

FOUR VISITS TO WYVERNSEEKER ROCK



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***FOUR BRIEF SCENARIOS FOR
LOW- TO MID-LEVEL CHARACTERS***

***COMPATIBLE WITH SWORDS & WIZARDRY
AND OTHER OLD-SCHOOL RULES-LITE RPGs***

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TABLE OF CONTENTS

GOBLIN'ED.....3

ALIEN REDOUBT.....5

WRAITHFUL RIVER.....7

HIDDEN WISDOM.....9

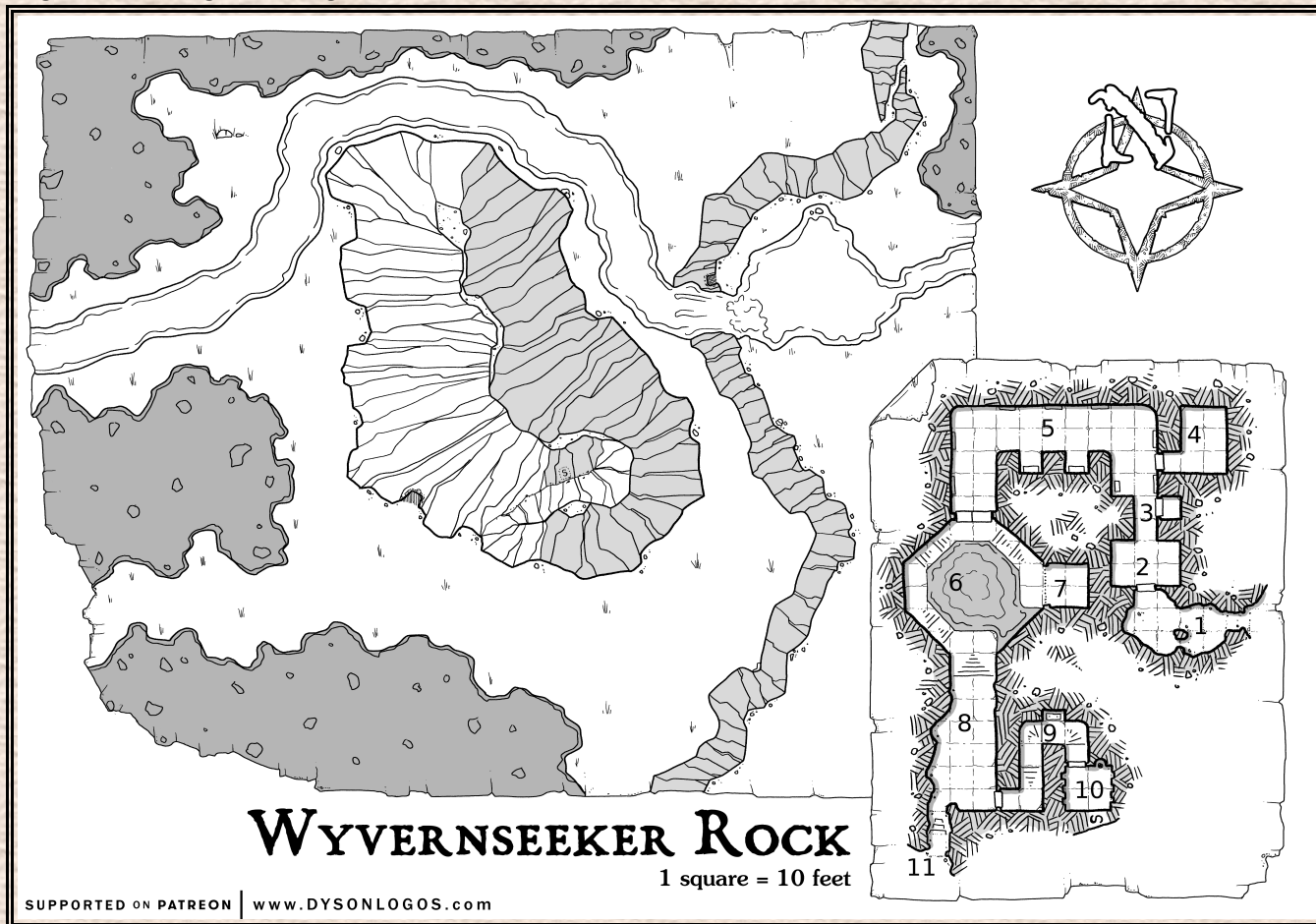
Open Game Content.....11



Wellcome Library, London. A winged dragon; illustration of a parable. Woodcut. CC BY 4.0

GOBLIN'ED...

Originally built as the shrine to a local river goddess, the small temple beneath Wyvernseeker Rock fell into disrepair and neglect as the local population turned to worship newer, more fashionable gods. Which, of course, means that new tenants have occupied the place, and are making a nuisance of themselves in the neighborhood. Sigh, better go root them out....



1. East cavern: The cavern opens adjacent to a falls and pool on the river. The cavern is currently home to a **giant otter** (HD 3; AC6[13]; Atk: 2 Claws (1d3) or bite (1d6); Move 9; Save 14; AL N; CL/XP 3/60). The otter hunts in the pool and river. It previously dispatched an acolyte to the goddess, seeking to enter the temple and reconsecrate it. On or around the acolyte's partial remains are a wooden shield and mace, iron holy symbol to the goddess, 99 sp, ivory necklace (35 gp), scroll: *speak with animals*, and a bag with rags, soap, two holy water vials, and two acid vials.

2. Former storeroom: The southeast room of the temple, formerly used as a storeroom, is long empty.

The goblins left the room unguarded, but have erected a swinging log trap to protect the south door in the event that someone gets past the otter (1). If the door is opened, the log will swing into the doorway, causing 1d8 damage to the first two PCs in rank (save to dodge). The falling trap will alert goblins in (5).

3. Monk's cell: This former monk's cell and meditation chamber has been used as a goblin latrine.

4. Goblin Chief: The goblin's leader, a **hobgoblin shaman** resides here among stinking animal hides and stolen foodstuffs (HD 2+1, AC5[14], Atk: war club (1d8); Move 9; Save 16; AL C; CL/XP 3/60; Special: spells: *magic missile*, *protection from good*, *pyrotechnics*; 11

gp, 69 sp, amethyst necklace (25 gp), *potion of animal control*). He is accompanied by two burly goblin guards (HD 1, hand axe; 10 sp, 54 cp total). The hobgoblin will target either an apparent spellcaster or the heaviest-armored PC with *magic missile*. If the battle is going against him, he will fill the room with smoke using *pyrotechnics* and attempt escape.

5. Worship hall: The former worship space for the temple has been stripped clean, but for several frescoes and mosaics mounted to the walls, now defaced. The goblins have used the room as a barracks, and the room is strewn with bedding-nests and detritus. There are three **Goblin guards** here (shortbow/club, 1d6+1 sp ea). If they are caught in battle with intruders, one will warn the chief (4). The chief will either confront invaders or retreat to the cage (7) and summon the salamander with his potion.

6. Pool: A spring-fed pool is surrounded by descending steps. The pool was a former 'alter' to a forgotten water goddess. A mosaic-covered wall along the southwest side of the pond depicts the tentacled goddess being worshiped by a band of shipwrecked sailors. Offerings to the goddess lie hidden in the mud floor of the pool, undiscovered by the goblins (30 gp, gems worth 10, 10, 25, 30, 40 gp, silver dagger, +1 shield).

7. Caged room: The cage formerly was used to hold sacrificial animals (and occasional humanoids) to the water goddess. Now held in the room is a **giant salamander** (HD 3; AC7[12]; Atk: bite (1d8), Move 6; Save 14; AL N; CL/XP 4/120; special: on successful hit

save or additional 1d4 poison damage from skin toxins). The goblins captured it and drove it into the temple cavern from the river. The chief or captain will open the cage and use his *potion of animal control* to command it to attack interlopers.

8. South Hall: The rough-hewn cavern opens into a evenly-quarried hall with a stairway at the north end. Three **goblins** and their '**captain**' are stationed here. (**Goblin guards:** shortbow/club; 1d6+2 sp ea. **Goblin captain:** HD 1+1, short sword, 9 gp, 29 sp, *potion of animal control*)) If intruders press them from 11 (below), they will maintain a fusillade of arrows while slowly retreating. The captain will retreat down the stairs and around the pool to room 7.

9. Signal chamber: The door is swollen and stuck, and has not been investigated by the goblins. Up the stairs is a small altar with a compartment holding several powders of different colors. The powders were sprinkled into the signal fire (10) as offerings and signals during worship.

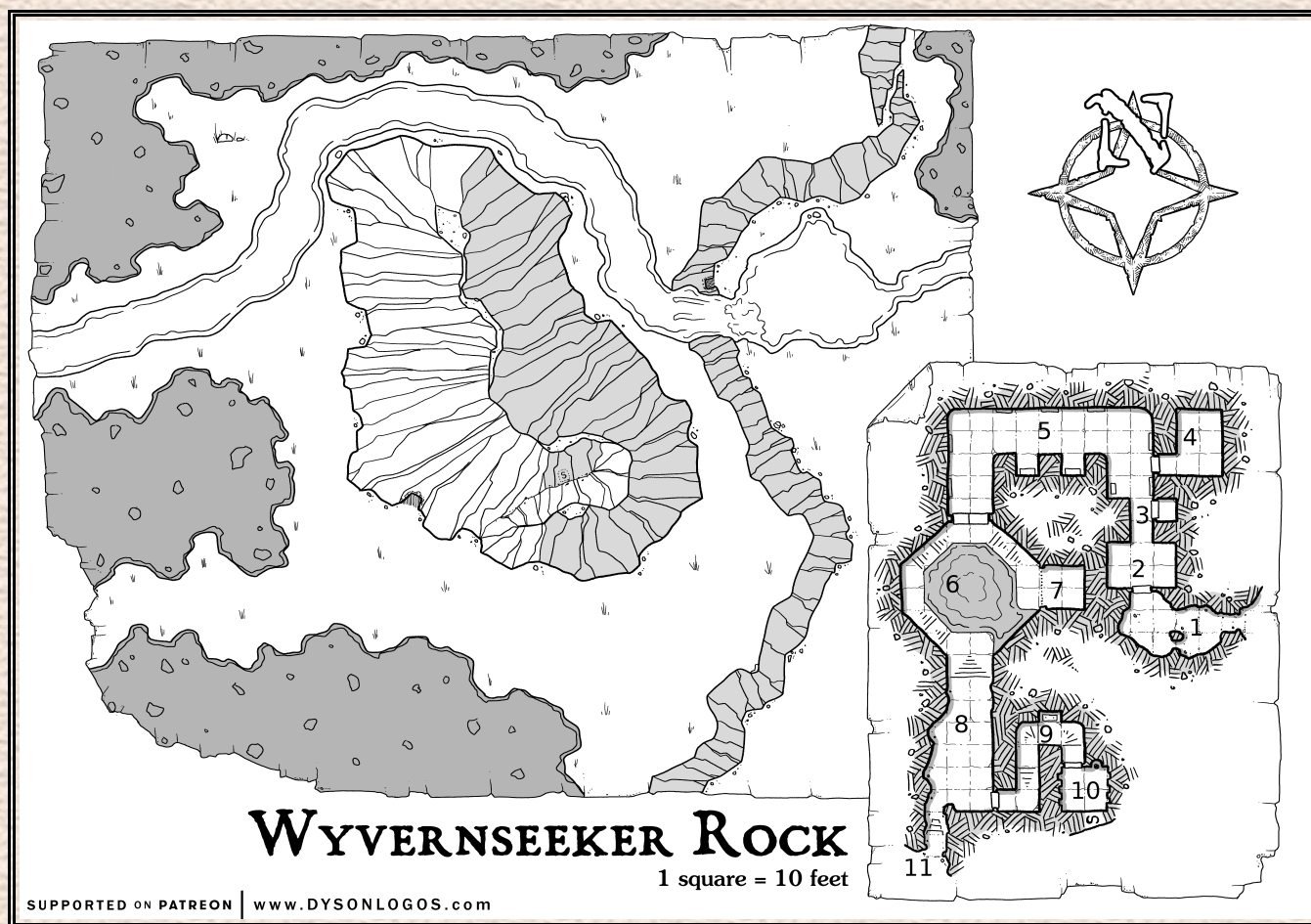
10. Upper entrance: An unguarded secret entrance and former lookout post for the temple emerges from the southern end of the crest of Wyvernseeker Rock. Within the watch room is a small fireplace from which signal fires were lit. The color of the smoke was altered using the selection of powders in (9) for temple events and rituals.

11. South Access: This cavern entrance is guarded by two **goblins** (shortbow/club; 1d6+1 sp ea). If they spot intruders, they will fire one volley, then retreat, alerting their comrades (8).

Anyone clearing the goblins from the temple will attract the attention of the goddess. If PCs rest in the temple, they will find themselves healed 1d4+1 HP each in the morning. If they take the time to clean the graffiti in the temple area, they will receive a boon from the goddess at some later time (examples may include: water breathing, performing a killing strike, decrease a storm, provide a bounty of fish, aid in water navigation). There is a 15% chance that any cleric/divine caster in the party will find themselves with a new holy patron, and she'd *really* like a few new followers...

ALIEN REDOUBT...

Used as a hidden redoubt for rangers along the Borderlands, Wyvernseeker Rock was abandoned as a strong-point with the expansion of the frontiers by the Horse Lords several years ago. Since then, the old barracks has been mostly unused, except as interim shelter by occasional travelers and local shepherds. Lately, strange lights and energies have been felt near the Rock, and shepherds have taken to avoiding the area, as they claim to see visions, even during the daylight hours. The forests in the vicinity of the Rock seem muted as the PCs approach. Approaching the Rock causes a distinctly uncomfortable feeling, a mental edginess.



1. East Cavern: For being near the river's falls and pool, the air seems strangely stale and dense. Cobwebs are vacant of spiders, and no bats remain in ceiling crevices.

2. East Entrance Room: Someone has recently repaired/replaced the door. Formerly a wooden door, it is now a dull steel. The door has been locked and is trapped with an electrical discharge (2d6 dmg, two charges). The room, originally a guard post, is empty.

3. Captain's Quarters: The room was used as sparse quarters by the garrison captain. It is now empty but for a broken chair and chamber pot.

4. Armory: The room was formerly an armory and dispensary, and still has a number of items left from its prior use. Staged in the room are two inactive **mechanical men** of unknown construction and provenance, new additions to the complex (HD 2+2; AC3[16], Atk: Electrical 'pike' (1d10 elec damage) or bash (1d8); Move 9; Save 16; AL N; CL/XP 3/60; Special: Immune to mental spells, ½ damage from

pierce/slashing weapons). They will animate after two rounds and attack anyone who does not respond to them with a code-phase in a foreign, alien language. They are immune to the mental interference of the **thing** in (7). Stashed in the room are remnants of its materiel stores: 4 longswords, 3 heavy crossbows with 20 bolts each (One is a *crossbow +1*), 8 shields, and two suits of leather armor. Hidden in a corner is a pay box with 400 gp, two potions of *cure light wounds*, and a Wand of *Detect Secret Doors* (2d10 charges).

5. 'Hall of Doors': Once the garrison barracks, whoever is now occupying this space has a fondness for doors. Ten 'doors' are hung throughout room. Opening the doors reveals that they are not doors, but have images on their backs. The images appear to be landscapes or starscapes, but the views are foreign, and land and vegetation weird, not familiar to the PCs. And the stars all wrong. One door opens to display nothing but a void. Anyone staring into this must save (+2) or have their intelligence carried into this dead space, leaving them an empty husk. Inspection will show that three doors have similar scenes. If they are removed from the wall, and fastened together to form a triptych, the image becomes a teleportation gate to that alien place, and a path home for the **thing in the cage** (7). The image is a cold, barren plateau and frigid winds whip through the gate. It may be used once, and the images go black once the portal has been used.

The southwest door has been sheathed in a dull metal unfamiliar to the PCs, including dwarves. As the PCs approach the door, shapes pass in the corners of vision, a flute-like humming isn't heard so much as felt, and teeth buzz and itch. Characters of WIS 15 or greater save or develop a splitting headache (-2 to all actions).

6. Pool: A freshwater pool, formerly a cistern, is now vacant and mossy. It is filled with tadpoles and frogs.

7. Caged Thing: Held in the cage is the source of the mental disturbance – an alien creature. It is a chimeric, gibbering thing, warbling in an alien language that is felt as much as heard. Attempting to look directly at it, the creature appears to shimmer, as if slightly displaced. No

two people will describe it the same way. **Thing in the Cage** (HD 8; AC3[16]; Atk: Slam x2 (1d10); Move 6; Save 8; AL N; CL/XP 3/60; special: Focused psychic attack - save or 1d3 WIS loss (insanity at 0), 'Blanket' mental attack once per day - save or unconscious 1d6 turns, Immune to bludgeon attacks). The creature speaks in an incomprehensible warbling alien language. Individuals attempting to communicate with it may receive mental impressions of freedom and a vague vision of some alien terrain.

8. South Hall: Two additional **mechanical men** guards, programmed to guard the creature, patrol the room. They are immune to the mental interference of the **thing** in (7).

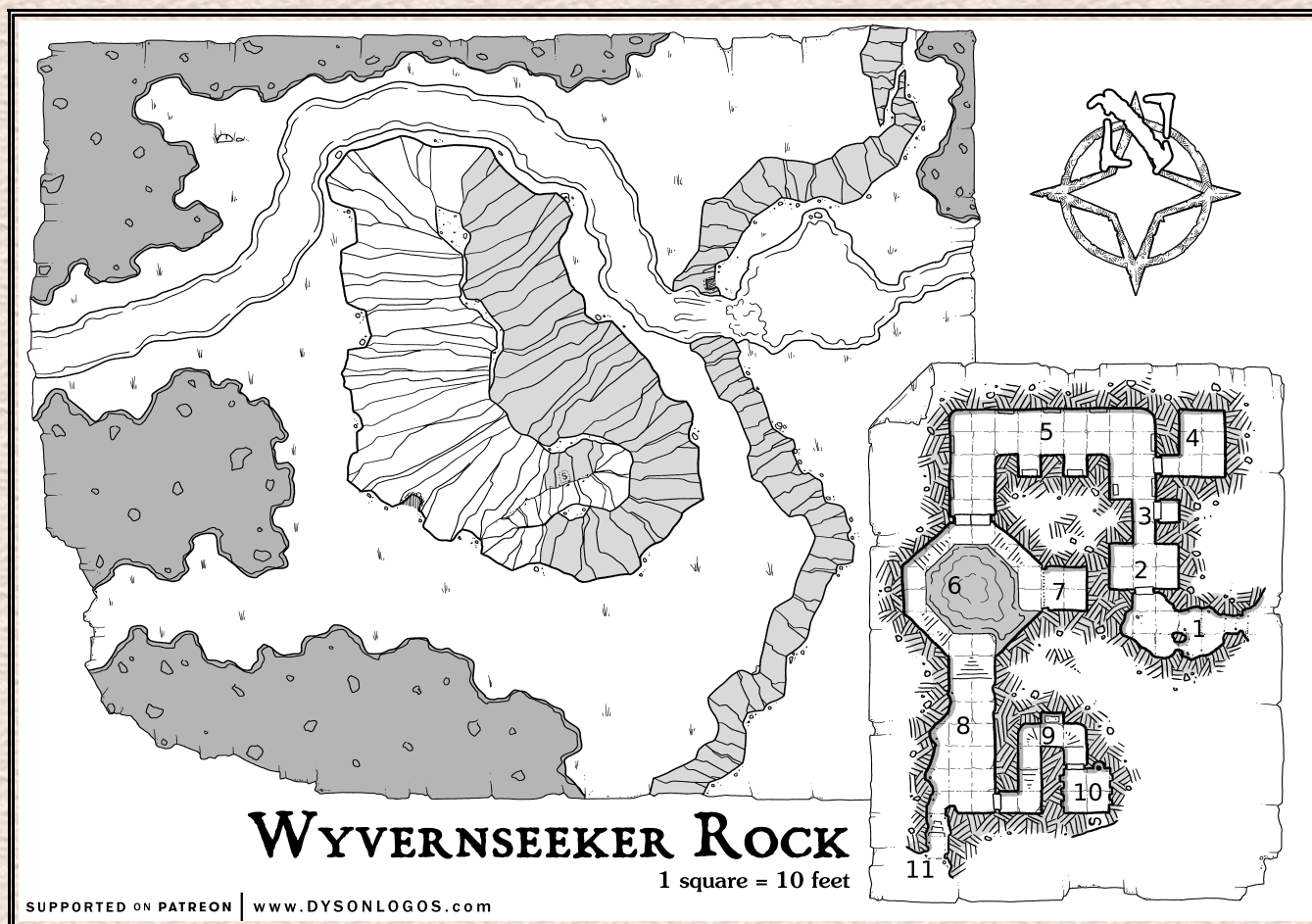
9. Door/stairs up: The door is swollen and stuck and leads to a set of narrow stone-carved steps. On a landing of the stairs is an alcove with a freestanding slab with a carving of a forgotten god. The slab was hauled from another, older temple, and its base is unstable. There is a 1 in 6 chance for it to topple if inspected (1d8 dmg).

10. Watch Room: At the top of a stairs is a compact room, formerly used as a 'watch' location for the old refuge, with a small fireplace and hidden chimney. Behind the fireplace is stashed a lockbox with 764 sp, and gems worth 12, 13, and 60 gp. A secret door allowing a watchman to enter and exit unnoticed from below is hidden behind a sliding panel in the southeast corner of the room.

11. South entrance: The rough entrance was carved out during the Rock's time as a watch post. The entrance was concealed with vegetation and used for surreptitious entrance or escape. Two **mechanical men** guards are just inside the entrance. They are immune to the mental interference of the **thing** in (7). Anyone entering by this passageway will see shapes pass in the corners of vision, a flute-like humming isn't heard so much as felt, and teeth buzz and itch. Characters of WIS 15 or greater save or develop a splitting headache (-2 to all actions).

WRAITHFUL RIVER

Fish and animal kills are occurring along the Wyvernseeker River. The kills began a few weeks ago, and are found downstream of Wyvernseeker Rock, an abandoned shrine and mausoleum. There have been rumors of activity around the rock. Yesterday, Warden Aomi breathlessly arrived from investigating the rock, stating that she had found ashes and bones from the barrow scattered about on the riverbank. She thought something large was moving within the entrance cavern, and she investigated no further...



1. East cavern: The cavern forming the main entrance to the Cavern has become the lair of a [Tumorous Spider](#). The spider was able to partially resist the poisons of the waters, but still became corrupted and deformed by the place.

2. Main Entrance: The 'front' door of the barrow is currently *wizard locked*. It opens into a medium-sized room formerly used by caretakers to the barrow, and as a receiving hall for mourners and those paying respects. A few frescoes and mosaics on the walls depicting various afterlives have faded and chipped with time and neglect.

3. Small storeroom: This room is mostly cleared out, but for some broken crockery. Among the shards is a small lidded clay pot filled with aromatic wax and imprinted with a rune signifying 'pure water.' Heating the wax and pouring it into the pool (6) will counteract the poison, restoring the pool and river, and re-consecrating the place.

4. Oh No a Wraith: Tied to a cursed reliquary placed in the room by his followers, the spirit of the former sorcerer Qarol Malon lurks and seethes about the place (**Wraith**, spells: *protection from good, darkness, phantasmal force, hold person*; 205 gp, gems worth 15,

40, 80, 120 gp, sable robe (200 gp)). Defeating him and destroying his reliquary will begin to 'cure' the space.

5. Catacomb: Formerly the repository for reliquaries and sarcophagi, the crypt has been emptied, its containers of remains dragged out or shattered. Lurking in the two alcoves along the south wall are a pair of **ogre skeletons** (HD 4; AC 6[13]; Atk 1d10; Move 9; Save 13; AL N; CL/XP 4/120; Special: Undead immunities) left as guards for the sorcerer's remains. Qarol Malon will command them as necessary, and will be alerted to intruders if the skeletons animate.

6. Pool: Fed by a spring, the pool was used as a worship space and offertory to ancestors. Since the wraith's tenancy in the barrow, the water has become poisoned and bitter. Pool water seeping into the river is the source of the 'corruption.' It may be returned to health with the blessed wax in (3). 200 sp are found in the bottom of the pool. However, these are specially-minted 'mourning coins' used in local rites, and attempting to spend them locally will gain citizens' ire for further desecration of their ancestors' place.

7. Caged room: The room was secured by a rusted cage, its bars now bent and broken. The room held in secure storage several local relics and artifacts - "Saint's bones." It now stands open and empty. Tracking down and retrieving these artifacts will gain local gratitude and long-term hospitality. There were three items of greatest importance here: 1) the gilded bones of Verev Sagase, a well-loved local druid; 2) an orb coated in freshwater pearls, thought to mitigate floods; 3) a magical spear, called the Wyvernseeker (+1/+3 vs *reptiles and dragons*).

8. Worship Hall: Used as a place of worship or refuge, the hall stands empty and quiet, except for a dead bear, poisoned by a drink from the pool. Close inspection shows the hide to be roiling and moving. The corpse is filled with corrupted **carion worms** (24 total: HP 1d2, AC8[11]; Atk: 1 hp; Move 3; Save 18; AL N; CL/XP A/5; Special: attaches on successful hit causing 1 addtl hp per round until cut or burned off) that will burst out if the corpse is prodded or significantly disturbed.

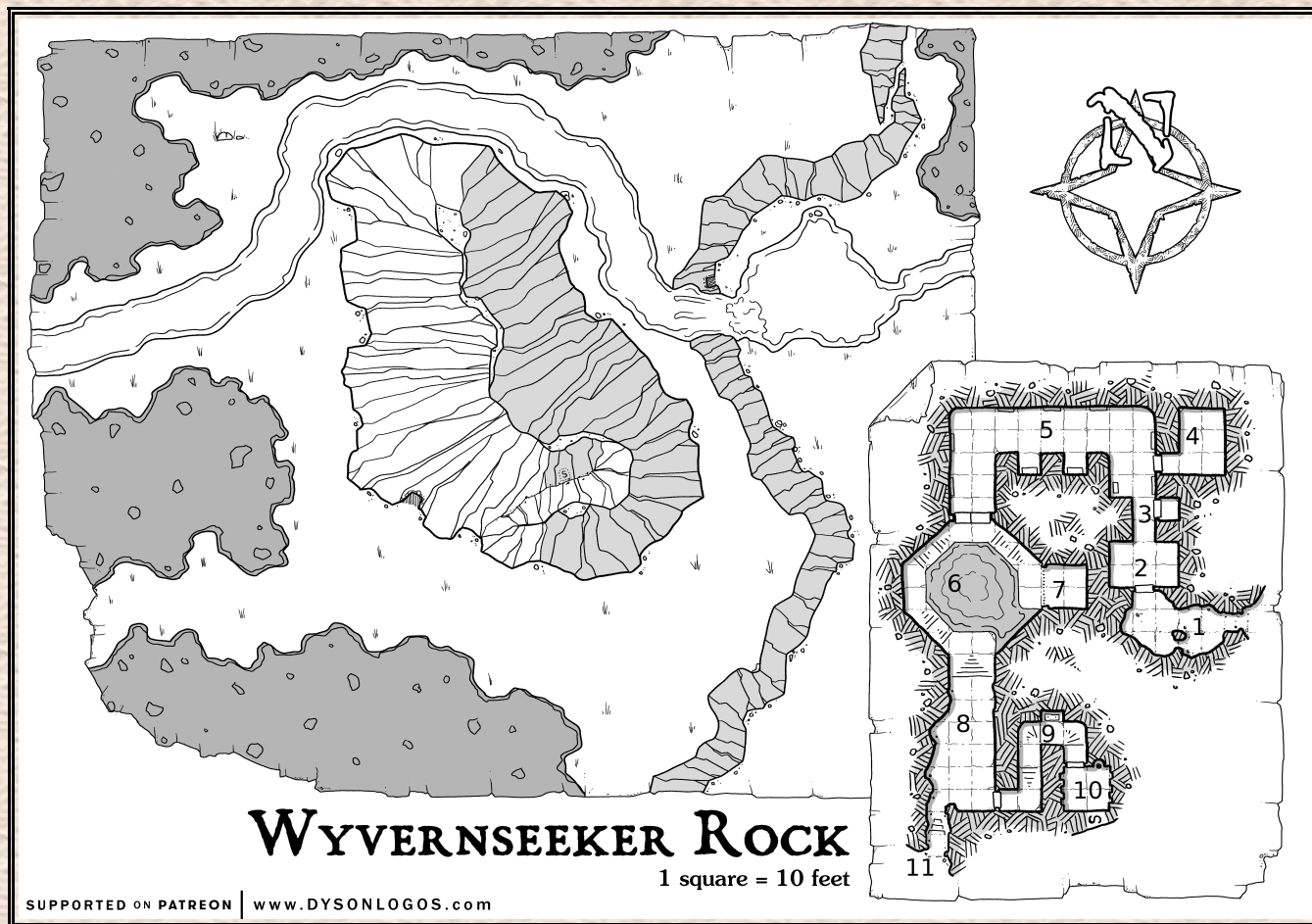
9. Access to Augury Chamber: Past a locked door are curved steps to a sacred chamber. A plaque at the base of the steps says "Look forever forward." At a landing in the stairway is a granite block with a mouth of crooked teeth carved into it. Anyone stopping to inspect it risks the block springing from its alcove (2 in 6 chance, 1d10 dmg). Moving past the rock without pausing will not spring it.

10. Stellar Viewport: This compact chamber has been used for fortunetelling and augury by communicants to the barrow. The "chimney" in the northeast corner of the room aligns with a certain star twice a year, illuminating a hidden crystal. There is a 1% chance that PCs will be in the room on the correct night. Shadows and light projected by the crystal and 'read' by a knowledgeable soothsayer may provide information and portents. A secret door in the southeast corner allows access to a ledge at the south end of the Rock.

11. South Access: A "back" entrance to the barrow has been recently tunneled by some unknown creature, perhaps a large ankheg or a small bulette. The tunnel is rough and unstable, with a 2 in 6 chance for rockfall upon intruders (2d6 dmg to individuals caught in tunnel).

HIDDEN WISDOM

The adventurers need an answer to a question, or at least a hint. Word is, that a reclusive 'wise-man' of some sort resides in a remote hermitage carved into the body of Wyvernseeker Rock. While folks in the area aren't particularly certain of who or what this wise elder is, they are called the 'Docent' and visiting them may provide great boons to pilgrims. Or bring madness...



1. East Cavern: Next to the falls, and above a river pool filled with large catfish, is the original entrance to the shrine. The cavern is watched by an **eidolon spirit**, the ghost of the prior Docent to the place (currently a ghostly were-boar). The eidolon greets visitors and points out the door and its puzzle puzzle. The spirit will be polite, but no offer no clues. If attacked or dispelled, the spirit will let out a dramatic, ghostly sigh and disappear for an hour.

2. Locked puzzle door: A [riddle](#) (or choose a personal favorite) is inscribed into the door. Efforts to *knock* or otherwise breach the door will be unsuccessful (and the door may 'defend' itself after a certain number of

attempts to open it by methods other than solving the riddle). Behind the door is a large antechamber. Three servant creatures wait here to greet visitors (Random selection of humanoid races as (5), 1 to 2+ HD).

3. Store room: This small side room is locked, and contains the singing figurine of some primordial godlet (Save or madness). This was not a well-received addition to the art collection.

4. Docent's Chamber: The room is home to the current Docent of the shrine, an aged [Serpent King](#) named Saldr. They are the most recent in a line of caretakers of the unnamed shrine. Prior Docents through the generations have included paladins, naga, monks,

druids, an aranea, a beholder, and a wise old bear. The Serpent King doesn't get many supplicants these days and loves to talk. Where are you from, who are your families, are you on a quest? Regardless, there will be lots of talking and rambling before getting to any point. Perhaps the Docent is a bit daft. Or just lonely and wants to catch up. His chamber smells strongly of fish.

5. Worship Hall: The hall has accumulated an odd, eccentric collection of art and artifacts from the tenancy of various Docents over the generations. Everything from cheesy knick-knacks, paintings, sculpture, stuffed animals, trophies, a sarcophagus or two, all disassociated items. If the characters have an art object or two to donate, that would be greatly appreciated... Several (2d4+1) servant creatures and guards dust objects and greet visitors (Random selection of humanoid races, 1 to 2+ HD). They have, like the art, accumulated here...

6. Pool: Words in the walkway surrounding the pool spell out, "Waiting for the blessing will bring sweet respite." If visitors take water from the pool prior to the Docent's blessing, the water will be poison (Save or die). Otherwise the water will provide one of the following benefits: *Cure light wounds, cure disease, or protection from evil (1 Day)* to each individual taking a drink. The water reverts to normal if removed from the shrine.

7. Caged room: Used to hold artifacts during a prior incarnation of the shrine, the room now stands empty. The mouth of the room is secured by a portcullis, currently in an open state. There is a 2 in 6 chance that it will drop, trapping anyone investigating the room. The trap will alert the guards in (5) who will investigate. It will not make a good first impression on the Docent. The Docent has been meaning to get the portcullis fixed. It's a hazard.

8. South Hall: A gathering place for meditation and contemplation by pilgrims to the shrine. The arched ceiling is peppered with glowing lights displaying constellations and holy runes.

9. Meditation Alter: The door is *wizard locked*. The alter and its accompanying meditation chamber (10) may only be accessed with the Docent's permission and blessing. The characters will have had to duly impressed

the Docent (and not killed his spiders) to be granted access. An alter for quieting the mind prior to entering the chamber sits tucked into an alcove. The alter is covered in an intricate mandala. Studying the mandala for at least one turn will increase the chance of a positive outcome by 5% (see below).

10. Meditation Chamber: Any character who wishes to spend time in meditation will be provided a rare, sacred (and slightly hallucinogenic) incense to fire in a small censer/furnace in the northwest corner of the room.

Each character choosing to meditate in this room rolls percentile. For each point of wisdom above 9, add 3% to the roll (+27% max).

Meditation Outcomes:

1-10: Insanity, blubbling idiot.

11-18: Ghost of the Ancestors spoke to you, they want you to come visit (no natural healing, 1 month).

19-25: Brutal visions, all doom and fire. Shaken (-1 to mental and fear-based saves/morale/etc. for 1d8 days)

26-29: Stared into the Void, general malaise (-1 to all saves for 1d8 days)

30-41: Fell unconscious, no recollection of last 24 hours.

42-59: No effect, pleasantly refreshed, annoyingly cheerful for next 48 hours.

60-67: Resistance to sleep/charm (+1, permanent) (Elves no effect, result as per 42-59)

68-74: Resistance to poisons/venom (+2, permanent)

75-81: Resistance to paralysis (+1, permanent)

82-88: Resistance to physical damage (-1 dmg, permanent)

89-94: +1 wisdom

95-00+: +1 prime attribute

Upon completion of the meditation, regardless of result, a glowing outline will reveal the secret door in the southeast corner of the room, allowing egress.

11. South Access: The south entrance has been filled to nearly impassable with webs, lots of webs... And rat corpses. The corridor is home to a healthy **spider swarm** (12 total: HD 1d4+1hp; AC 8[11]; Atk 1 bite (1hp + poison); Move 6; Save 18; AL N; CL/XP 1/15; Special: lethal poison (+4 saving throw)). If the spiders are killed off by adventurers entering the shrine by this route, the Docent (4) will be most disappointed, because they really helped keep the rats down.

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