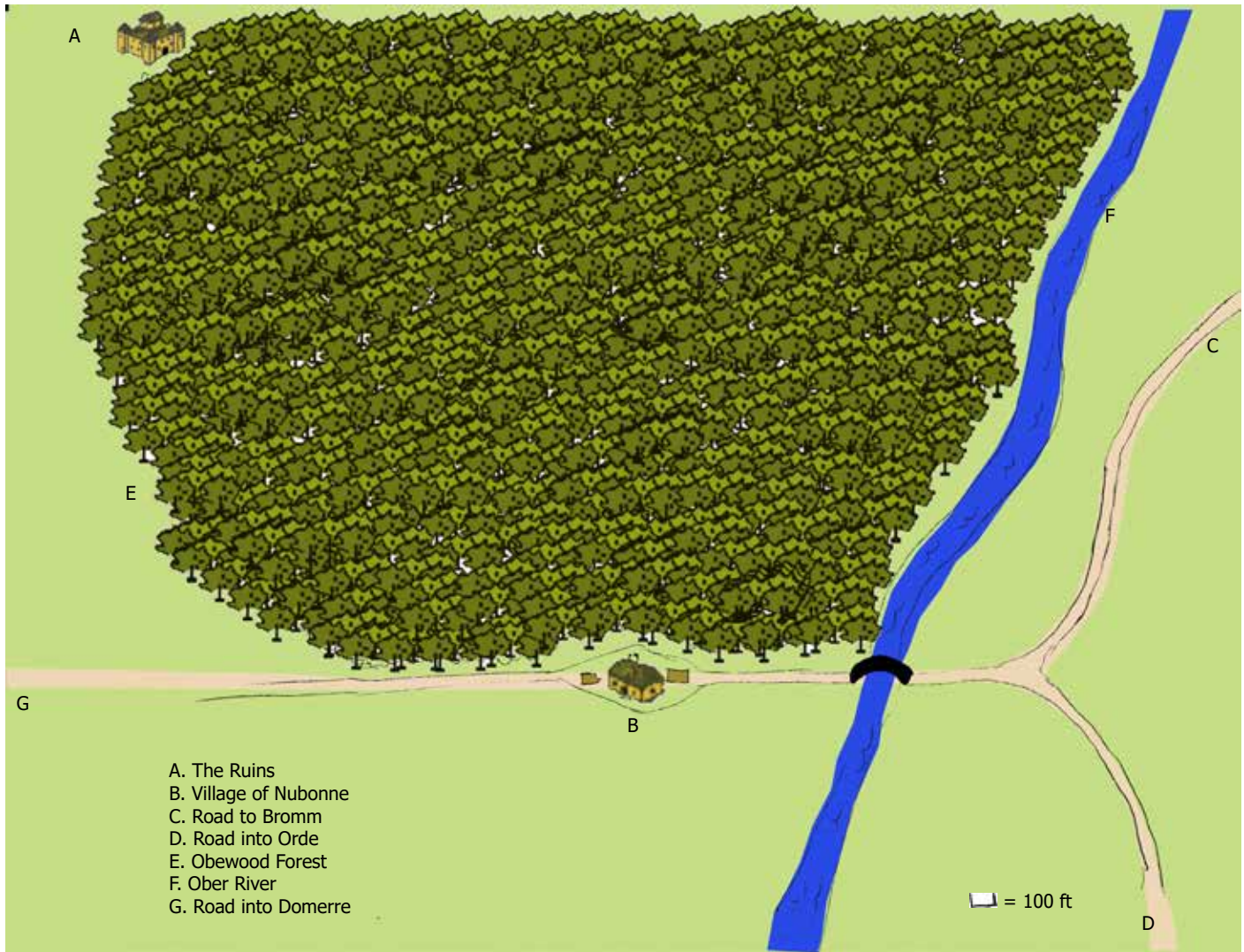


Important Maps

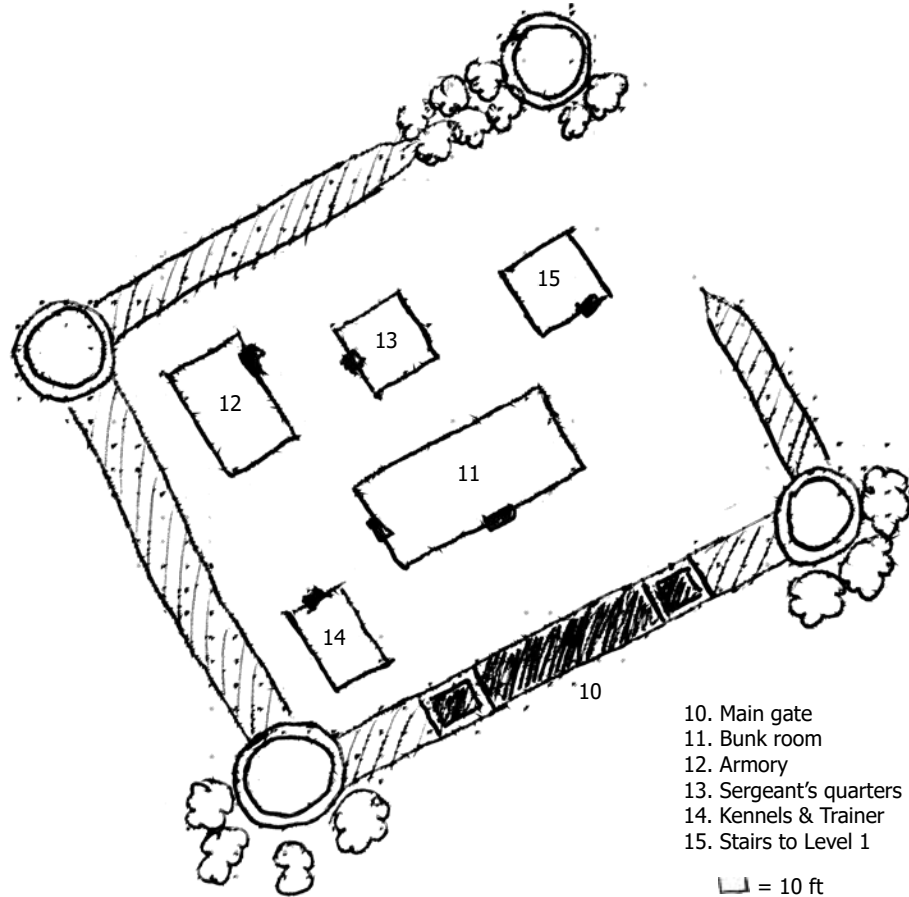
THE VILLAGE OF NUBONNE



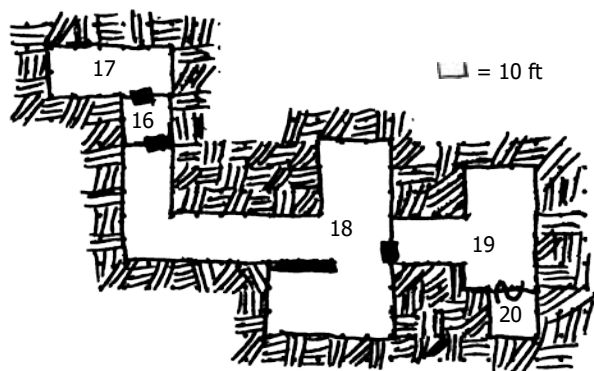
AREA AROUND THE VILLAGE OF NUBONNE



RUINS OF FORT STAND, SURFACE LEVEL

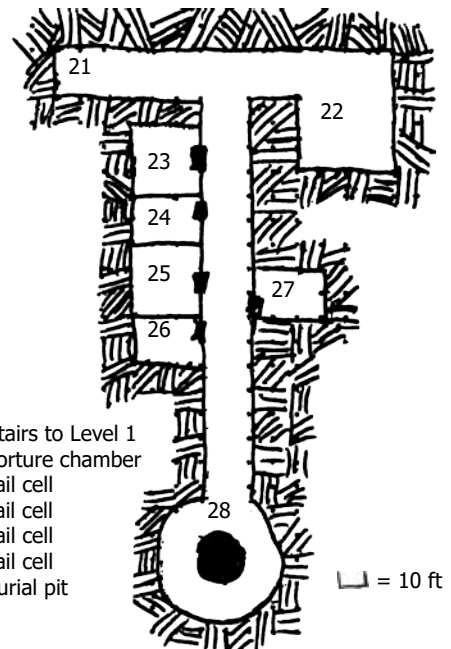


RUINS OF FORT STAND, LEVEL 1



- 16. Stairs to surface
- 17. Worg room
- 18. Underground bunk room
- 19. Lieutenant's Office/quarters
- 20. Stairs to Level 2

RUINS OF FORT STAND, LEVEL 2



- 21. Stairs to Level 1
- 22. Torture chamber
- 23. Jail cell
- 24. Jail cell
- 25. Jail cell
- 26. Jail cell
- 27. Burial pit

Animals and Monsters

BEAR

Move: 120'

Alignment: N

Hit Dice: 3+3

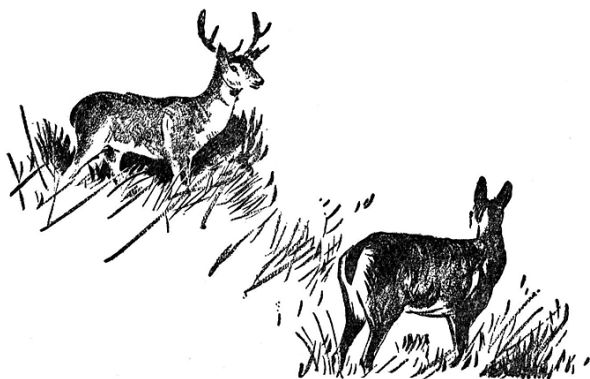
Attacks: 3 (claw, claw, bite)

Armor Class: 7

Damage: 1d3/1d3/1d6

Treasure Type: N/A

The bear is a large predator of the northern climates. Its fur color ranges from black to white.



DEER

Move: 160'

Alignment: N

Hit Dice: 1+1

Attacks: 1

Armor Class: 8

Damage: 1d6

Treasure Type: N/A

The deer is one of the most abundant wild animals in the world, inhabiting almost every climate zone. Its hide is brown, and it has large brown eyes. Males sport a small rack of horns, useful for defense.

GHOST

Move: 120'

Alignment: LE

Hit Dice: 4

Attacks: 1

Armor Class: 4 (can only be hit by weapons +1 or better)

Damage: 1d8

Treasure Type: N/A

Ghosts are spirits that have been wrongfully murdered. They assume physical form to gain aid from the living. They do not have physical bodies, and weapons pass through them.



SPECTRE (LESSER)

Move: 120'

Alignment: LE

Hit Dice: 6

Attacks: 1 touch

Armor Class: 2 (can only be hit by weapons +1 or better)

Damage: 1d8

Treasure Type: E

Spectres are spirits that have taken a semi-physical form. A spectre is created when a spirit is forced out of its physical body or murdered in a particularly foul manner. They are insane and sometimes search graveyards and battlefields at night for a body to enter, attracted to dead and dying creatures.

Normal weapons will pass through them, only weapons of +1 magical value or higher will hurt them.



WOLF

Move: 180'

Alignment: N

Hit Dice: 2+1

Attacks: 1

Armor Class: 6

Damage: 1d6

Treasure Type: N/A

The wolf is of the same family as the dog. It hunts small game as well as some deer. The wolf is characterized by gray or brown fur and a long snout. Wolves are very perceptive and agile creatures.

WORG

Move: 180'

Alignment: N

Hit Dice: 4+2

Attacks: 3 (claw/claw/bite)

Armor Class: 5

Damage: 1d3/1d3/1d6

Treasure Type: N/A

The Worg is a giant breed of wolf. It hunts deer, livestock, or mankind if it gets hungry enough. The worg is characterized by gray or brown fur and a long snout. Worgs are very perceptive and agile creatures.



Appendix: The Temple of the Earthen Father

A theology and philosophy from an earlier time, the tenets of the Temple of the Earthen Father have survived mostly intact for centuries. The Temple originally provided a way for the people to give thanks to the Earth, the Sun, and the Moon.

- The Earth is the great provider, not only providing a means for survival but sustenance for those who would seek it. All living things must give thanks to the Earth, for they would not exist without it.
- The Sun provides heat and light, which are also extremely important to growing crops, raising livestock, and survival. The position of the Sun also provides a way to gauge the passing of time and the seasons.
- And the Moon provides some comfort in the night against those who might do harm. But it also helps with keeping track of time. By the phases of the moon and the sun, the people have learned to manage their crops.

The Temple of the Earthen Father was created to pay respects to the Earthen Father through rituals performed at sunrise and sunset. Every Temple, no matter how large or small, has two doors aligned to the east and west. Worshippers enter through the eastern doors for sunrise services and through the western doors for sunset services.

Popular phrases include:

- May the Father bless you and keep you...
- By the Sun's grace and the Moon's smile...

As the Earth, Sun, and Moon are all very elemental in nature, all prayers to these deities also seem to be very elemental. A worshipper might pray to the Earth to provide for his family or to help with healing a wound. A prayer to the Sun might be to reveal those things hidden from view. Or an offering to the Moon might be to keep someone's flock from harm in the night.

Since the religion is very old, the manuscripts have been copied by hand through the ages by holy scribes in Temple Monasteries across the world. Each Monastery keeps multiple copies of the Father's Book (Earth), the Illuminated Chapters (Sun), and the Mysteries (Moon).

The Temple is very much a triumvirate of heavenly and earthly focus, but some priests will focus on one

aspect more than the others. When this happens, the priest's balance is brought into question and they are often sequestered for a period of time as their balance is restored among the aspects through a series of rituals and prayer.

The building of Temples has been a priority for the priests since its inception so long ago. And due to the ravages of time, all that is left of what is thought of as the first Temple are a few fallen walls on the outskirts of Domerre. It is guarded by the Templars at all times, day and night, against those who would take a piece for themselves.

Only the Great Father at the Temple in Domerre knows the truth. The guarded Temple is not the first, but only one from a long time ago. Deep beneath the Temple of Domerre lie the remains of the original temple. And these sacred ruins are protected by rituals and prayer, and a good deal of blessed steel.



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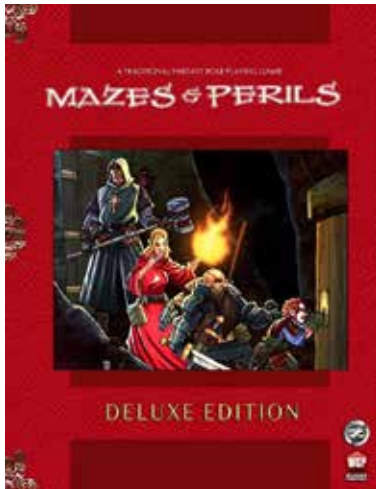
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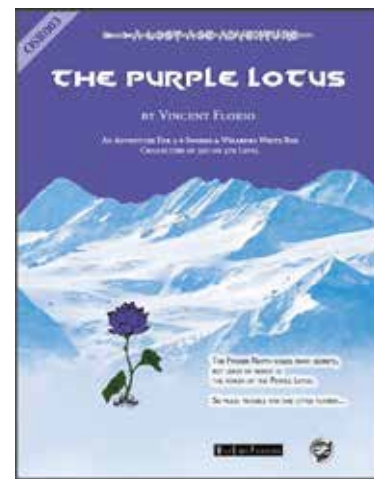
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THE BRIGADE

THE GOOD PEOPLE OF THE VILLAGE OF
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MONSTERS... WILL THE PCS SAVE THEM OR
RUN FROM WHAT IS SLOWLY DRIVING THE
BANDIT LEADER MAD?



MAZES & PERILS

