

Designed for
OSRIC™

Book 2: The Bone-Hilt Sword® Campaign
Play also as a stand-alone adventure in the GM's own setting.



James D. Kramer



featuring art by
Peter Szmer

The Shattered Skull

LOW LEVELS

For 4 to 7 characters of experience levels 2 to 4

Requires use of the OSRIC™ source reference document. Some elements may also require use of the *Usherwood Adventures Expansion for OSRIC®*. Also compatible with First Edition fantasy-roleplaying game systems.

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The Shattered Skull

James D. Kramer

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PUBLISHER'S NOTE

To those who would brave *The Shattered Skull* as a stand-alone adventure: this second book in the Bone-Hilt Sword campaign harkens me back to the good 'ol days when I first began playing Dungeons & Dragons™, when the primary enemy always seemed to be orcs. Orcs, orcs, and more orcs.

However, if I have done my job correctly, you'll find that this is not just another orc battle. And pay special attention to the abandoned complex on the first level. These caves were explored by the party in the first book of the Bone-Hilt Sword; **YRCHYN, THE TYRANT**. Several of the caves in this first level have been abandoned, and although encounters have been provided, GM's may provide their own encounters as they deem appropriate.

If you're playing as the second book of the Bone-Hilt Sword, opportunities to capture the PC's are numerous.. Also, if one of your PC's managed to fall down the waterfall in **area 15** of **YRCHYN, THE TYRANT**, do not forget that this PC will be located in one of the cells in **area 26** of **THE SHATTERED SKULL**.



In either case, while the recommended levels for this game are two through four, there are several encounters which may be well beyond the capabilities of such low-level PC's. To this, I can only say, *bon chance!* However, it should also be noted that several items of power have been sprinkled throughout the adventure that will offer assistance in those unbalanced encounters.

And as usual, special thanks to my go-to-guys, Ron Redmond for his editorial services, and Peter Szmer and Hugh Vogt for their artistic talents.

As always, GM and player input on the games produced by Usherwood Publishing is crucial to continued improvement. Feel free to email me at kramer@usherwoodadventures.com with your honest thoughts and opinions so that we may strive for a higher bar in future releases.

A handwritten signature in blue ink, appearing to read 'James D. Kramer'. The signature is stylized and fluid, with a long horizontal stroke extending to the right.

James D. Kramer
publisher, author, designer
Usherwood Publishing



PREFACE

All Usherwood adventures use the OSRIC source reference document (SRD) as the basis of its rules and conventions. Additionally, the reader may need to be aware of the following abbreviations and terminology that may be presented in the adventure;

AC: or *armor class*; the measure of a character's/monster's defensive abilities in combative situations, and situations to avoid physical contact.

CHA: or *charisma*; the measure of a character's physical attractiveness, leadership ability, and personal magnetism.

CON: or *constitution*; the measure of a character's general state of health and stamina.

d# / #d#: or *dice*; a lowercase 'd' followed by a number (4, 6, 8, 10, 12, 20, %) indicates a specific die that is used for random number determination. Where preceded by a number indicates the number of times to roll the indicated die (i.e., 3d6 indicates a required roll of three six-sided die, producing a random number between 3 and 18).

DAM / Dmg: or *damage*; the measure of damage inflicted by a given type of attack.

DDG: or *Deities & Demigods*; refers to either the First Edition or Third Edition rules systems by the same names, a selection of divine beings and pantheons both fantastic and mythical.

DEX: or *dexterity*; the measure of a character's agility, hand-eye coordination, reflexes, and balance.

DMG: or *Dungeon Masters Guide*; refers to the First Edition rules system, provides detailed information to a GM regarding many aspects of conducting a successful game.

GM: or *game master*; also sometimes called the *dungeon master*, the individual running a game through which a combination of players are adventuring. It is advised to the players to always regard the GM as the final authority on all rules decisions and interpretations.

EXP: or *experience*; the measure of a character's skill within her class (also an award of points due a character for the accomplishment of a specific task).

FEADAD: or *First Edition*; refers to First Edition fantasy-based roleplaying game system texts originally published by TSR, Inc., c.1978-82. Although it is the policy of Usherwood Publishing to publish specifically to the OSRIC SRD, occasionally these texts will be referenced. *See also* *Dungeon Masters Guide* (DMG), *Fiend Folio* (FF), *Monster Manual* (MM), *Monster Manual II* (MMII), and *Players Handbook* (PHB).

FF: or *Fiend Folio*; refers to the First Edition rules system, a collection of creatures most baleful.

HD: or *hit die*; the number of die to be rolled to determine hit points (see below). Also, may be used to indicate the relative strength or toughness of a monster.

HP: or *hit points*; the measure of the amount of physical damage a character/monster can sustain before unconsciousness or death will result.

INT: or *intelligence*; the measure of a character's reasoning power (also, I.Q.).

MM / MM2: or *Monster Manual*, and *Monster Manual II*; refers to the First Edition rules system, a collection of creatures, baleful and benign, arranged in two volumes.

OGC: or *Open Game Content*; that portion of this work which may be used by publishers of content covered by the OGL (see below)

OGL: or *Open Game License*; developed and distributed by Wizards of the Coast, Inc., allows for distribution of third-party content under these rules as allowed by compliance restrictions.

OSRIC: or *Old-School Reference and Index Compilation*; a compilation of rules based the First Edition fantasy-based roleplaying game rules system into a free, open license. Also, *OSRIC SRD*.

PC: or *player character*; the persona adopted by players within a game.

PHB: or *Players Handbook*; refers to the First Edition rules system, describing the process for players to develop personalities to use in the game.

STR: or *strength*; the measure of a character's muscle and physical brawn.

TH: or *"to hit"*; die score require to strike an opponent in order to do damage.

WIS: or *wisdom*; the measure of a character's insight, willpower, commonsense, intuition.

READER AIDS

There a number of visual reader cues provided to convey specific types of information;

GM narratives provide you with recommended text to read verbatim to the players to set-up specific situations.

Creature stats blocks: these will provide you with basic information on the creatures and monsters encountered throughout the module. If First Edition and OSRIC stats differ, notations will be provided. An example of creature stats follows;

Kobold leader (1): AC 6; MV 60 ft; HD 1-1; HP 7; #AT 1; DAM 1d6 or by weapon; POS short sword, 15 s.p.

Where: AC = Armor Class; MV = Movement Rate; HD = Hit Dice (or relative strength); HP = Hit Points; #AT = number of attacks; DAM or DMG = damage inflicted on a successful hit; SA = special attacks; SD = special defenses; POS = possessions (of the group of creature type encountered)

Miscellaneous information the GM may find useful is provided within note boxes.

SAVE VS. ATTRIBUTE

Certain circumstances may require a Save vs. Attribute roll by the player, which is made as follows; the player rolls 3d6 vs. the indicated attribute (STR, INT, WIS, DEX, CON, or CHA). A result equal to or less than the character's attribute score indicates a successful save. A result greater than the character's attribute score indicates a failed save, and the character suffers the appropriate consequences described in the encounter. The required save may be modified to reflect a specific situation described in the encounter. A result of '18' will always indicate a failed Save vs. Attribute, while a result of '3' will always indicate success.

CAMPAIGN NOTES

This game is designed for play as both a stand-alone module, or as part of the five-part campaign; The Bone Hilt Sword. In order to maintain its playability as a stand-alone adventure, many campaign-specific notations and descriptions have been moved into the appendix, **CAMPAIGN NOTES**. This material contains many clues for the party playing through the campaign, alternative or more in-depth descriptions of certain items, and additional information for some encounters.

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UNDERSTANDING THE MODULE

The GM should read through the module completely to understand the various encounters and module setups before beginning play. If you have any questions regarding the module — why certain encounters are written as they are, or, to point out where you feel improvements in the manuscript might be made — feel free to write the publisher at kramer@usherwoodadventures.com.

RESOURCES

The following publications and resources are either required else are recommended for use with this adventure;

OSRIC SRD (required): the OSRIC SRD is available as a free PDF download at <http://knights-n-naves.com/osric>. The PDF can also be downloaded from the Usherwood Adventures website at <http://www.usherwoodadventures.com/downloads/osric.pdf>.

The OSRIC SRD is also available as a print-on-demand product through Lulu.com, or through Black Blade Publishing.

An A5 trim size of the SRD is also available exclusively from Usherwood Publishing as POD through Lulu.com at [http://www.lulu.com/product/paperback/osric-\(a5\)/16663197](http://www.lulu.com/product/paperback/osric-(a5)/16663197).

Book of Beasts (required): this publication is available as a PDF download and as a print-on-demand product through RPGNow.com. (Mythmere Publishing)

Usherwood Adventures Expansion for OSRIC (required): this publication is available as a PDF download and as a print-on-demand product through RPGNow.com. (Usherwood Publishing)

Usherwood Adventures website; www.usherwoodadventures.com: the website expands on setting-specific information — deities, regional maps, NPC personalities, etc.—that the GM may find helpful in running the adventure, or just adding color for the players.

First Edition TSR publication (optional): if you do not have access to the OSRIC SRD, the adventure is completely compatible with the First Edition rules books.

THE SHATTERED SKULL

Deep within the caverns of the kobold king, Yrchyn, it has been discovered that there was much more to the lizard vermin than was first suspected. Something of greater power stirs within the passages below the mountains, and the kobolds were just the scum that floats atop the cauldron.

The Shattered Skull lies in wait for the heroic band of adventurers, and the mystery behind the sought after talisman, known only as "The Blayde of the Necromancer" grows deeper still.

What is the connection between the artifact, and the village of Usherwood? Only by challenging the deeps of the earth can the secret be revealed...

INCORPORATING THIS MODULE INTO YOUR GAME

THE SHATTERED SKULL is set upon the Usher Arm Peninsula, located on the southern coastline of the Northern Territories on the continent of Vermé, if you are playing within the Usherwood Adventures campaign setting. It may be used as a standalone adventure, or as was intended and is recommended, as the second mission of a five part campaign.

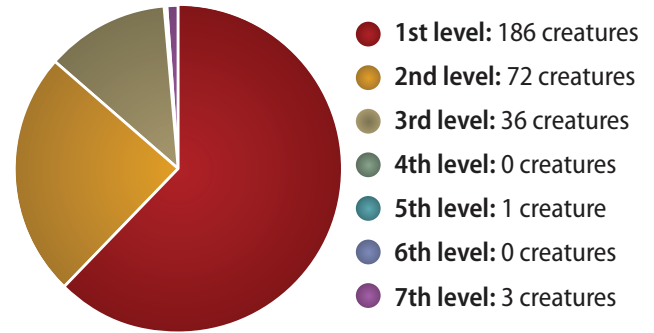
If playing in your own campaign setting, you may place the locales anywhere in which a human population (Usherwood) of low density (1,000 inhabitants or less), will be existing in relative closeness to elves, dwarves, halflings, and gnomes in peaceful coexistence. War should only be events which happen far away, or in history books. Druids and rangers would be relatively common, where clerics and paladins would be extraordinarily rare.

RE-LEVELING TO SUIT YOUR GAMING GROUP

This module is designed for characters just starting their career in adventuring. So it is recommended for 2nd, 3rd, or 4th level characters. However, if your group is large, or the players experienced, then consider doubling the creatures' numbers for each encounter. As well, the GM could add additional stronger monsters, such as (dire) wolves, orcs, goblins, etc.

You can use the following chart to gauge PCs' relative strength against the creatures they will be encountering within the adventure. Randomly generated encounters, such as those in the Miscellaneous Encounter tables are not included in the chart.

LEVEL DISTRIBUTION OF MONSTER ENCOUNTERS



RACES AND CLASSES

Any of the standard character races available from the OSRIC SRD can be used. GM's may include their own races and classes as they deem appropriate. Races and classes unique to the Usherwood Adventures campaign setting may also be included, with no special restrictions. Refer to the appendix **PRE-GENERATED PCS** for a selection of ready-to-play character templates. The group will require at least one thief for the many locked and trapped doors that occur throughout the adventure.

SETTING UP THE ADVENTURE

The GM may devise his or her own hook to draw the players into the module, or use one of the optional methods to start the players on their road to the adventure; **CAMPAIGN START** (use only if playing the full Bone Hilt Sword campaign tract) or **QUICK START** (use if playing this module as a stand-alone adventure).

CAMPAIGN START

The following summary may be used to kick-off the adventure;

Notes:

You are summoned by the Lord Constable of Usherwood — a small human settlement of some 1,000 persons — to assist in the defense of the community against an incursion of orcs. The orc stronghold is a large cavern complex located some 75 miles north of the village.

The orcish complex is built below the remains of an abandoned kobold hive. Your band will need to infiltrate the abandoned upper level in order to locate the inhabited lower level.

While there, you are asked to free any living prisoners you may locate.

The following points may also be used to set up the party on their adventure;

- An elven lord (Helmit'a [hall-me-ya]) has been taken captive, and is believed to be held by the Shattered Skull.
- The discovery of orcs within the kobold cavern complex of Yrchyn has the village of Usherwood on a state of alert.¹
- A previously unknown race of orc has been spotted north on the Peninsula. These have been observed as being larger, stronger, and meaner than orcs previously encountered.
- 1 year has passed since the group first visited the caves of the kobold tribe.¹

ADDITIONAL CAMPAIGN SET-UP

If you're playing this module as the second part of the **BONE-HILT SWORD CAMPAIGN**, the GM may opt to override the descriptions provided here for the first level — the abandoned kobold caves — replacing them as appropriate with his/her notes from the previous module; **BHS 1: YRCHYN, THE TYRANT**.

REWARD AND EXPERIENCE AWARDS

The successful party will be allowed to keep any and all treasure they bring out of the Tower of Xerksis.

In addition each surviving member of the party should receive an experience point award above and beyond that collected through the slaying of monsters at the GM's discretion. The author recommends 5,000 experience per character per task that is successfully completed.

¹ Use only if playing this adventure within the **BONE-HILT SWORD CAMPAIGN**.

QUICK START

The following summary may be used to kick-off the adventure if the game is being played outside **THE BONE-HILT SWORD** campaign;

Your party is settled at a table near the cozy fire in a tavern as the misty rain outside turns the street into a muddy morass. Your group overhears conversation at a neighboring table about an abandoned cave complex located many miles north. The party at the table of four adventurers reminisce among themselves about their adventure in the cave, and discuss the opportunity of returning there to see what may remain in the unexplored area beneath the primary complex. Their belief is that an unprotected cache of treasure exists in an as yet unexplored area.

The party of four discuss their plans over a hand-drawn map that reveals the location of the cave, as well as the abandoned first-level complex.

If your group decides to try and purchase the maps from the party of four, the price is 500 gp.

THE JOURNEY

The party has the choice of two paths from the village of Usherwood, to the reported orcish cavern complex; the Winter Road (which will take the party on the west coast of the Peninsula, and through the halfling village of North Ridge), and the Summer Coast (which takes the party along the east coast of the Peninsula, avoiding direct contact with any of the known villages on the Peninsula).

WILDERNESS ENCOUNTERS

GM's should create appropriate wilderness encounters for a temperate, lightly forested region, given they would be traveling some 100 miles north from the village of Usherwood to the reputed location of the kobold caverns.

A pair of sample encounters is here presented as the party travels north along the Peninsula.

ROADSIDE BRIGANDS

Unknown to the party (unless they have positioned a rear-guard during their travel to the site of the orc lair), they are being



followed by a band of highway robbers. The human brigands are waiting for the party to strike camp before making their attack.

Their strategy will be hit any guards with crossbow-fire before an alarm can be raised, and then move in to secure and gag all the others. But, the band is greedy as disorganized, and most of the band will rush the campsite whether or not the guard is neutralized.

Bandits (Brigands) (9): AC 8; MV 12"; HD 1; HP 6; #AT 1; DAM by weapon; POS light crossbow (3), scimitar (2), long sword (5), club (2), 40 c.p., 35 s.p., 50 g.p., leather armor (9)

ENTER, THE ORGRE ORCS

The orgre (pronounced; or-gray) orc is a sub-species of orc used in the Usherwood Adventures campaign setting. Specific attributes and descriptions of the orgre orc can be found on the Usherwood Sourceweb at <http://www.usherwoodadventures.com/support/html/dol/creatures.html>, and in the appendix **NEW CREATURES**.

The party is following a well-worn path through the lightly wooded lands southwest of the location of the orc caves when the great crashing of tree limbs, accompanied by loud, thundering voices can be heard on the path of them.

Hurrying down the path toward the group's location is band of large brutish humanoids; trampling and destroying the flora in their wake.

The creatures are speaking in a tongue none in the party are entirely familiar with. If one of them speaks the orcish language, they can detect a familiarity in the tongue, but this language seems to be a more chaotic form; using many grunts for emphasis.

Getting the monsters into view reveals 6 orgre-like creatures, though somewhat smaller in stature, though larger than any humans in the group. Each of the creatures are completely nude, and their skin from head to toe is covered in scars; some healed and many festering and appearing red and painful. Each holds a large club (2d6 hit points of damage).

Orgre Orcs (6): AC 4; MV 6"; HD 2; HP 14; #AT 1; DAM 1d10 or by weapon; POS spiked club

THE ABANDONED UPPER CAVERNS; LEVEL 1

This first level of the cavern complex was once occupied by a kobold tribe, lead by a tyrannical chieftain known as Yrchyn. The complex is now abandoned by the kobolds due to a previous infiltration by adventurers that lead to the demise of the once powerful tribe.

The complex is now occupied by a variety of creatures, with a few orcish soldiers posted as guards to the inhabited lower levels.

The orcs in the caverns below have also abandoned this upper level, and have constructed a secret 'back door' located at **area 29**, and have reinforced the guards on this upper level at **areas 9** and **23**.

THE COMPLEX

The caverns of the abandoned kobold lair are dank, musty, and dirty. The halls and chambers are generally ill-kept. Bones and rats abound throughout the complex.

THE STREAM

The stream that winds its way through the complex is shallow, averaging ½- to 2-ft deep. The cavern floor beneath the stream is coated with thick layer of moss and algae. PC's moving carefully (i.e., a normal walk) will be able to avoid slipping. But PC's moving quickly and with haste will be at risk of slipping and falling (save vs. dexterity).

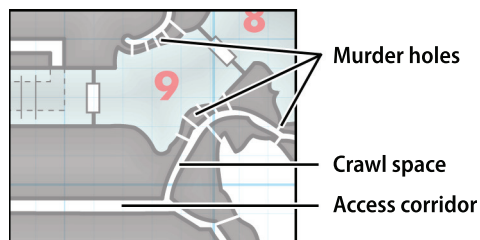
As the stream approaches **area 15** past **area 11**, the depth gradually increases to between 2-ft and 3½-ft deep. As well, the speed of the water increases notably.

At **area 15**, the stream collects into an 8-ft deep pool, where it drops into waterfall. Refer to the description of **area 15** for full details.

MURDER HOLES

The primary defensive mechanism once employed by the kobolds, was a series murder holes, accessed by crawl spaces throughout the complex. Some of the crawl spaces were accessed by the kobolds through either a locked access hatch, or through a larger access passage. Refer to the descriptions hereafter.

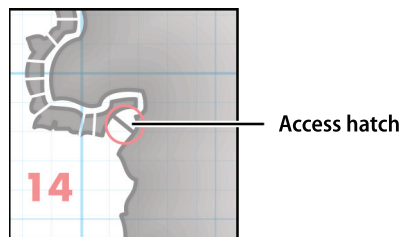
Murder holes: These are primitively concealed niches in the rock, through which the kobolds used small (light) crossbows to fire bolts at intruders within range of the missile weapon. Each murder hole was be manned by a single kobold. However, now, only the murder holes located at *area 9* are actively manned by orcs with light crossbows.



Crawl spaces: These narrow passages — 3-ft wide on average, recently widened by the orcs to suit their needs — will accommodate (besides the orcs themselves) creatures of similar height and proportion. Larger creatures will be forced to crawl on hands and knees. Creatures taller than 7-ft will be unable to maneuver in the tight quarters.

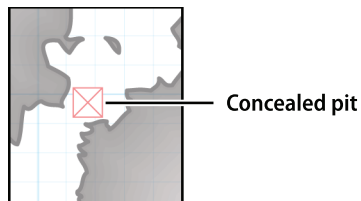
Access passages: Slightly larger constructions than the crawl spaces — 5-ft wide and 6-ft high — access passages provide rapid movement to the hidden crawl spaces within the primary complex of the upper level (*areas 9 and 10*, and *24 through 28*).

Access hatches: There are three of these small doors leading into some of the crawl spaces. These doors (hatches) are located near *areas 2, 12*, and *14*. The hatches, which were once locked and trapped, now stand open.



CONCEALED PITS

There are three concealed pits through the complex. Each pit is 15-ft deep, and lined with 10 wooden spikes. Each spike will have a chance of impaling a falling PC (roll as an attack by a 1 hit die monster), causing 1–3 hit points of damage.



There is a 20% chance that one of the spikes will be poisoned. The spike will be coated with a weak poison (+2 to save vs. poison). The poison is non-deadly, but will cause the victim to lose 1d4 points of constitution and 1d4 points of dexterity for a duration of 2d4 hours. A successful save halves these results.

EMPTY CHAMBERS

Though the uppers caves of the vanquished kobold tribe contains several empty chambers, the caves marked as such likely (1–7 on d10) to contain either 1d4+1 giant wolf lizards (01–33), 1d4+1 giant rock spiders (34–66), 1d4+1 giant centipedes (67–99), or 1 xorn (00).

Wolf lizard, giant: AC 6; MV 180 ft; HD 3+1; HP 16; DAM 2d4, plus disease; POS —
Rock spider, giant: AC 0; MV 60 ft (20 ft leaping); HD 4; HP 24; #AT 1; DAM 2d4, plus poison; POS —
Centipede, giant: AC 5; MV 180 ft; HD 3; HP 18; #AT 1; DAM 1–3, plus poison; POS —
Xorn: AC -2; MV 90 ft; HD 7+7; HP 50; #AT 3/1; DAM 1–3/1–3/1–3/6d4; POS —

MISCELLANEOUS ENCOUNTERS (*areas 1 through 23* but not including *areas 9 and 10*)

Roll for miscellaneous encounters (1–2 on d10) every 6 turns. Each encounter may occur multiple times. Roll for miscellaneous encounters on entering any empty chamber.

TABLE 1: MISCELLANEOUS ENCOUNTERS

1D8	ENCOUNTER	NOTES
1	1d6 giant crabs	Giant Crab: AC 3; MV 90 ft; HD 3; HP 20; #AT 2; DAM 2d4/2d4; POS —
2	2d4 grimlocks	Armed with hand axe. Grimlock: AC 5; MV 120 ft; HD 2; HP 14; #AT 1; DAM 1d6 or by weapon; POS hand axe each
3	2d8 stirges	Stirge: AC 8; MV 30 ft (180 ft flying); HD 1+1; HP 8; #AT 1; DAM 1d3; POS —
4	1–3 greater bear	Greater bear: AC 6; MV 120 ft; HD 6+6; HP 34; #AT 3; DAM 1d8/1d8/1d12; POS —

1D8	ENCOUNTER	NOTES
5	1d4 large spiders	The spiders' web will be spun on the ceiling of the cavern. Large spider: AC 8; MV 60 ft (150 ft in web); HD 1+1; HP 9; #AT 1; DAM 1d4 + poison; POS —
6	1d6+1 giant ants	The ants are emerging from a hole they have created in the cavern wall. Giant ant: AC 3; MV 180 ft; HD 2; HP 14; #AT 1; DAM 1d6, plus poison sting; POS —
7	green slime	The slime covers an area approximately 15-ft square of the ceiling above, and part of the wall. Green slime: AC 9; MV 0 ft; HD 2; HP 16; #AT 1; DAM Nil; POS —
8	1d4 piercers	Piercer: AC 3; MV 10 ft; HD 1 to 4; HP variable; #AT 1; DAM 1d6 or 2d6 or 3d6 or 4d6 (see HD); POS —

1. ENTRY CAVERN

This cavern, once the first guard chamber of the kobold tribe, is now deserted. The stream flowing into the cavern does not disguise the many skeletal remains of various woodland creatures scattered below the surface of the shallow water. Also, the more recent remains of orcs can also be found amid the decaying debris — some of these appearing of a sort the adventurers are not familiar with; larger, with bones appearing twice as thick and heavy as they ought.

Also hidden beneath the surface are 4 giant crabs.

Giant Crabs (4): AC 3; MV 90 ft; HD 3; HP 15; #AT 2; DAM 2d4/2d4; POS —

2. SECONDARY GUARD POST

This chamber — as *area 1* — is an abandoned kobold sentry area. As above, below the surface of the water, the stream bed is choked with the remains of decaying and skeletal carcasses of many creatures. This chamber however is home to an additional 6 giant crabs.

Scattered amid the debris beneath the water is located the discarded inedible refuse of the crabs' victims; 1,000 cp, 2,000 sp, 1,000 gp, +1 *dagger*, +6 *bracers of armor*.

Giant Crabs (6): AC 3; MV 90 ft; HD 3; HP 12; #AT 2; DAM 2d4/2d4; POS —

3. STIRGE CAVERN

The cavern once held a store of the previous inhabitants' stores and food stuffs, all of which are now rotten beyond usefulness.

In the ceiling above is a flock of stirges.

Stirges (20): AC 8; MV 30 ft (180 ft flying); HD 1+1; HP 6; #AT 1; DAM 1d3; POS —

4. WORSHIP CHAMBER TO NOTHJEGG

This section of the chamber is filled with a disorderly array of rotted wooden benches.

Upon a stone dais in the center of this alcove, is the rough hewn carving of what would appear to be a bipedal lizard-like humanoid sporting four arms. The statue is approximately 5-ft tall.

The figure is in fact that of Nothjegg — patron of kobolds in the Usherwood Adventures campaign setting. If playing the module outside the Usherwood setting, change this for a suitable lawful evil/kobold deity.

Above the statue, suspended from the ceiling by chains, is a trident of blackened metal. The blackened trident is in fact the holy symbol of Nothjegg's patroness; Archiopterus, goddess of all lawful creatures.

Archiopterus is the patron of all lawful evil beings the Usherwood Adventures campaign setting. GM's may substitute this goddess for an appropriate deity from their own setting where required. Information on both Nothjegg and Archiopterus can be found on the Usherwood Adventures website at <http://www.usherwoodadventures.com/setting/religion.html>.

5. SLIP-N-SLIDE

The stream flowing at this point is rather sluggish, but is moving at a downward angle. As a result, the streambed is overgrown with mossy sludge. PC's moving carefully (i.e., a normal walk) will be at risk of slipping and falling (save vs. dexterity). PC's moving with haste will make their save vs. dexterity at -4. A failed save causes the PC to fall and slide the remaining distance into *area 5*, bumping and sliding over the rocks that line the floor.

6. GRIMLOCKS IN THE HOUSE!

This chamber is occupied by several primitive humanoids known as grimlocks. The creatures' only thought being that of 'fresh meat' upon sight of the party, and will initiate a disorganized attack immediately.

Notes:

Combat here will attract the attentions of the creatures at *area 7*.

Grimlocks (4): AC 5; MV 120 ft; HD 2; HP 12; #AT 1; DAM 1d6 or by weapon type; POS hand axe each

7. MORE GRIMLOCKS

This chamber houses five more companions to those located at *area 6*.

Combat here will attract the attentions of the creatures at *area 6*.

Grimlocks (5): AC 5; MV 120 ft; HD 2; HP 12; #AT 1; DAM 1d6 or by weapon type; POS hand axe each

8. MAIN DOOR

This is a single heavy, iron-bound oaken door. The wood itself, though still solid, is coated with a thick layer of moss and mildew. If the party checks the base of the door, they will see there is a good 3-in of space between the door and the floor, allowing a significant flow of water to pass through the door.

The door has been barricaded on the other side by the orc tribe, and cannot be forced open from this side of the chamber. On the inside of the chamber, the door is blocked by large stones and timber.

9. SECONDARY DOORS

The second set of doors (separating area 9 from area 10) stand ajar; this chamber having been long ago abandoned by the orcs in favor of their 'back door' at *area 22* of the orc complex.

10. DANGEROUS STEPS

Entering into this darkened hall, it becomes immediately obvious that this construction is not that of the primitive and natural caverns the party has explored to this point. Though old, this hall speaks of more sophisticated construction techniques, with precisely fitted stone work.

The stream here cascades down a long flight of steps, nearly 75-ft long. At the far end, it seems the sound of water draining into an unseen basin can be heard.

Further, the steps are slippery, as the caverns described previously. However, a slip here also means a fall down the deadly flight of stairs.

11. A SLIMY PROBLEM

The length of this cavern's ceiling is covered in a green slime.

Green Slime (1): AC 10; MV 0 ft; HD 2; HP 16; #AT 0; DAM 0; POS —

12. EMPTY CHAMBER

No encounter.

13. EMPTY CHAMBER

Scattered about the floor of this chamber are the ancient remains of egg shells of the previous inhabitants. All are broken having long ago been freed of their contents.

14. EMPTY CHAMBER

No encounter.

15. OVER THE FALLS YOU GO!

The stream here ends in a drop to the depths below the kobold caves. Should a PC be unfortunate enough to fall victim to the falls, the PC may be recovered — alive but injured — as a prisoner in *area 26* of the orc tribe located in the caverns below.

16. EMPTY CHAMBER

No encounter.

17. EMPTY CHAMBER

No encounter.

18. EMPTY CHAMBER

This chamber contains only the shattered remains of several wooden chests and barrels.

19. STORAGE CHAMBER

The room is filled with empty barrels and chests. Some contain the remains of some kind of moldering foodstuffs, or unknown liquid substances. If the crates and barrels are disturbed, 12 huge centipedes will crawl out from the debris and rush forth to immediately attack the nearest characters. The insects will seek to crawl beneath the clothing and armor of the characters. If successful, the insects will have successive opportunities to bite the victim (against non-armored opponent) until destroyed. In such a condition, any attack upon the centipede will inflict half of the rolled damage upon the character as well.

If the debris is searched, the characters will locate a small cache of coins (150 cp, 75 sp, 30 ep, 10 gp) and a dagger among the crates and barrels.

Huge centipedes (12): AC 9; MV 150 ft; HD ½; HP 2; #AT 1; DAM 0, poison; POS —

20. EMPTY CHAMBER

No encounter.

21. EMPTY CHAMBER

No encounter.

22. EMPTY CHAMBER

No encounter.

23. GUARDED DOOR

This chamber is the primary guard to the entrance of the orcish caverns beyond. The chamber is occupied by 4 orcs

The secret door indicated on the map is locked, but not trapped.

Orcs (4): AC 6; MV 90 ft; HD 1; HP 8; #AT 1; DAM 1d8 or by weapon type; POS long sword (each), 45 gp (total)

24. EMPTY CHAMBER

No encounter.

25A-C. EMPTY CHAMBER

No encounter.

26. EMPTY CHAMBER

No encounter.

27. GUARD TO ORC CHAMBERS

The (locked) door is guarded by 3 orcs.

Orcs (3): AC 6; MV 90 ft; HD 1; HP 8; #AT 1; DAM 1d8 or by weapon type; POS long sword (each), 25 gp (total)

28. EMPTY CHAMBER

No encounter.

29. ORCS' BACK DOOR AND THE CEILING COLLAPSE

This evilly constructed hall is used to keep intruders from entering the orcs' hidden chambers beyond. At each end of the hall are located a lever. Both of the levers are currently pointed vertically up towards the ceiling. This position locks the trap that exists in the ceiling for the length of the hall between the two levers.

If anyone attempts to traverse the hall without moving one of the levers into the down position, the ceiling will collapse for the entire length of the hall between the pair of levers.

The door at the west end of the hall is locked.

30. ORC CHAMBER

This large chamber is either an area used by the orcs to dispose of all manner of vile waste, or else, it could be considered a barracks of sorts. But to civilized folks, it's likely both. The chamber is a disarray of broken furnishing, discarded food stuffs, spoiled rations, a keg or two of flat, bitter ale. Also here, are 6 orcish guards, each armed with a long sword. One of the orcs holds the key to the doors are *area 31* on a ring attached to his belt.

Orcs (6): AC 6; MV 90 ft; HD 1; HP 8; #AT 1; DAM 1d8 or by weapon type; POS long sword (each), 55 gp (total)

31. ENTRANCE TO CAVERNS BELOW

The door to this room is iron bound and locked from the inside. A key hole can be seen about four feet off the floor in the center of the door. The key that fits the door is located in *area 30*. The key hole itself is trapped. If the trap is not disabled, any attempt to pick the lock, or engage the proper key will release it. The trap is a small boulder that is suspended above the keyhole in the ceiling. When the trap is sprung, the boulder will drop.

The person working at the keyhole will suffer 3d4 hit points of damage unless a successful saving throw vs. dexterity is rolled. If the save is successful, the character will reduce this damage by half. Any damage in excess of one half of the PC's current hit points will result in a broken limb (refer to the following table);

TABLE 3: LIMB BREAKAGE

1D6	LIMB	NOTES
1-2	left arm/ right arm	The limb is rendered useless. Infection will set in if the limb is not splinted. If attacking with a non-dominant limb (i.e., right-handed vs. left-handed), attacks will be at -2 'to hit' and damage.

Notes:

1D6	LIMB	NOTES
3-4	left leg/ right leg	The limb is rendered useless. Infection will set in if the limb is not splinted. Attacks will be at -2 'to hit' and damage.
5	skull fracture	The character is rendered unconscious for 2d4 turns. They will be dazed and confused for another 3d6 turns. If the victim does not receive healing within 24 turns, he will lapse back into unconsciousness. If no healing is administered with the following 3d8 turns, death will result.
6	rib cage	The character suffers 1d4 broken ribs. The PC can engage in melee combat at -1 'to hit' penalty. If healing is not received before combat, it is 65% likely that the broken ribs will puncture a lung, inflicting another 1d4 hit points of damage. If the PC suffers this injury, they will suffer 1-2 hit points of damage every round thereafter due to internal bleeding unless healing is administered.

THE ORC CAVERNS; LEVEL 2

The caverns of the orc lair are humid, musty, and dirty. Many small air vents from underground volcanic activity are released throughout the passages. The ambient heat from these vents renders infravision unreliable, and so the orcs illuminate the passages and chambers with braziers. The halls and chambers are generally ill-kept. Bones and rats abound throughout the complex.

Trapped Pits: Indicated on the map as dashed box (see legend). The pits are covered with canvas tarps, which are themselves covered in a thin layer of dirt. In the low lighting conditions of the passages, the tarps will go unnoticed unless the party is actively checking the ground as they travel (reduce movement by one-half). Trapped pits will take one of four forms;

- Spiked pool;** the bottom of this 10-ft deep pit is lined with iron spikes, though the spikes are covered to their tips by icy cold water. Any creature falling into the pit will suffer 2d4 hit points of damage. there is also a 1 on d4 chance that the creature will fall face forward into the water. These victims will drown in 3d4 segments unless rescued.

- Deep pit;** this pit is 1d4×10-ft deep. Victims falling in will suffer the appropriate falling damage.²

- Poisonous gas bellows;** the bottom of this 20-ft is covered by a leather bellows. The large bladder shields falling victims from suffering any falling damage, however, landing on the bellows causes a poisonous cloud to fill the pit. Victims within the pit must save vs. poison or suffer 3d6 hit points of damage. A successful save halves the damage.

- Collapsing pit;** identical to the *deep pit* trap, when a victim hits the bottom of the pit, the walls of the pit will collapse, burying any creatures within the pit under 5-ft of soil and rocks (inflicting 1d4 additional hit points of damage). Victims must be dug out within 3 rounds or die of suffocation (victims 6-ft tall will be unable to dig themselves out).

Trapped Stairs: Indicated on the map as a dashed line ending with a solid circle at the bottom step. Trapped stairs will take one of four forms;

- Garotte;** a thin wire is strung across the passage 5-ft off the floor. The wire is 90% undetectable. If a creature wanders into wire, it will snap free from one side of the passage, causing the wire whip back, snapping at the victim, inflicting 1d4 hit points of laceration damage. If the victim is running through the passage, double the amount of damage.

- Flaming steps;** when the center step is trodden on, each step will erupt in flames which rise to a height of 5-ft. Each creature on the flight of stairs must save vs. dexterity or suffer 2d4 hit points of damage. A successful save halves the damage inflicted.

- Titan maul;** if three or more creatures at any time are located on the stairs, a huge stone hammer will swing down from the ceiling, pummeling each victim, and inflicting 2d6 hit points of damage.

- Dart cloud;** stepping on the center-most step will release a swarm of darts. Any creature on the flights of steps will suffer 2d6 hit points of damage, and make a saving throw vs. poison. A failed save inflicts an additional 1d6 hit points of damage.

MISCELLANEOUS ENCOUNTERS

Roll for miscellaneous encounters (1–3 on d10) every 3 turns. Each encounter may occur multiple times.

² Refer to the **OSRIC SRD**.

Notes:

TABLE 4: MISCELLANEOUS ENCOUNTERS

1D8	ENCOUNTER	NOTES
1	1d4 orc guards	Armed with long swords. Orc: AC 6; MV 90 ft; HD 1; HP 7 (each); #AT 1; DAM 1d8 or by weapon; POS long sword (each), 25 gp (collectively)
2	1d4 kobolds	Armed with hand axe. Kobold: AC 7; MV 60 ft; HD ½; HP 4 (each); #AT 1; DAM 1d4 or by weapon; POS hand axe (each), 20 cp (collectively)
3	1d4 human fighters	3rd level fighters, armed with long swords, armored with chain mail. Human: AC 5; MV 90 ft; HD 3; HP 24 (each); #AT 1; DAM by weapon; POS long sword (each), 48 gp (collectively)
4	1d4 green slime	Covering the ceiling in the passage. Green slime: AC 9; MV 0 ft; HD 2; HP 16; #AT 1; DAM Nil; POS —
5	1d4 large spiders	The spiders' web will be spun on the ceiling of the cavern. Large spider: AC 8; MV 60 ft (150 ft in web); HD 1+1; HP 9; #AT 1; DAM 1d4, plus poison; POS —
6	1–2 orgre orcs	Armed with clubs. Orgre orc: AC 4; MV 60 ft; HD 2; HP 16 (each); #AT 1; DAM 1d10 or by weapon; POS spiked club (each)
7	1d4+1 deep dwarves	Armed with hand axes, armored in xornish plate mail. Deep dwarf: AC 3; MV 60 ft; HD 2+1; HP 16 (each); #AT 1; DAM 1d6 or by weapon; POS hand axe (each), xornish plate mail (each), 45 ep (collectively)
8	1d4 goblins	Armed with maces. Goblin: AC 6; MV 60 ft; HD 1-1; HP 6 (each); #AT 1; DAM 1d6 or by weapon; POS mace (each), 37 sp (collectively)

1. GUARD POST

Both areas labeled 1 are identical in terms of their inhabitants. The encounter at the upper “T” area begins with the initiative on the side of the four orc guards armed with scimitars who have been alerted to the sound of the party coming down the stairs. Upon seeing the party, the orc furthest to the rear of the chamber will call out to the other four guards located at the lower *area 1b*.

Orc guards (4): AC 6; MV 90 ft; HD 1; HP 7; #AT 1; DAM 1d8 or by weapon; POS scimitar (x4), 13 cp, 1 gem (amber 35 gp)

1.b. Lower guard post

Orc guards (4): AC 6; MV 90 ft; HD 1; HP 7; #AT 1; DAM 1d8 or by weapon; POS scimitar (x4)

2. KOBOLD GUARDS

Six kobolds armed with short swords, and their orc captain armed with a scimitar and dagger.

A search of the bodies will reveal nothing from the kobolds, but the orc will have several coins and a rather beautiful dagger. The orc will attack with both weapons (two attacks per round), with a -2 ‘to hit’ penalty on the dagger attack.

Kobold guards (6): AC 7; MV 60 ft; HD ½; HP 4; #AT 1; DAM 1d4 or by weapon; POS short sword (x6)
Orc captain (1): AC 6; MV 90 ft; HD 1; HP 8; #AT 1; DAM 1d8 or by weapon; POS scimitar, +1 dagger (‘to hit’ only), 11 sp

3. GUARDS’ BREAK ROOM

Two orcs armed with scimitars sleeping off a drinking binge. These are additional guards for *area 1*. They are both unconscious on straw mats and snoring loudly. Numerous wine bottles are empty and strewn about the floor. No amount of noise or movement will awaken the brutes.

A search of the bodies will reveal no coin. Six unopened bottles of wine are in a crate opposite the entry way. The wine is of a quality better than one would expect of orcs.

Orc guards (2): AC 6; MV 90 ft; HD 1; HP 6; #AT 1; DAM 1d8 or by weapon; POS scimitar (x2), 10 sp

*See also the section entitled **EVIDENCE OF IMPERIUM INVOLVEMENT** in the appendix **CAMPAIGN NOTES** for additional information.*

4. CAPTAIN OF THE GUARD

By orc standards, this room is likely considered posh, for it actually contains furniture. In fact, it has a bed with a straw mattress, three chairs, a desk, a weapon rack, and an armor rack. It even has a covered pit for bodily waste, rather than just the typical bucket.

Notes:

Also present in the chamber is the “captain” of the orc guard, armed with a long sword (if detected for, the sword will radiate magic), and 3 orc guards armed with scimitars.

The weapon rack holds the following items; 2 long swords, 3 hand axes, 1 battle axe, 2 scimitars, 1 mace. All are of reasonably good quality, though none are magical.

The armor rack holds the following items; 1 suit of plate mail armor, 1 suit of chain mail armor, 1 buckler. The plate and chain mail are of good quality, but are non-magical. The buckler is of high quality, and if detected for, will radiate magic. The captain’s sword is in fact a **+1 long sword/+2 versus chaotic evil creatures**.

Orc guards (3): AC 6; MV 90 ft; HD 1; HP 6, 7, 7, 8; #AT 1; DAM 1d8 or by weapon; POS scimitar (x4), 35 sp

Orc captain (1): AC 4; MV 90 ft; HD 1; HP 13; #AT 1; DAM 1d8 or by weapon; POS **+1 long sword/+2 versus chaotic neutral**, **+2 shield**, 27 gp

See also the section entitled **THE RANGER’S BRAND** in the appendix **CAMPAIGN NOTES** for additional information.

If you are playing the entire **BONE-HILT SWORD CAMPAIGN**, it is important that the party encounters this sword within these catacombs. Should the party avoid an encounter with the orc captain, be sure to move the captain to some other location. Without making it look too obvious, make sure the party takes this blade. If a member of the party does not wish to carry it, have an NPC pick it up. If there really is no way to ensure the party will retrieve the blade at this time, then place the sword somewhere in one of the three encounters leading to Fortress Forza, found in the third module of **THE BONE-HILT SWORD CAMPAIGN, THE SHADOWED KEEP**.

5. ROOM OF FETID DEBRIS

The passages leading to this room are permeated by a putrid odor of foul, rotting, and despoiled organic matter. Upon reaching the entrance to the cavern, the source of the odor is plainly obvious. This room appears to be some sort dumping pit for all forms of refuse from fecal matter, to food scraps, to the bodies of orcs of all ages, and humanoids of various types.

A search of the pit will reveal 2 gems, a potion, and a pair of bracers.

Actually digging through this disgusting pile of rotteness has its down side. Any character(s) doing so will have a 20% chance of contracting a disease. (Refer to your system’s

documentation regarding diseases to determine kind and severity.)

Treasure: 2 gems (500 gp peridot, 50 gp citrine), **potion of flying**, and **+4 bracers of armor**.

6. WHAT TREASURE IS THIS?

In the far end of the cavern are 3 orcs, armed with scimitars.

The orcs are huddled over a leather backpack. They are tossing out several small articles of everyday use; tinderbox, flask of oil (which smashes against the wall where it is tossed, spilling the oil over the wall and floor), old rations, so forth. One item they pull out is a small dagger; little more than a kitchen knife actually. But something about the knife strikes their fancy, and they begin to squabble over it. As they fight over the small knife, their attentions turn toward the party, as though they sensed they were being observed. The orcs attack immediately.

The knife that started the argument seems nothing more than a well crafted utility blade. The backpack and the blade belong to the gnomish captive in **area 26h**.

Any combat occurring at this area is certain to attract the attention of the guards at area 7.

Orcs (3): AC 6; MV 90 ft; HD 1; HP 7; #AT 1; DAM 1d8 or by weapon; POS scimitar (x3), 35 sp

Treasure: utility blade is **+1 dagger**, **+2 vs. creatures smaller than man-sized**

7. THE STONE BRIDGE

This is the main means of crossing from the western portion of the cavern complex to the eastern side. However, as this span crosses at a point over a waterfall, the bridge surface is quite slippery. Characters must make a saving through vs. dexterity. Characters failing will slip and fall. Those who fall have a 25% probability of rolling completely off the bridge and into the river below. No damage will be suffered, and it will be an easy job to navigate themselves back to **area 15b** (though the current will prevent those wearing metal armor from reaching **area 15a**).

7a. Eastern guard station; 4 orcs armed with light crossbow and scimitar. These orcs will fire at any intruder that appears at **area 7b**. Even to the point of risking hitting their fellows at that location. Any combat at area 6 is certain to attract the attention of the guards at this station.



Orc guards (4): AC 6; MV 90 ft; HD 1; HP 8; #AT 1; DAM 1d8 or by weapon; POS scimitar (x4), light crossbow (x4), 30 sp

7b. Eastern guard station; 4 orcs armed with light crossbow and scimitar. These orcs will fire at any intruder that appears at **area 7a**. Even to the point of risking hitting their fellows at that location.

Orc guards (4): AC 6; MV 90 ft; HD 1; HP 8; #AT 1; DAM 1d8 or by weapon; POS scimitar (x4), light crossbow (x4), 30 sp

8. OGRE CHAMBER

In this chamber reside 2 ogres, they are unarmed, but will fight fiercely with their bare hands.

These two are permanent residents with the orcs, and act as liaisons between their tribe, and the Shattered Skull orcs. The room contains a couple of straw mattresses on the floor upon which these two sleep. The chamber also contains a small wooden chest, locked and trapped with a poison dart. The chest contains many gold pieces and 4 gems.

Ogres (2): AC 5; MV 90 ft; HD 4+1; HP 20; #AT 1; DAM 1d10 or by weapon; POS 85 gp, 4 gems: star ruby (1,000 gp), alexandrite (100 gp), carnelian (50 gp), black opal (1,000 gp)

9. KOBOLD QUARTERS

In this room are 5 kobolds, armed with short swords.

Kobolds (5): AC 7; MV 60 ft; HD ½; HP 3; #AT 1; DAM 1d4 or by weapon; POS short sword (x5), 25 cp

10. CADAVER ROOM

The passages leading into this room have been spiked. For a length of 3-ft, iron spikes have been driven into the floor, walls, and ceiling, with the spikes angled slightly inward, toward the chamber. The spikes protrude about 2-ft from the rock, and their ends have been sharpened. The spikes seem to have been here for quite some time as they are all covered by a layer of rust.

The floor of this chamber is covered wall to wall with the bones and decaying remains of dozens of orcs and other humanoid figures. Among the stalactites in the ceiling are 8

piercers. The piercers will not attack the party unless they begin to search the debris. If the piercers attack, it will soon become evident that the spikes have been driven into the walls in order to try and contain the creatures to this area.

Buried beneath the debris on the cave floor are the following items;

- suit of ring mail armor; **+1 ring mail**
- short sword; **+1, +2 vs. magic-using and enchanted**
- ring; **ring of spell turning**
- 3 potions; **flying, fire giant strength, invulnerability**

Piercers (8): AC 3; MV 10 ft; HD 1 (4x)/3 (2x)/4 (2x); HP 6/18/28; #AT 1; DAM 1d6/3d6/4d6; POS —

11. EMPTY CHAMBER

Roll from the Miscellaneous Encounter table.

12. GUARD TO THE MAIN AUDIENCE CHAMBER

This chamber boasts 8 orc guards, armed with bastard swords, and armored with chain mail (AC 5). These guards blockade the entrance to the prison complex (**area 26**), as well as the double doors to the audience chamber (**area 25**). The double doors to the chamber are closed at this time. At the first sign of trouble, one of the guards will dash off to the prison complex to secure that area against intruders. The remaining 7 guards will attack quickly and viciously.

The doors to **area 25** are locked from the inside.

Orc guards (8): AC 5; MV 90 ft; HD 1; HP 8; #AT 1; DAM 1d8 or by weapon; POS bastard sword (x8), 35 sp, 18 gp

See also the section entitled **DOORS OF THE AUDIENCE CHAMBER** in the appendix **CAMPAIGN NOTES** for additional information.

13. SPOILS OF WAR

In the alcove of this room are 3 orcs, armed with scimitars. These orcs are arguing with each other about the contents of several wooden chests which lay about the floor. The chests and the floor are full and covered with items which apparently hail from some of this orc tribe's many conquests. Among the items, are;

- bolts of high-quality fabric

- 3 cases of wine
- 4 boxes of cured tobacco
- 2 chests of utilitarian cloth

Dozens of these sorts of objects lay scattered about the chamber. Most hold no exceptional value.

Orcs (3): AC 6; MV 90 ft; HD 1; HP 5; #AT 1; DAM 1d8 or by weapon; POS scimitar (x3), 25 sp, 5 gp

See also the section entitled **SPOILS OF WAR** in the appendix **CAMPAIGN NOTES** for additional information.

14. CHAMBER OF THE ORC SHAMAN

This room is the chamber of the orcs' shaman, Uglurache. If Uglurache was not previously encountered in *area 25*, he will be here.

The stairs leading into this chamber are damp, and slick with moisture. The steps themselves are littered with the bones of various animals and humanoids. The walls and ceiling are covered in thick layer of mucous for its entire length. The mucous, which appears as a purple/gray-colored slime, is known variously as death-blanket, skin-stealer, metal melter, desolvent, and other names specific to the region in which it is found. It is most commonly known as evil excretions (see the appendix **NEW CREATURES**). The slime is sensitive to the relative 'goodness' inherent in some creatures and objects, and will drop on the unsuspecting adventurer.

The chamber at the top of the stairs is lit by hundreds of small tallow candles. The room's walls are thick with many years accumulation of the wax. The air is heavy with the smell of some offensive incense.

Furnishings in the room include a small altar, a kneeling bench inscribed with the crude language of the orcs and several evil holy symbols, several small idols dedicated to the orc priest's evil deity, a large mat that might be a bed (what it is stuffed with cannot be determined). The floor and ceiling of the place are covered with evil symbols in red paint.

On the bed lay the desiccated form of a nude elven female. Near the bed lay the garments once worn by the lady-elf. Somehow, every drop of moisture had been sucked from her body, but no other sign of trauma is to be observed on the body.

In the alcove (*area 14.a*) are the orc shaman and six of his recent victims; orc females dressed in the soiled and blood-stained garb of the orcish clerical acolytes. These corpses are in fact zombies that have been recently animated by the shaman.

As the party enters, the shaman is concluding a prayer and chant, as the corpses rise as zombies. The shaman, whose name is Uglurache, will command the zombies to attack on sight of the party, which they obediently do.

Evil excretion (1): AC 8; MV 0 ft; HD 3+1; HP 18; #AT 1; DAM 1d4; POS —

Zombie (6): AC 8; MV 60 ft; HD 2; HP 14; #AT 1; DAM 1d8; POS nil

Orc shaman (1): AC 8; MV 60 ft; HD 5; HP 25; #AT 1; DAM by weapon type; POS +2 mace

Uglurache is a uniquely powerful cleric for an orc. He is a 5th level cleric, and is supremely devoted to his deity. He has 25 HP and wields a +2 *mace* in combat. He wears no armor other than his soiled and bloodied gowns, but he does wear a platinum ring (*regeneration*). He knows the spells; *curse (bless)*, *protection from good (evil)*, *cause (remove) fear*, *hold person*, *spiritual*



Notes:

hammer, and *animate dead*. He will seek to use all his offensive spells before engaging in combat. If the zombies are turned by the party, he will attempt to turn them back. If cornered, he will seek to battle through the party and make his escape through the tunnel located in the floor (see below).

See also the section entitled **UGLARUCHE'S DEITY** in the appendix **CAMPAIGN NOTES** for additional information.

A search of the room reveals the following additional items; a small wooden chest locked and trapped with a fire vent that will cause a blast of fire to erupt into the face of the person opening the chest, unless the trap is disabled. The fire blast will cause 3d6 hit points of damage unless a successful save vs. breath weapon is made, in which case, the damage is be halved. Within the chest is a small bag of 250 gp and a scroll.

See also the section entitled **THE FIRST LETTER FROM LADY DANFORTH** in the appendix **CAMPAIGN NOTES** for additional information. If playing outside the **BONE-HILT SWORD CAMPAIGN**, the scroll contains the magic-user spell *speak with dead*.

In the center of the room is a heavy carpet. Moving the carpet reveals a wooden trap door. The door is not locked, nor is it trapped. The trap door drops 15-ft into a narrow passage. Close examination reveals small hand-holds in the sides of the tunnel leading down.

The tunnel leads to **area 27**. This passage is seldom used, and is known only to the orc shaman. The tunnel is infested with all manner of vermin over the course of its 250-ft length. Use the table below to determine possible encounters between **areas 14.a** and **27**. Each encounter can occur only once;

TABLE 5: MISCELLANEOUS ENCOUNTERS BELOW THE SHAMAN'S CHAMBER (area 14)

D10	ENCOUNTER	NOTES
1	4d4+10 giant rats	Giant rat : AC 7; MV 120 ft; HD ½; HP 3; #AT 1; DAM 1–3; POS —
2	3d6+10 giant soldier ants	Giant ant (soldier) : AC 3; MV 180 ft; HD 3; HP 18; #AT 2; DAM 2d4/3d4, plus poison; POS —
3	3d4 giant fire beetles	Giant beetle (fire) : AC 4; MV 120 ft; HD 1+2; HP 7; #AT 1; DAM 2d4; POS —

D10	ENCOUNTER	NOTES
4	1d6 giant centipedes	Giant centipede : AC 5; MV 180 ft; HD 3; HP 18; #AT 1; DAM 1–3, plus poison; POS —
5	1 carcass creeper	Carcass creeper : AC 3/7; MV 120 ft; HD 3+1; HP 20; #AT 8; DAM paralysis; POS —
6	1d4 violet fungi	Violet fungi : AC 7; MV 10 ft; HD 3; HP 18; #AT 1d4; DAM rotting; POS —
7	1 gelatinous cube	Gelatinous cube : AC 8; MV 60 ft; HD 4; HP 28; #AT 1; DAM 2d4, plus paralysis; POS —
8	1–3 grey ooze	Grey ooze : AC 8; MV 10 ft; HD 3+3; HP 20; #AT 1; DAM 2d8, plus dissolving; POS —
9	1 lurker above	Lurker above : AC 6; MV 10 ft (90 ft flying); HD 10; HP 60; #AT 1; DAM 1d6, plus constriction; POS —
10	1 patch brown mould	Brown mould : AC 10; MV 0 ft; HD —; HP —; #AT 0; DAM 1d8 to heat absorption; POS —

15. THE BOATMEN

The two shores on either side of the river here are boat landings. They each contain several small docks where small row boats are tied up. Currently, there is but one of the boat at **area 15.b**, and two at **area 15.a**. Several oars are located at both shores.

In the two hallways leading into both areas is a wheel mechanism. The wheel is attached to a chain, and is apparently used to wind up the chain much like a garden hose. At the moment, each the chains are all out, as little of them remain wrapped around the spool. Below the wheel is a ratchet that is used to lock the wheel in place. The chains are old, and show signs of corrosion due to the moisture from the waterfall not far upstream.

Both boat launches are guarded by carnivorous apes, one on each side of the river. They are attached to the chains which run through the walls to the wheel in passages beyond. If the chains remain unrolled, the apes will have the run of their area of shore line. If the chains are rolled in by the party, the apes will effectively be locked to small areas against the wall.

Whatever the positions of the apes, when the party enters the boat launch areas, the apes on both sides of the river will become enraged, and within 1 turn will break their bonds. If the apes were drawn in, the bonds would break at the point which the chains are connected to the apes. If the apes are not drawn in, the chains will break several feet away from the ape's arms. These chains have the opportunity to inflict an additional 1d4 hit points of damage against opponents as the chains fly wildly about. Whichever side the party emerges on, the ape on the opposite side will wade the river to get at them, and will have crossed within 4 rounds.

Carnivorous apes (2): AC 6; MV 120 ft; HD 5; HP 20, 23; #AT 3; DAM 1-3/1-3/2d4; POS —

16. THE DEEP DWARF CONTINGENT

In this chamber are 5 deep dwarf thanes (see the appendix **NEW CREATURES**), each armed with a blackened steel axe, and armored in plate armor (AC 3) that seems carved from the hide of some bizarre creature. The dwarfs are bald and beardless, and each bears intricate tattoos all over the exposed portions of his body.

They will attack the party on site. If the bodies are searched, the party will find a small cache of coins, and three gems.

Deep dwarfs (5): AC 3; MV 60 ft; HD 2+1; HP 6, 7, 7, 9, 10, 16; #AT 1; DAM 1d6 or by weapon type; POS hand axe (x5), 40 gp, 3 gems (10 gp hematite, 50 gp bloodstone, 300 gp pearl)

See also the section entitled **THE DEEP DWARVES** in the appendix **CAMPAIGN NOTES** for additional information.

17. ALCHEMIST CHAMBER

This room contains several tables which are cluttered with vials, bottles, jars, jugs, mortar and pestles, and other manner of vessel. Each contains some kind of unidentifiable liquid, powder, etc. Some contain leaves, something that looks like sand, sulphur, and other thoroughly nasty smelling items.

Also in the room is the alchemist; a small elderly orc. The orc is not armed, but if threatened, will readily throw several containers at the party. These containers contain materials that will affect the party in several ways;

- **Brownish powder;** will get into the eyes and nose of the party (failing saving throw vs. poison). Those affected will be blinded for 2d4 rounds, and have difficulty breathing for the same period of time. Affect an area 5-ft in diameter.
- **Yellowish liquid;** acid bath. Affects a single character. If scoring a to hit roll vs. unarmored, the acid will quickly eat through armor (magical armor is allowed a saving throw, but if the saving throw is unsuccessful, the armor will lose its enchantment). In 3 rounds, if the acid is not washed off, it will have eaten through the armor/clothing of the individual, and will cause 1d4 damage/per round until it is washed off.

- **Blueish powder;** sleep inducing powder. If a saving throw is missed, the party member will quickly become drowsy, and fall asleep within 1d4 rounds. Affects an area 10-ft in diameter.
- **Clear liquid;** petroleum jelly. If the alchemist scores a hit vs. unarmored, he will immediately follow this up by tossing a small candle. If that in turn scores a hit vs. unarmored, the character hit the previous round will erupt into flame, suffering 2d4 damage per round until the flames are doused. Affects a single character.

Also in the room are 3 goblinsque orc fighters (see the appendix **NEW CREATURES**), who are the alchemist's guards and lab assistants. Each is armed with a scimitar.

If searched, the room reveals nothing but other various poisons, plants, and powders.

Goblinsque orc alchemist (1): AC 10; MV 6"; HD 1; HP 6; #AT 1; DAM 1d4 or by weapon type; POS see area description

Goblinsque orc guards (3): AC 6; MV 9"; HD 1; HP 8; #AT 1; DAM 1d6 or by weapon type; POS scimitar

18. TORTURE CHAMBER

The intent of this room is quite obvious. Given the implements that adorn the walls, the rack, the iron maiden, the hot pokers, the scraps of dismembered bodies, it could only be the torture chamber of these foul orcs. Hard at work, seeing to a prisoner on the rack, is the torture master; huge ugly brute of an ogre. The beast is even now laughing as he works over a dwarf, stretching the male fighter. Even at this distance, the party can hear the dwarf's bones creak and crack with every turn of the screw. The ogre, immersed in his work, has his back to the party, and is not yet aware of their coming (see the appendix **NPCs**, Birvan Earthcracker).

The dwarf's equipment was stripped from him and tossed into the river weeks ago. So he'll need to be equipped to be of use to the party.

Ogre (1): AC 5; MV 90 ft; HD 4+1; HP 26; #AT 1; DAM 1d10 or by weapon; POS —

19. BRIDGE GUARDS

At each side of the bridge (*areas a* and *b*), are 3 orc guards, each armed with scimitar and light crossbow. Combat here will attract the attention of the ogre at *area 18*.



area a Orcs (3): AC 6; MV 90 ft; HD 1; HP 8 (each); #AT 1; DAM 1d8 or by weapon; POS scimitar (x3), 35 sp

Skeleton (1): AC 7; MV 120 ft; HD 1; HP 8; #AT 1; DAM 1d6; POS nil

area b Orcs (3): AC 6; MV 90 ft; HD 1; HP 7 (each); #AT 1; DAM 1d8 or by weapon; POS scimitar (x3), 25 sp

20. WATERFALL FROM THE KOBOLD CAVERNS

This is a broad, powerful waterfall whose source is the waterfall from the former kobold caverns above. If any PC managed to fall into the water and get swept over the falls, this is where they would have emerged. Once in the water, the guards at **area 19** will take shots at the PC with light crossbows. Eventually, the PC will end up coming ashore at **area 15**. There will be a contingent of orc guards waiting for the unlucky PC, and they will be placed at once in captivity, and secured in **area 26i**.

20a. Submerged treasure: If a PC manages to find their way into this small alcove, they will be immediately attacked by a skeleton that lies in wait beneath the surface of the water. The skeleton attacks with an ancient long sword.

The water here is 5-ft deep. In the center of the alcove, resting on the floor of the alcove and protected by the skeleton guardian is a fantastic weapon; a gleaming battle axe. The weapon is a **battle axe of gainful health** (see the appendix **New Magic** for complete description). The axe contains 5 charges.

21. BOAT LANDING FOR ORCISH GOODS

This large chamber is apparently where the orcs bring in their goods by boat. Herein, the party finds many barrels and crates of food stuffs and dry goods. Also in the chamber, are hundreds of weapons stacked along the walls; scimitars, long swords, crossbows, and spears as though they are preparing for a major battle.

The lid of one of the barrels has been rigged with a trap that will spring rocks from inside the barrel causing 2d4 hit points of damage if the trap is not disabled. The trap though is not well set. There is a chance (01–30%) that the trap will not spring even if it is not detected or disabled. There is a similar chance (31–50%) that the trap if sprung will cause only ½ damage rolled. Within the barrel is a cache of unminted golden nuggets. The river continuing west leads to the orcs' great chamber, **area 22**. It would be possible for a PC without armor to swim through the water-filled passage to **area 22d**.

Treasure: 200 lbs of unminted gold nuggets (worth 2,000 gp)

See also the section entitled **CARAVAN LOOT** in the appendix **CAMPAIGN NOTES** for additional information.

22. GREAT CHAMBER

This large open area is clearly the “common room” wherein the female orcs raise the young. The entire chamber is covered floor-to-floor in filth, and not a few sick and dying orcs of all ages. Everywhere can be seen male orcs taking all sorts of liberties with female orcs, and committing all manner of atrocities to the young, too weak to protect themselves. Herein are fully 30 or more male orc fighters, 50 female orcs, and several dozen young orcs. Each of the 30 male orcs is armed with scimitars, and armored with chain mail armor (AC 5). Ten of the orc males also wield light crossbows. If attacked the males will counter-attack, and the females will rush the young to the exit at *area a*.

The tunnel behind this area leads to the surface along 5 miles of twisting turning passages. Area b is the orcs’ watering hole. But just as they are likely to use it for drinking, so are they likely to use for urination and defecation. The small pool is fetid, and foul-smelling. *Area c* is a muddy straw-covered floor, where, presumably, the orcs sleep. Though this too is covered in fecal matter, and rotting foodstuffs. In fact, if the party attempts to search the area, they are 20% likely to contract a disease. *Area d* is where a fresh water stream flows into the cavern. It would be possible for a PC without armor to swim through the water-filled passage to *area 21*.

Zombie (6): AC 8; MV 60 ft; HD 2; HP 14; #AT 1; DAM 1d8; POS nil

Orc shaman (1): AC 8; MV 60 ft; HD 5; HP 25; #AT 1; DAM by weapon type; POS +2 mace

23. PRIVATE CHAMBERS OF IGNORICK, CHIEFTAIN OF THE SHATTERED SKULL

The twisting passage leading into this dank dim chamber is narrow — so narrow that the party will be forced to walk through single file. Human-sized characters will find themselves brushing both sides of the passage with their shoulders. The noise they make will make it difficult or impossible to catch anyone within the chamber by surprise.

Within the main chamber, the party finds 6 orc captains, who are Ignorick’s personal guard (not to be confused with his body guard), which is found in the Main Audience Chamber (*area 25*). These orcs are very large and strong. Each is armed with a bastard sword of fine craftsmanship, and armored in black chain mail. If alerted to the party’s presence, the orcs will be standing at attention in a line. If the first PC through is a human or half-orc, one orc will confront them, demanding to know why they are

not in the main passages with the rest of their party (thinking this human is associated with those humans in *area 25*). If at any time a PC of any other race comes into view, the guards will attack immediately, engaging elves before any other. The guards are so large that they should be considered of 18.50 strength.

This large chamber is decorated and plush even by most human standards; cushions of rich velvet, heavy tapestries, dark wood tables and chairs, golden platters upon which apparently the chief takes his meals, a writing table, several golden braziers, and 5 small wooden chests fill the chamber. The chests, which are all locked, contain a variety of coins.

The writing table has scattered about it and the floor around it, many parchments, all written in common speech. Most have to do with the details of small doings and commerce which does not seem to be of importance to the party. If an exhaustive search is conducted, the party finds a pair of scrolls.

See also the section entitled **THE SECOND AND THIRD LETTERS FROM LADY DANFORTH** in the appendix **CAMPAIGN NOTES** for additional information. If playing outside the **BONE-HILT SWORD CAMPAIGN**, the first scroll contains the magic-user spell human control, the second scroll contains the magic-user spell fireball.

23a. Bedchamber of Ignorick: This back room is layered in lush thick paddings, and is obviously a bedchamber. Within the chamber, held in chains secured to the floor, are 7 human females. The females are of foreign complexion; obviously not women from these cold northern lands. Their skin is deeply tanned, and one of the women is a tall, thin Nubian. The women all show signs of having suffered many beatings, rapes, and other violent tortures. Several even show clear signs of having been viciously bitten by cruel humanoid teeth. One shows signs of pregnancy. Scattered among the pillows on the floor can be seen the bones of several more human females, and more than a couple human(?) infants or fetuses.

The women are near catatonic, and none have the ability to speak coherently. Upon examination, it is seen that each has had some kind of operation to their throat; their voice box has been cut, rendering them mute. The women, with what little strength they have remaining, cringe and cower at the approach of anyone. If released, they merely lay face down and render themselves prone to their perceived “captor.” The women will not attempt escape, and will slow the party’s progress by 50% if

they insist on bringing the women along. Each woman has 1 HP, and is incapable of any type of communication or self-defense.

The chamber also contains a pair of locked and trapped chests. In total, the chests contain 850 sp, 1,250 gp, 250 pp. Each chest is trapped on the inside with a false bottom that contains plank of wood embedded with rusty spikes. The wood plank will spring up out of the false bottom when any weight is removed from inside the chest. PC's who fail save vs. dexterity will suffer 3d4 hit points of damage from the spikes if the trap is not successfully removed.

If the party manages to return the women safely to civilization where their injuries may be healed, the GM may opt to grant PC's 1,000 experience points for each woman thus returned.

24. ANCIENT CRYPT?

The passage leading into this chamber has obviously seen little, if any, living travelers in many years (centuries?). The walls are covered in thick layers of ancient cobwebs and dust. The skeletons of many small cave-dwelling creatures (rats, bats, etc.) litter the floor and the walls. The further toward the cavern the party travels, the colder the ambient air around the party becomes. At the end of the passage, they can clearly see their breath puffing out before them.

Entering the chamber at the end of the passage, the party views before them something out of a horror movie. The chamber is filled top to bottom, side to side, front to back with heavy dense ancient cobwebs. Around the sides, they see that the cavern walls once contained relief scenes, almost as Egyptian hieroglyphics. None of the party has ever encountered drawings of this nature before. Clearly, these are not of orcish origin. Scattered about the floor are the shards of many broken pots and other vessels and containers. Given the proliferation of animal skeletons in the passage leading into the chamber, the party may find it odd that there is not one single bone within the chamber itself.

In the center of the room lay a great stone sarcophagus. Fully 10-ft long × 5-ft wide × 4-ft tall, the stone is of a type found only on the Isle dar de Xerksis; a kind of marble which is deep crimson and veined in black. There are no carvings upon the casket anywhere. The lid is secured to the casket by six enormous and ancient pad locks (2 on each side, and one at the head and foot).

Each lock has been trapped. The first is a poison dart. The poison though is weak due to age, and will cause only 2d4 hit

points of damage if not removed (saving throw vs. poison at +4 applies). The second is a flametongue, which fires a small flame at the PC for 1d4 hit points of damage. The third is a pick trap; that is, if an attempt to remove the trap is not successful, the thief's tools will become stuck within the lock. Any attempt at removing the tools will only break them, rendering the thief's tools henceforth useless. The fourth trap is an explosion of a small chemical cloud which will inflict 1d4+1 hit points of damage to anyone within a 5-ft radius (saving throw vs. poison applies). The fifth trap is a sharp noise that will cause 1 hit point of damage to all within the chamber, and will stun all for 1d4 rounds (saving throw vs. spell applies). The sixth and final trap releases a giant centipede from under the casket.

Giant centipede: AC 5; MV 180 ft; HD 3; HP 18; #AT 1; DAM 1–3, plus poison; POS —

In order to unlock the lid, four of the six locks must be successfully picked (if one lock remains on each side, or, the locks at the head and foot of the lid are not picked, the lid cannot be removed, otherwise, it can be forced). After the locks have been picked, it will require a combined strength attribute of 48 to remove the lid. No more than 8 PC's may be combined to remove the lid.

Within the casket, the party sees only blackness for a few moments. Two rounds after opening the casket, the blackness becomes a swirling cloud of colors. Any PC who fails a saving throw vs. spell will be affected as with the first level illusionist spell *color spray* as cast by a 5th level illusionist. Those not so affected see the clouds clear.

*See the section entitled **THE CASKET IN THE CRYPT** in the appendix **CAMPAIGN NOTES** for additional information. If not playing within the *Bone-Hilt Sword* campaign, continue with the following paragraph.*

From within the casket rises an ancient skeleton; tall as an ogre with thick, stony bones. The creature holds an enormous two-headed battle axe that glows with a sickly green-gray light. The creature is a bone golem (see the appendix **NEW CREATURES**), and was placed here by Uglurache — the orc shaman — as guardian of the passage below this chamber. The golem's weapon is a **+1 battle axe/+2 versus chaotic good**.

Chaotic good creatures will be repulsed by the weapon, and the golem will attack this alignment in favor of all others.

If the party examines the casket closely, they will find a false bottom which hides a trap door leading into a narrow passage that contains a ladder of rotted wood. The false bottom is trapped. Opening the false bottom will release an acid cloud that will fill the entire chamber.

The ladder is also trapped. The trap involves tiny knife-like shards of metal that are sprung from the rungs. The shards are neither sharp nor powerful, and anyone springing the trap will suffer just 1d4 hit points of damage to the hands. Any type of footwear or glove at least as dense as leather will turn the small blades. Any PC's going shoeless will suffer similar damage to their feet.

Additionally, the ladder threatens collapse at a probability of 2%/10 lbs of weight on the ladder at any given time. Those on the ladder at the time of its collapse will fall 3d4 feet, suffering damage accordingly.

The ladder leads into a narrow, low-ceilinged, and rough hewn passage whose only exit is into **area 28**. The passage contains thick cobwebs, and shows no sign of any creature having ventured within in any recent year.

Bone golem (1): AC 5; MV 60 ft; HD 9; HP 40; #AT 2; DAM 2d6/2d6 or by weapon; POS +1 battle axe/+2 versus chaotic good

25. MAIN AUDIENCE CHAMBER

This huge chamber is lush and richly decorated, even by human standards (though perhaps not by elven standards). A thick carpet of intricate design runs the length of the hall, and is fully 20-ft wide. The walls are carved from the stone into the many images of orcish conquest. These conquests seemingly from many places covering the continent of Vermé. Some of the areas are not identifiable at all. One such section depicts a huge orc army standing before two towers. Atop one tower stands a figure looking much like an old wizard (though not the same as that carved into the doors leading into this chamber), the other tower is topped with a single great eye, with a pupil like a cat. Near this second tower appears a great volcano, erupting smoke and ash. At the far end of the room sits a great chair, carved directly from the stone of the floor. All about the room are tables and carts full of food, some half-eaten, some spoiled. Great vats of wine are scattered about the room. Along the walls

are several troughs, apparently used for feces, urine, vomit, and other noxious bodily wastes.

The room is currently occupied by the following creatures;

- **Orc chieftain:** Ignorick (HP 16; AC 4), armed with a +1 *bastard sword*, and armored in +2 *black chain mail*.
- **Chieftain's bodyguards:** 9 orcs (HP 13; AC 5), armed with +1 *long sword*, and armored in +1 *red chain mail*.

See the section entitled **IMPERIUM BLADES** in the appendix **CAMPAIGN NOTES** for additional information.

- **Orc shaman:** Uglurache (HP 25; AC 8), Uglurache is a uniquely powerful cleric for an orc. He is a 5th level cleric, and wields a +2 *mace* in combat. He wears no armor other than his soiled and bloodied gowns, but he does wear a platinum ring (*regeneration*). He knows the following spells; *curse (bless)*, *protection from good (evil)*, *cause (remove) fear*, *hold person*, *spiritual hammer*, and *animate dead*. If previously encountered in **area 14**, Uglurache will not be present.
- **Orc sub-chieftain:** Vyshnyyg (HP 11; AC 4), armed with a long sword
- **Sub-chieftain's bodyguards:** 5 orcs (HP 11; AC 6), armed with long sword
- **4 Hobgoblins:** (HP 8) armed with bastard swords
- **5 Human fighters:** (3rd level; HP 20; AC 5; lawful evil) armed with long sword
- **1 Human cleric:** (4th level; HP 24; AC 6; lawful evil) armed with +1 *mace*. Spells first level: *curse*, *cause light wounds*, *protection from good* | second level: *hold person*, *spiritual hammer*

See the section entitled **PROPHECY OF THE RANGER'S BRAND** in the appendix **CAMPAIGN NOTES** for additional information.

If the party walks in on, or is discovered by, the occupants of this chamber, Ignorick will order an immediate attack. Prisoners will be taken, but he has no problem ordering them all to death if required. If captured, they will be taken immediately and locked up in the empty cells **area 26**.

Notes:

Behind the large chair, the party finds four wooden chests. Each is locked and trapped. Within the chests, can be found many gems and a cache of copper coins.

Treasure: 24 gems; 100 gp alexandrite, 100 gp amethyst, 10 gp banded agate, 1,000 gp black opal, 5,000 gp black sapphire, 50 gp carnelian, 250 gp amber, 100 gp coral, 1,000 gp emerald, 10 gp eye agate, 10 gp eye agate, 10 gp hematite, 10 gp hematite, 5,000 gp jacinth, 5,000 gp jacinth, 100 gp jade, 50 gp jasper, 10 gp malachite, 50 gp moonstone, 10 gp obsidian, 1,000 gp oriental topaz, 250 gp pearl, 250 gp pearl, 50 gp smoky quartz, 500 gp topaz | Coin; 2,000 cp

26. PRISON COMPLEX

These caverns are a warren of twisting passages, punctuated with small dank cells which are closed with rusty, but solid, iron barred gates. The locks to each cell are easily picked (roll pick locks at +2), the gates of each cell will creak loudly when opened, unless adequate precautions are taken (such as dousing the hinges with oil, or casting a silence spell).

26a. Elven noble: The elf is manacled to the wall and is in bad shape; beaten and bloody, and wearing only torn rags, he is in obvious dire straits, and is not likely to be able to travel under his own power. The elf mutters and groans through his delirium and pain; see the appendix **NPCS**, Helmit'a, for details.

Freeing the elven noble and returning him safely to his tribe may yield the party treasure and additional experience, at the GM's discretion.

26b. Human female: This cell is occupied by a human female of attractive appearance. She is young, perhaps 24 years old, and is stripped save a dirty torn toga-like wrapping made of rough fabric. The fabric barely serves to cover the woman's shapely body; see the appendix **NPCS**, Bethany Goldenflower, for details.

26c. To come: To come...

26d. Elven male: This elf is part of the elf lord's personal guard. He is stripped of any covering. As the elf lord is, this male has been beaten severely, but he is in far better condition. If properly equipped, he is capable of assisting the party; see the appendix **NPCS**, Elbern'ai Greenleaf, for details.

26e. Cell of dwarven male: A miner from Arnegelius Peak. The dwarf is in fair condition, and will fight for the party if released; see the appendix **NPCS**, Perrin Meadbrewer, for details.

26f. jailors: Four orcs of large size are stationed here. They are the jailors. Each is armed with long sword and armored in the red chain mail of the orcish guards. Hanging on the wall the eastern wall upon a wooden peg is a large iron key which opens all of the cells.

Orc guards (4): AC 4; MV 90 ft; HD 1; HP 7 (each); #AT 1; DAM 1d8 or by weapon; POS +1 long sword (x4), +1 chain mail, 30 sp

26g. Empty cell: This cell has no occupant. If a search is conducted, the party will find scraps of a delicate cloth. This cloth can be matched to the cloth of the female elven corpse at **area 14**.

26h. Gnome and halfling males: Despite their current circumstance, the two occupants in this cell are in relatively good spirits (as gnomes and halflings generally tend to be). Both are thieves, and will gladly serve with the party if asked. However, the gnome will depart once the party returns to Usherwood, but the halfling will stay with the group as long as they want him; see the appendix **NPCS**, Gotovets Matfi and Waldo Cornrows, for details.

26i. Empty: Note that any PC's taken captive at any point in the adventure will be locked up in this cell.

26j. Orc males: This cell is occupied by two orcs. The orcs will attack their jailors as readily as they will attack their rescuers. They will not agree to any proposition beyond that they will fight any creature that stands between themselves and the surface; be it human, elf, dwarf, orc, or whatever.

27. SECRET CHAMBER

This chamber is a guardian set by Uglurache, the shaman, to protect the holy place beyond (**area 29**). Within the cavern is a flesh golem hidden among the stalactites and boulders. The terrain gives the golem 1–3 on a d6 probability of surprising the party, and thereby gaining the first attack.

Flesh golem (1): AC 9; MV 80 ft; HD 9; HP 40; #AT 2; DAM 2d8/2d8; POS —

28. THE GRAND CAVERN

This large unlighted cavern is filled with 103 life-sized orcish statues. The figures are of orc soldiers, many carrying spears, but most poised with long sword and crossbow. The figures themselves have the look of rotting corpses. Close examination

reveals that the statues are in fact what they appear; the rotting corpses of long dead orcish soldiers. Some are nearly skeletal. Some appear recently dead. But most are in a decaying state somewhere in between.

The statues remain motionless until one of the figures may come to be touched by someone of the party. 1d4 rounds after such a touch occurs, the figure will animate and attack the PC with whatever weapon it may be holding. Once this creature is destroyed, 3d6 additional figures will animate and attack the party. When these are destroyed, 3d6 more will animate and attack, and so on until either all the figures or all members of the party have been destroyed.

For combat purposes, the figures are to be regarded as skeletons. However, these are not undead creatures, but rather are animated corpses, and so cannot be turned by a cleric. However, a dispel magic spell cast upon any of the creatures will destroy it utterly.

Orc corpses/as skeleton (103): AC 7; MV 120 ft; HD 1; HP 8 (each); #AT 1; DAM 1d6 or by weapon; POS spear (33), long sword and light crossbow (70)

29. MAUSOLEUM OF THE ORCISH CHIEFS

The Shattered Skull is one of few tribes to revere its passed chieftains. And this chamber is evidence of that. The chamber walls are filled with dozens of carved niches. Above each niche is carved the name of the orcish chief entombed within. The remains of the chiefs are wrapped in rough cloth. No treasures are apparent within the chamber. However, if the party chooses to cut into the wrappings of the deceased chiefs, they will locate the treasures that follow;

Treasure: 10 gems; 100 gp jade, 50 gp jasper, 10 gp malachite, 50 gp moonstone, 10 gp obsidian, 1,000 gp oriental topaz, 250 gp pearl, 250 gp pearl, 50 gp smoky quartz, 500 gp topaz | Coin; 1,500 gp, 1,000 pp | Weapons and armor; *two-handed sword of chaotic chances* (see the appendix **NEW MAGIC**), *+1 long sword*, *+1 dagger*/*+2 versus humans*, *+1 hammer*, *leather armor of animal sympathy/mountain lions* (see the appendix **NEW MAGIC**), *+1 splint mail*, *ring of spell storing* (gold)

However, if the party begins the process of defiling the remains to acquire the treasures, 9 undead guardians materialize to protect the dead chiefs. The guardians are each armed with a *+1 battle axe*, and a *+1 long sword*. For combat purposes, the guardians are considered as (3 HD) monster zombies.

Monster zombie (9): AC 6; MV 90 ft; HD 3; HP 18 (each); #AT 1; DAM 2d6 or by weapon; POS *+1 battle axe* (each), *+1 long sword* (each)



The Shattered Skull

EVIDENCE OF IMPERIUM INVOLVEMENT (area 7, THE ORC CAVERNS)

If anyone bothers to check the seal on the bottles, they will see that they bear the tax stamp of the Imperium Vallis.

The unopened bottles are in a crate with the seal of the winery of the Mage Council of the Imperium Vallis.

THE RANGER'S BRAND (area 4, THE ORC CAVERNS)

The orc captain's sword, upon closer examination, is obviously not a blade of orc craftsmanship. The grip is an obvious recent addition; it is a crude wooden grip with a simple iron crossbar. But the blade itself does not have the look of ordinary metal. In highlights by the torches, it seems to glitter with a spectrum of hues from deep red to brilliant pink. If the party ever has the opportunity to question the orc on the blade, he will only say he acquired it from a tribe of hobgoblins located on the Galan Heights. The weapon is a **+1 long sword/+2 versus chaotic evil creatures**.

Discovery of the weapon's properties and history should be an expensive process for the party. Once identified, the sword's history is as follows;

This blade is the very weapon held by Mandrake Usher some two centuries before, and is the very weapon he used to slay the red dragon that once threatened the village (refer to the appendix **AN OVERVIEW OF USHERWOOD AND THE ENVIRONS OF THE USHER ARM PENINSULA** of the adventure **YRCHYN, THE TYRANT**). The hilt is not the original. The original hilt lay within the tomb of Mandrake Usher, which is in the village of Usherwood.

Of the sword's other powers, it is only revealed that there are other enchantments upon the blade that cannot now be identified. However, if the blade is refitted with the original hilt from the tomb (the required reforging process is revealed in the fourth module of **THE BONE-HILT SWORD CAMPAIGN, VALEN'CYA'S HORDE**), and wielded by a ranger, the blade will communicate to the ranger telepathically that it contains the following additional powers;

- Immunity to *ESP*
- +2 save versus *sleep* and *charm*

The sword will gain additional powers once reforged, but these powers will not become known until that time.

DOORS OF THE AUDIENCE CHAMBER (area 12, THE ORC CAVERNS)

The exterior of the doors is carved in an intricate depiction of what looks to be a wizard, or robed human, with their arms raised to a clouded sky. Lightning arcs between their open hands. Above the figure, is a sword. The sword is vertical, point downward. It is a large weapon; obviously a two-handed sword. The hilt, though obscure, seems to have a human-like skull as a pommel. Behind the figure sprawls a huge city. Behind all is

the faint image of the continent of Vermé. Each door is fully 6-ft wide and 15-ft high, made of bronze.

SPOILS OF WAR (area 13, THE ORC CAVERNS)

If the *Belt of the Enion Guard* (see **YRCHYN, THE TYRANT, area 8**) was not found in the previous module, you may include it here.

UGLARUCHE'S DEITY (area 14.a, THE ORC CAVERNS)

The orcish shaman Uglaruche pays homage to Archiopterus.

THE FIRST LETTER FROM LADY DANFORTH (area 14.a, THE ORC CAVERNS)

The scroll is written in common in a flowing and flowery script, and reads as follows;

Master Uglurache,
Regarding the search for the Bone-Hilt; his supreme lordship Xerksis, master of all he surveys, commends the Shattered Skull for their accomplishments so far. However, he is concerned about the hubris of your chieftain, Ignorick. The chief it would seem places his own conquest before that of the Imperium. And this troubles us greatly. Please accept this small payment as a facilitation to help the Council remove this problem from the completion of our task.

We trust that you will place our concerns to rest.

Know also, Valenica is even now moving to take action against the Usher-kin. The Kin must not be allowed to foil our mission, but neither may the undead drake come into possession of the ranger's weapon.

Best Regards,
Lady Danforth,
Imperium Council, August 21, CY 2145

THE DEEP DWARVES (areas 16, THE ORC CAVERNS)

The dark dwarf-kin are here on a venture to enlist allies from their home. The dwarves were summoned here by the Mage-King Xerksis in order to enlist their aid in retrieving the Blayde of the Necromancer (the bone-hilt). The coins found on their bodies are of Imperium Vallis mint.

CARAVAN LOOT (area 21, THE ORC CAVERNS)

Some have the stamps and seals of city governments from the surrounding locales. Barrels from Ponni and Gorby, and crates from Protesk are most prominent. These were just taken from a caravan that was on ambushed on the roads not long ago.

THE SECOND AND THIRD LETTERS FROM LADY DANFORTH (area 23, THE ORC CAVERNS)

The party finds two notes in particular that they perceived to have something to do with their mission. The first message

seems to be a rather formal communiqué seeking the status of the search for the Bone-Hilt;

Grashnazkor* Ignorick,
My Lady wishes to express her concerns over the Shattered Skull's apparent lack of progress in the search for the Blayde of the Necromancer. Your tribe's inability to work with the hobgoblin tribe from Forza is proving to be a disturbing road-block to the completion of this small task we set to you. Please provide reassurances that your task will be back on track soon. We remind you of your blood-vow to Shadhrat One-Eye you made before the seat of Xerksis. The One-Eye will not be pleased with such a relaxed attitude toward your promises. And we need not mention the disappointment which will also be expressed by Archiopterus should this task fail.

We look forward to your report indicating that the task is well in hand.

Grale Veridian,
Duke Consort to Lady Danforth
Imperium Council, March 2, CY 2145

* term of respect among orcs. Reserved for those regarded to have near god-like powers.

The second message is an undisguised threat;

Uzzbracq* Ignorick,
I am sending a representative to speak with you. He will have your report on your search for the Blayde. If he is satisfied with your findings, you will remain on the Peninsula. If he is not satisfied, then he will study the cannibalistic rituals of your race personally at a dinner in your honor.

Lady Danforth,
Imperium Council, August 20, CY 2145

* term of disrespect among orcs. Reserved for those regarded to be servants.

THE CASKET IN THE CRYPT (area 24, THE ORC CAVERNS)

And then materializing out of the mist, the party sees a tall thin spire. From the party's view, they suddenly find themselves flying quickly through the upper-most window of the spire, into a circular chamber. Once there, hovering in the middle of the room, the party sees a great blade, long and darkly pitted, it has two flanges protruding out just below where the grip should be, but the grip is missing. As the party watches, the blade slides across the floor toward the statue of a robed figure, and passes through the wall to the statue's right. Then, with a great flash of light, the image is gone.

IMPERIUM BLADES (area 25, THE ORC CAVERNS)

The swords of the chieftain and his bodyguards contain markings that identify them as having origins in the Imperium Vallis.

PROPHECY OF THE RANGER'S BRAND (area 25, THE ORC CAVERNS)

The humans and hobgoblins are here jointly from Fortress Forza (see the third module, **THE SHADOWED KEEP**), and are discussing their involvement in the search for the *Blayde of the Necromancer*. The cleric has also mentioned another artifact, a second blade apparently which he refers to as the *Ranger's Brand*. And cautions the others not to forget the prophecy, that if the Usher-kin should with this blade challenge the wielder of the Bone-Hilt, then the outcome of the pending war on the continent could prove ruinous for the legions of Xerksis.

This starts a heated debate about the prowess of the armies of Xerksis, and how nothing upon this plane will withstand his rise to supreme power, with the aid of the Bone-Hilt.

DWARF, DEEP

Frequency:	Rare
No. Encountered:	2d4 (band); 20d8 (lair)
Size:	S (4 ft-tall)
Move:	60 ft.
Armor Class:	3 (or 7)
Hit Dice:	2+1
Attacks:	1
Damage:	1d6 or by weapon type
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	45%
Intelligence:	Average
Alignment:	True Neutral
Level/XP:	2 / 20+3 per hp



Deep dwarfs are sturdily built humanoids who live in clans somewhat smaller than their surface-dwelling cousins. They typically make their homes in large cavern complexes deep underground, which they only rarely leave to visit surface lands. Deep dwarfs are led by higher level leader types as follows:

- For every 20 dwarfs: 2nd to 6th level fighter (1d6, 1 = 2nd level, 2–6 = level)
- If over 50 dwarfs: 1 6th level fighter (chief) & 1 4th level fighter (lieutenant)
- If over 100 dwarfs: 1 fighter/cleric (of 3rd to 6th level as fighter and 4th to 7th level as cleric)
- If over 150 dwarfs: 1 8th level fighter, 1 7th level fighter, 1 6th level fighter/ 7th level cleric
- If encountered in their lair: 2d6 fighters (2nd to 5th level), 2d4 fighter/clerics (2nd to 4th level), females (30% total of males) and young (10% total of males)

Higher level fighters and fighter/clerics have a 5% chance (per level) of having magic armor or weapons.

Deep dwarfs are typically armored in chain mail and carry shields. They are also known for manufacturing a style of leather armor from the hides of xorns (one of the deep dwarfs' bitterest enemies), which has an armor class equal to that of standard plate mail. 10% of all deep dwarfs encountered will be equipped with such armor. Axes and hammers are their weapons of choice. Deep dwarfs receive a +1 on 'to hit' rolls vs brain destroyers, dark elves, and xorns due to their intense hatred of these races.³ When in melee with giants, trolls, and ogres, these opponents must fight at -4 due to their size and the skill of dwarfs in fighting such opponents.

Deep dwarfs do not use missile weapons of any type, although they are adept at hurling small stones, which they can do at a range of 50-ft, and inflict 1d4 hit points of damage, at a rate 3/round.

Deep dwarfs are a hardy people, and save vs poison and magic as if they were 4 levels higher than their actual level. Deep dwarfs have infravision to 120-ft and are excellent miners. They speak goblin, gnome, and kobold in addition to their own tongue.

Description: Deep dwarfs have a dark grey to greyish tan colored skin. Unlike other types of dwarfs, deep dwarfs have no body hair whatsoever, and instead, wear intricate tattoos over their entire body. It is not uncommon for deep dwarves to go about completely unclothed (armor class 7). The clothing common to deep dwarfs is made from the hides and skins of subterranean-dwelling creatures. Cloth and fabric is never worn by a deep dwarf.

When encountering a group of clothed deep dwarves, it will be very nearly impossible to discern males apart from females.

Treasure: Individual 2d4×4 gp; lair 8d4×1,000 gp (35%), 1d20×100 pp (40%), 1d4×20 gems (50%), 1d20 jewellery (25%), any 4 magic items (15%).

EVIL EXCRETION

Frequency:	Rare
No. Encountered:	1 (see below)
Size:	S–L (see below)
Move:	See below
Armor Class:	8
Hit Dice:	See below
Attacks:	1
Damage:	See below
Special Attacks:	See below
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	None
Intelligence:	Semi-

³ Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for more information on the Brain Destroyer and Dark Elf creatures.

Alignment:	Neutral
Level/XP:	2 / 20+2 per hp
	3 / 30+2 per hp
	4 / 40+2 per hp
	5 / 50+2 per hp
	6 / 60+2 per hp
	7 / 70+2 per hp

An evil excretion is a magically created, animated mucous, which appears as a purple-gray slime. The excretion is sensitive to the relative 'goodness' inherent in some creatures and objects, and will drop on unsuspecting creatures from above. The excretion will always attack lawful good creatures first, followed by chaotic good, neutral good, lawful neutral, true neutral, chaotic neutral, neutral evil, lawful evil, and chaotic evil in that order of preference.

Evil excretions are guardians of a sort, created by evil clerics as a trap to protect specific areas or items. Typically, the excretion appears on the ceiling within a passage or room. Though they are also at times disguised or covered so that they may appear upon a floor, within a wall, in a chest, or similar places that require its protection. The creation of the excretion requires 500 gp and 1 week per hit die for the magics involved to animate and imbue the slime with its unusual life essence. The excretion lives for 1 week per hit die before the creature's magically imbued life essence dissipates, and the excretion breaks down into a relatively harmless acidic liquid.

The relative strength of the excretion created is dependent on the level of the cleric who created it. In any case, the cleric must be of at least the 4th level of experience.

Refer to the table below to determine an excretion's size and strength;

EXCRETION STRENGTH

CLERIC LEVEL	SIZE	MOVE	HIT DIE	DAMAGE
4	S (2 ft. dia.)	20 ft.	2+1	1–3
5	S (4 ft. dia.)	16 ft.	3+1	1d4
6	M (5 ft. dia.)	13 ft.	4+1	1d6
7	M (6 ft. dia.)	10 ft.	5+1	1d8
8	M (7 ft. dia.)	7 ft.	6+1	1d10
9	L (10 ft. dia.)	5 ft.	7+1	1d12

A successful hit indicates that the excretion has attached itself to the victim.

The attack of an evil excretion is based on its contact with the skin of its victim. The attack of the excretion is always made as if against an unarmored opponent (dexterity bonuses if any, will apply). Although, the excretion will always seek out the least protected part of a victim's body. Therefore, any exposed flesh will be its target. However, the enzymes of the creature can dissolve non-magical armors as indicated below (chain mail does not provide protection against the evil excretion);

Padded;	1 round
Leather/studded leather/ring mail;	2 rounds
Scale mail/plate mail;	4 rounds

Evil excretions cannot dissolve magical armors, but they will seek out chinks and seams to squeeze through.

Weapon-based attacks against the excretion do not harm the creature. Attacks with edged weapons simply divide the creature momentarily, and blunt weapons simply splash the creature in a 5-ft diameter (creatures within the area of effect have a chance of being struck by the splashed excretion as though being attacked themselves). Fire, cold, and electrical attacks do normal damage, and will keep the excretion at bay until it can find a means of attacking by avoiding attacks against it.

Divided excretions will always seek to rejoin themselves before making another attack. All non-magical weapons made of wood or metal coming into contact with an evil excretion will be destroyed and rendered useless within 3 rounds unless cleaned by fire, cold, or electrical shock.

Once the excretion comes into contact with the exposed flesh of the victim, it begins dissolving the victim at a rate indicated by the damage it inflicts. The excretion, once attached, can only be removed by burning, freezing, or electrocuting the slime. Half of all physical damage inflicted on the excretion, once it has attached itself, is transferred to the victim.

A *neutralize poison* spell will inflict 3d4 hit points of damage to the excretion. A *dispel magic* spell will destroy the creature.

Stone and all creatures from the elemental plane of earth are impervious to the effects of the evil excretion. They will also avoid extremes of temperature (fire and ice), although they can travel through water, appearing as an oil slick in such cases.

Treasure: None

GOLEM, BONE

Frequency:	Very rare
No. Encountered:	1
Size:	L (10 ft – 15 ft-tall)
Move:	60 ft
Armor Class:	5
Hit Dice:	40 HP (9 HD)
Attacks:	2
Damage:	2d6/2d6 or by weapon type
Special Attacks:	See below
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	See below
Lair Probability:	None
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	7 / 2,180

A bone golem is created by a cleric employing the following spells; *animate dead*, *geas*, *prayer*, *bless*, *shield*, *command*, and *fire*

resistance. Also, the material components required to construct the golem will cost at least 25,000 gp. The golem is constructed from the bones of any humanoid creature standing 10- to 15-ft tall. The cleric must have collected enough bones to create a complete skeleton in order to ensure success. Each missing bone will add a 10% (cumulative) likelihood of failure. The bones need not be from the same individual creature, but all the bones used must be from the same species of creature. Construction time takes 1 month.

As with other golems, the bone golem is created to protect a specific place or item. Once the golem has been given its commands, such instructions cannot be changed. Such an attempt will cause the magics giving life to the golem to be dispelled, destroying the creature.

Unlike normal skeletons of the undead variety, bone golems are not undead, and thus cannot be turned by clerics. Bone golems are also not affected by *charm*, *sleep*, and *fear* based spells. They are also impervious to normal and magic flames, and electrical-based attacks do only 50% damage. *Resurrection* spells will destroy the bone golem utterly; causing it to explode into a cloud of bony fragments (the resulting explosion will inflict 2d8 hit points of damage to any creatures within a 20-ft radius).

The attack of the bone golem is comprised of either a two-fisted pummeling, or by battle-axe or two-handed sword.

Bone golems can only be struck by weapons of +1 or greater enchantment. Edged weapons of any type do only half damage when striking the golem. Missile weapons (arrows, bolts, darts, sling stones and bullets, and similar missiles) do not harm the bone golem.

ORC, GOBLINESQUE

Frequency:	Uncommon
No. Encountered:	2d6 (band); 20d10 (lair)
Size:	M (5 ft-tall)
Move:	90 ft.
Armor Class:	6
Hit Dice:	1
Attacks:	1
Damage:	1d6 or by weapon type
Special Attacks:	Spell use in some individuals
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Average (high)
Alignment:	True Neutral (evil tendencies)
Level/XP:	1 / 10+1 per hp

Goblinsque orcs are tribal creatures, and will bully or make war upon any neighboring tribe if possible. They will only unite with other tribes if their force is strong enough to be able to control the leaders of those tribes.

Goblinsque orcs do not suffer under direct sunlight, however, their infravision capability is less than that of other orcs, ranging a mere 40-ft.



Goblinsque orc war-parties (2d4+10 orcs) will include the following individuals;

- One captain and his 2d4 personal guards; these orcs fight as 2 hit die creatures, have armor class 5, and inflict 1d8+1 damage, or damage by weapon type.
- Sometimes (30%) a war band will include a goblinsque magician; a 2 hit die creature, will have armor class 5, and do 1d6+1 damage, or damage by weapon type, and will be a 2nd level magic user.

Present in the tribe's lair will always be the goblinsque orc chief, shaman, and wizard;

- Chief and (1d4+2) body guards; these orcs fight as 3 hit die creatures, have armor class 4, and inflict 2d4+1 damage, or damage by weapon type.
- The shaman will fight as a 2 hit die monster, will have armor class 6, will inflict 1d6+1 hit points of damage, or damage by weapon type, and cast spells as a fifth level cleric.
- The wizard will fight as a 2 hit die monster, will have armor class 6, will inflict 1d6 hit points of damage, or by weapon type, and cast spells as a fourth level magic user.

Goblinsque orcs are less skilled miners and cavers than others of the orcish races. They have the ability to note new or unusual constructions underground only 25% of the time, and to spot sloping passages just 15% of the time.

Goblinsque orcs speak orc, goblin, hobgoblin, and the common speech of man. Goblinsque wizards are 25% likely to speak 1 or 2 additional languages as well.

Their lairs generally (75%) will be above-ground communities of rough huts and buildings, a system of caves (25%), or rarely (10%) combination of both.

Goblinsque orcs will maintain a stable of dwarves, gnomes, goblins, and kobolds as slaves.

Description: Goblinessque orcs are only slightly less filthy and disgusting than their standard orc cousins retaining the typical brown to brownish-green colored skin tone. Their hair is a bristling nest of black or dark brown. They wear a patch-work of rusty and misused armor. They are on average more intelligent and shorter than other orcish races. They have an average lifespan of 50 years.

Treasure: Individuals 2d6 gp; Lair 1d12×1,000 cp (50%), 1d6×1,000 sp (40%), 1d6×1,000 gp (30%), 1d6 gems (25%), 1d3 jewellery (20%), 2d4 potions (40%), 1d4 miscellaneous magic (15%)

ORC, ORGRE

Frequency:	Uncommon
No. Encountered:	5d10
Size:	M (7+ ft-tall)
Move:	60 ft.
Armor Class:	4
Hit Dice:	2
Attacks:	1
Damage:	1d10, or by weapon type
Special Attacks:	Berserk
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	2 / 30+1 per hp

The most primitive of the orcish races, orgre orcs are fiercely tribal creatures, resembling short ogres, and are quick to anger. They will only unite with other tribes on single missions where their take of treasure or slaves is ensured.

Orgre orcs suffer under direct sunlight, as do standard orcs, and fight at -1 when caught out in it. However, they have excellent vision in the dark, and can see well even in total darkness. They have infravision with a range of 90-ft.

Orgre orc war-parties (2d4+10 orcs) will include the following individuals;

- One captain and his 2d4 personal guards; these orcs fight as 3 hit die creatures, have armor class 3, and inflict 1d12+1 damage, or damage by weapon type.
- War parties will sometimes (30%) be led by 1–3 ogres.

Present in the tribe's lair will always be the orgre orc chief and his body guard;

- Chief and (1d4+1) body guards; these orcs fight as 4 hit die creatures, have armor class 2, and inflict 3d4 damage, or damage by weapon type.

Orgre orcs share the same enmity towards elves as do other orcs. However, orgre orcs also hate other orc races (including half-orcs) beyond all other creatures (elves included). This hatred

results in a berserking attacking against other orcs, granting the orgre orc a +1 'to hit' and +1 damage. This attack extends to elves as well. This strength, however, can be used against the orgre orc, as it is 75% likely that the orgre orc will be unable to control this rage, charging into a situation that may be patently obvious to others to be a set-up against the orgre orc.

Orgre orcs are skilled miners and cavers, however, they are not artisans. So, although they have the ability to note new or unusual constructions underground 35% of the time, and to spot sloping passages 25% of the time, their constructions will be crude.



Orgre orcs speak their own primitive form of the orcish tongue, and are unable to learn additional languages. The chief however will be able to communicate with other orc races, and will sometimes (50%) be able to speak the common speech of man.

Lairs will always be below-ground complexes of a confused system of caverns and tunnels. Typically, an orgre complex will comprise a large central chamber surrounded by a dozen or so smaller chambers that house the chief, and his captains and bodyguards.

Orgre orcs will always have a stable of humans as slaves. Such slaves are always treated with the utmost cruelty, and receive daily rations of beatings and verbal abuse. Occasionally, even dwarves and half-elves may be found as slaves within the orgre tribe. Elves are always killed outright, and halflings and gnomes do not typically survive long within the orgre community due to their diminutive stature.

Description: Orgre orcs are huge muscle-bound brutes. Their skin is a mottled patchwork of dark brown on dark red. Most individuals are covered in battle scars, open sores, and cancerous growths. Orgre orcs will rarely be found wearing armor of any type, and frequently rage into battle naked. They have no body hair. They have an average lifespan of 35 years.

Treasure: Individuals 1d6 cp; Lair 1d6×1,000 cp (50%), 1d4×1,000 sp (40%), 1d4 gems (25%)

ROCK SPIDER, GIANT

Frequency:	Rare
No. Encountered:	1d4+2
Size:	Large (8-ft diameter)
Move:	60 ft; 20 ft leaping
Armor Class:	0
Hit Dice:	4
Attacks:	1
Damage:	2d4
Special Attacks:	Poison
Special Defenses:	Camouflage
Magic Resistance:	Standard
Lair Probability:	65%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3 / 75 + 3/hp

Giant rock spiders inhabit cave complexes where the arachnids carve out lairs in rocky crevasses using their powerful mandibles. The carapace of a rock spider appears so much like the rocky strata in which they choose to live, that they are 90% undetectable, even while moving at up to one-half of their normal rate. As mentioned previously, the rock spider does not spin a web, but rather constructs a nest within naturally occurring crevasses within the rocks. These spaces, the rock spider will dig larger to accommodate its brood of young. The rock spider lays up to 100 eggs each year. These eggs line the walls of the creature's lair.

The rock spider's preferred mode of attack is to remain motionless on a cave or passage wall, awaiting an unwary creature to pass by. At which time, the spider will leap upwards of 20-ft attempting to grapple its victim with its eight legs. If it's leaping

attack is successful, it will automatically bite its victim for 1d6 hit points of damage every round thereafter until either it or its victim is slain. Victims must save vs. poison with each successful attack (at +2) or lose an additional 1d4 hit points of damage to the spider's poison.

The rock spider's ability to leap upon its prey can be negated by removing one or more of its legs.

Treasure: In lair; 2d6×1,000 cp (20%), 1d6×1,000 sp (25%), 1d4×1,000 ep (10%), 1d6 gems (25%), 1–3 jewelry (15%), 1–3 magic items (10%).

WOLF LIZARD, GIANT

Frequency:	Uncommon
No. Encountered:	1d4
Size:	Medium (6-ft long)
Move:	180 ft
Armor Class:	6
Hit Dice:	3+1
Attacks:	1
Damage:	2d4
Special Attacks:	None
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3 / 75 + 3/hp

Giant wolf lizards inhabit mountainous regions, where rocky formations provide natural cover for these reclusive creatures. These reptiles are the smallest of the 'giant' class of lizard, but are no less dangerous. These creatures scuttle very quickly over





rocky, broken ground. Groups of wolf lizards have been known to use herding strategies to trap unwary victims.

The attack of the giant wolf lizard is a severe bite using its powerful jaws. The lizard's mouth is lined with large, canine-like teeth, which inflict 2d4 hit points of damage. On a natural 'to hit' of 20, the creature will have locked its powerful jaws onto its victim, and will inflict double the damage rolled. With each successful 'to hit', the victim must make a save vs. poison, or

lose 1d4 hit points of damage each turn thereafter due to disease. Application of a *cure disease* spell will remove the disease.

The giant wolf lizard gets its name from the 'howling' it makes when communicating between individuals; most typically occurring when the creatures are herding victims.

Giant wolf lizards can occasionally be found in the company of other creatures such as kobolds, goblins, and orcs. In such cases, the lizards will be used as 'early warning alarms' in their caves.

Treasure: None.

Note: as with other OSRIC magic items, many can only be used by certain character classes. Where this applies, the character classes are listed in abbreviated form within the item description. The following notation is used; Item (Classes), where "A"=assassin, "C"=cleric, "D"=druid, "F"=fighter, "I"=illusionist, "M"=magic-user, "P"=paladin, "R"=ranger, "T"=thief, "J"=jack-of-all-trades, "Jm"=jongleur magsman, "Lp"=lorist priest, "Lo"=lorist ovate, "Lv"=lyrist veteran, "Rb"=racaraid bard, "Sm"=sonneteer magician, "St"=sonneteer trickster, and "Vm"=verméan monk.

Battle Axe of Gainful Health (F,R,J,Jm,Lv,Rb): This heavy war axe of gothic design has a haft 3-ft in length. The axe head is elaborately designed with images of war and battle. The opposite side of the axe head contains an iron spike. The weapon attacks with a +2 'to hit' advantage.

When attacking with the axe head, a successful hit inflicts normal damage to the victim. However, the wielder is benefited by receiving 50% of the victim's damage being added to his own hit points. The wielder cannot receive more than his normal amount of hit points.

When attacking with the iron spike, a successful hit inflicts 1d4 hit points of damage. For each victim slain with the iron spike, the wielder permanently receives an extra 1d6 hit points. Each time this occurs, the axe uses up one of its charges. The axe will never contain more than 10 charges, and is not rechargeable.

Experience / g.p. value: 1,500 / 3,000 gp

Leather Armor of Animal Sympathy (any): This suit of armor appears as the most supple animal hide. The leather is tooled over its entire surface with images of a particular type of animal. The type of animal depicted may be any normal, non-fantastical animal. Whatever the animal type depicted, the wearer may communicate with that animal as though speaking in the common tongue. Further, the wearer will be on friendly terms with all animals of the type depicted.

Because the leather is so soft and pliable, it is considered to be similar to any normal article of clothing, therefore, can be worn by a PC of any class. The armor offers protection at -4 to AC (AC 6).

Experience / g.p. value: 750 / 2,500 gp

Sword of Chaotic Chances (A,F,R,T,J,Jm,Lv,Rb): Swords of Chaotic Chances are mystical artifacts created to play cruel tricks on powerful mortals. Each sword appear as ancient weapons, clearly of powerful origins. The blades are of blackened steel, and covered in runes of protection. The blades are always razor-sharp, and never require sharpening. The cross-guards are of elaborate design (sometimes having as many as four or even six artistically constructed crossing bars), and are constructed of the same blackened steel as the blade. The pommels can be of any shape, but will always contain a gem worth at least 500 gp (diamonds, rubies, and emeralds are most common). The grip of a Chaotic Chances sword is always made of black, wire-wrapped leather.

The swords perform as +2 'to hit' and damage. However, unknown to the wielder, each time he successfully strikes a victim with a result more than 2 points higher than the required 'to hit' roll (or, by a natural 20), the victim will then make a percentile roll. If the victim rolls 01–50, then the victim's next successful attack inflicts the same amount of damage against its target. If the victim rolls 51–85, the victim will suffer double the damage rolled by the wielder. If the victim rolls 86–00, then the victim's next successful attack inflicts double the amount of damage against its target.

Chaotic Chances swords may be any bladed weapon greater than 36 inches in length.

Due to the blade's chaotic nature, paladins may not wield the weapon.

Experience / g.p. value: 1,250 / 3,000 gp

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OPTIONAL RULES

Save vs. Attribute complete process description; *page viii*.

Limb Breakage complete process description; *page 8*.

CREATURES

Bone golem complete creature description; *page 27*.

Deep dwarf complete creature description; *page 26*.

Evil excretion complete creature description; *page 26*.

Rock spider, giant complete creature description; *page 30*.

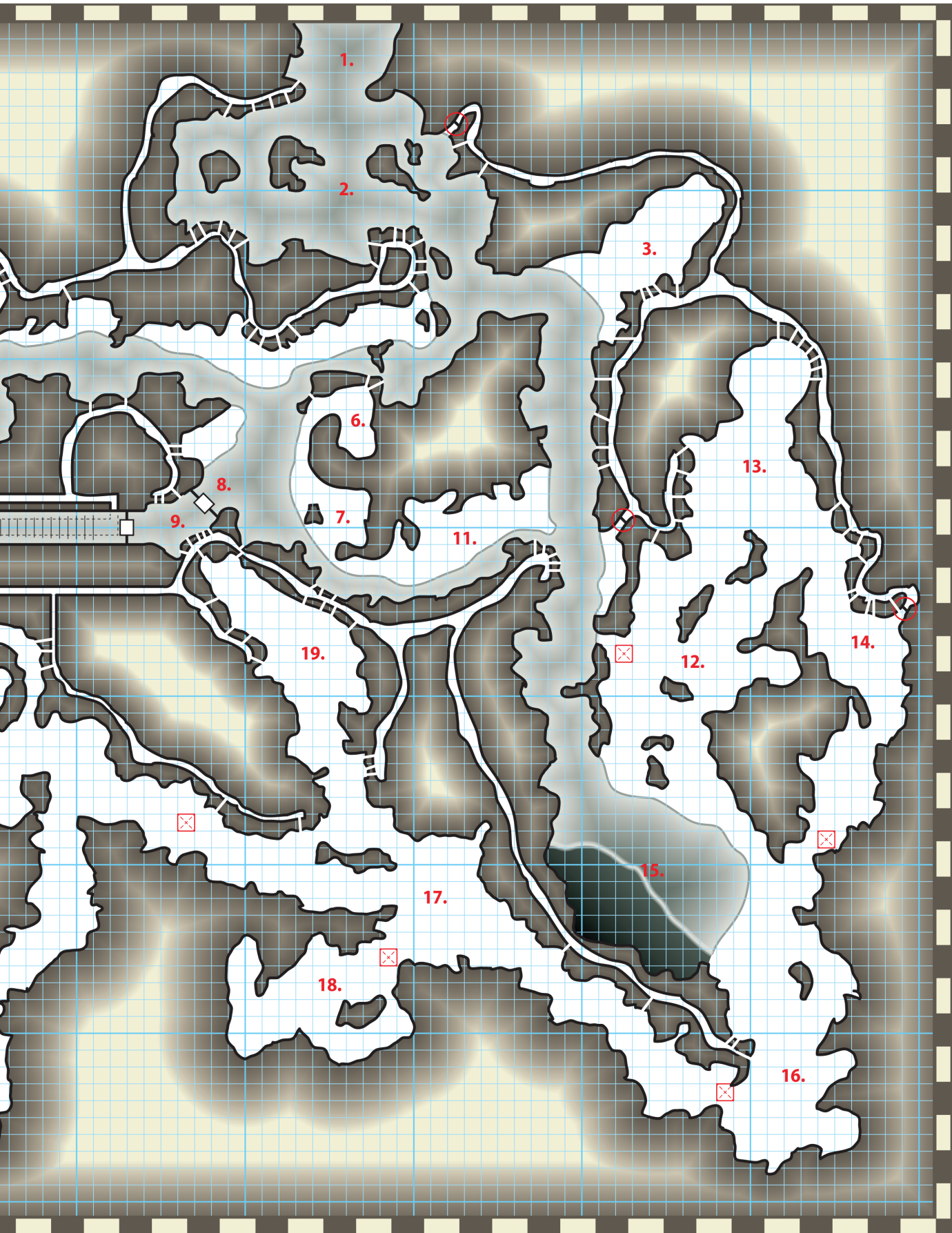
Wolf lizard, giant complete creature description; *page 30*.

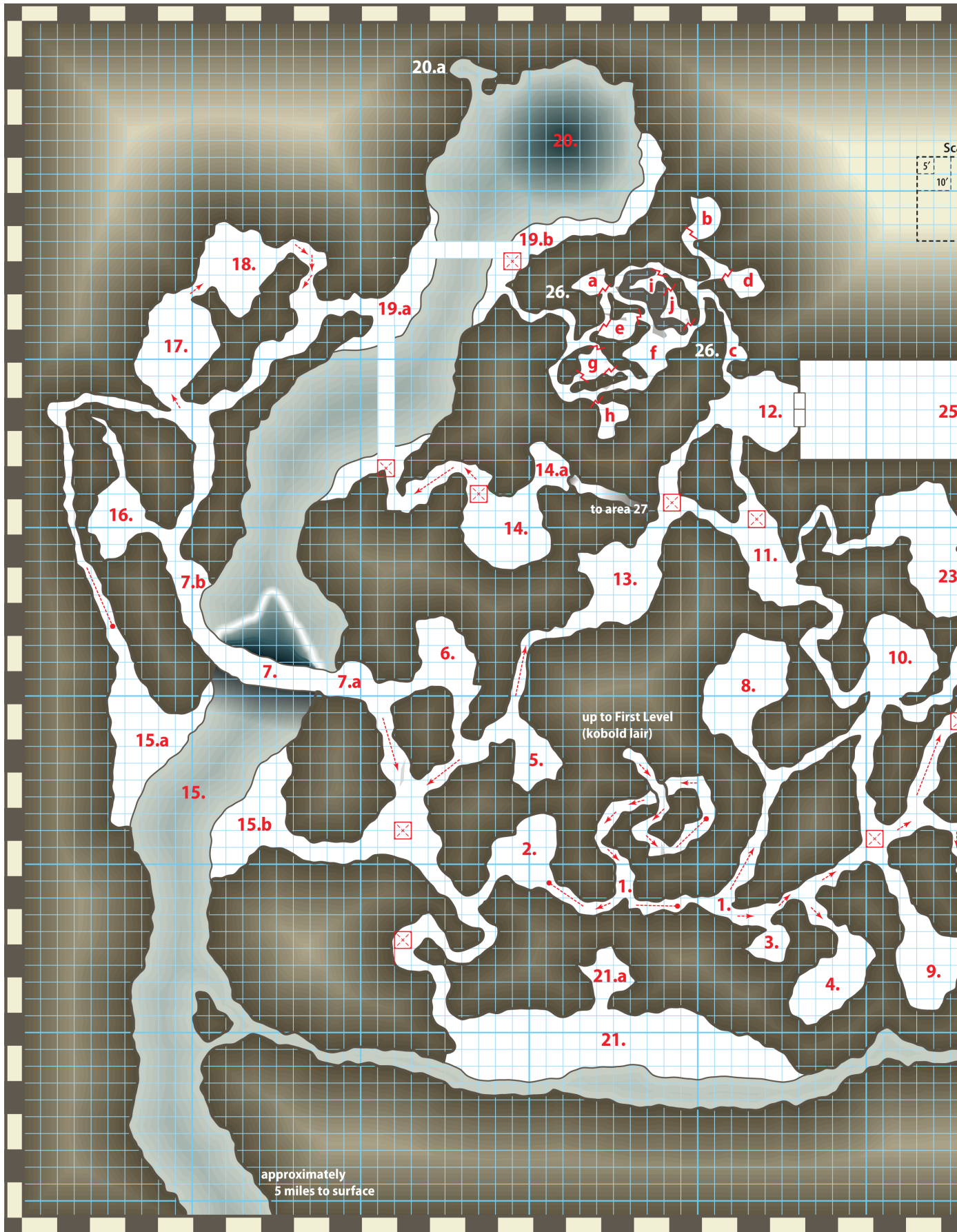
MAGIC

Battle Axe of Gainful Health complete item description; *page 32*.

Leather Armor of Animal Sympathy complete item description; *page 32*.

Sword of Chaotic Chances complete item description; *page 32*.







USHERWOOD

Usherwood is a village which hosts 1,000 full-time residents (who are all of human racial stock). Although, the population exists outside the village's immediate boundary is not known. The village is constructed into a small valley that opens into a small harbor. The bay is frequented by fishing boats, but due to the bay's shallow depth, larger vessels must anchor a half mile off shore.

The climate of the region is typically cool and cloudy, and frequently light rain passes through the coastal areas several times per week. Severe windstorms pummel the village each fall and spring.

The map below includes general descriptions of specific areas of the village which may be required for the adventure. GM's are

fully encouraged to populate the remaining areas of the map as may be necessary for their individual game.

Goldenrod Hill: gently rolling hills rise to 400 feet to the west and north of the village.

Eol's Rise: a steep and rocky defiles that rises quickly to heights of 200 to 300 feet to the south of the village.

Allegoric Creek: this small stream originates many miles to the north, near the elven kingdom of Thaelmarthir. Large schools of salmon use the stream to migrate inland to their spawning grounds. An agreement between Usherwood and Thaelmarthir provides that the salmon are not fished until they have reached



a broad expanse of river 50 miles north of Usherwood, so that both communities may share in the yearly catch.

Bay of Usher: this small harbor serves the fishing trade for the entire southern reaches of the peninsula. Larger vessels that have a deep draft must anchor a half mile off shore due to the extremely wide shelf that lies to the east of the village.

Constable Pond: the main gathering place of the village. When it is required that the constables must address all the residents of the village, the populace will gather around the pond's shores while the announcement is made from a grandstand located on the peninsular-like beach across from the Constabulary.

1. Constabulary; All members of the local force of constables reside, train, and hold court within this large structure. Prison cells are located in the building's basement.

2. Druid Temple; No druid's actually make their residence within the village, but the order does maintain this large, tree-born structure. The temple comprises many buildings built amid the tree-tops. The structures have been carefully tended over hundreds of years from the living boughs themselves. Only those of the druid caste may enter the buildings, except on special dispensation by the Peninsula's singular High Druid.

3. Druid Grove; a place of mysterious ritual upon the full moon. Only druids are ever permitted to enter within, and they never speak of the rites that take place. Other secret groves are located deep in the forests several miles distant from the village.

4. Usher's monument; statue of the ranger that founded this settlement, and the village's namesake; Mandrake Usher. The statue is facing south, holding a sword pointed forward in a defensive stance.

5. The Second Supper; a locally famous tavern, and favored watering hole for adventurers. The 'Supper' is run by a highly respected halfling, and known for its prize-winning mushroom stew.

6. McSweeney's Warehouse; the warehouse is actually a front for the village's only known thief's guild. Called the *Silent Obtrude*, it is run by an elven thief and his top lieutenant; a rather roguish human bard.

7. Usher Hall; mausoleum where the remains of famed ranger Mandrake Usher are interred.

8. Public market; open air market available to any one with something to sell. Almost anything can be found here.

9. Temple of Sol, goddess of good neutrality; the largest and most lavish temple in the village. Though far from being grand in any sense, it does enjoy the largest following in the area.

10. Temple of Caelis, goddess of lawful neutrality; second only in religious power on the Peninsula to the Temple of Sol. The followers of Sol view the followers of Caelis with some level

of suspicion due to Caelis' legendary rivalry with Sol, over Sol's consort, Lilubré.

11. Temple of Orvite, goddess of chaotic goodness; a richly accented façade and comfortably appointed interior set this temple to the goddess of chaotic good apart from the other temples in the village. Priestesses to Bolc will have a minimum charisma attribute of 15.

12. Temple of Bolc, god of chaotic neutrality; this is a crude log cabin where the temple's representative in the village resides. The actual temple is located deep in the forest several miles to the west. It is rumored that the Silent Obtrude actually provides much funding to the temple, but these accusations have not been proved.

13. Temple of Avitori, god of lawful goodness; the lawful good community in the region is small, but growing. The temple is managed by a 6th cleric who is assisted by a 4th level paladin.

14. Temple of Id, god of absolute neutrality; the structure is but a shell sitting over an excavated cave system dedicated to the god of neutrality. The labyrinthine tunnels beneath structure run many miles into the forest to the southwest. All of which terminate in a single huge cavern. Monthly services are held here in dedication to the neutral god. Rumor has it hat stone giants oversea the rituals carried forth herein.

15. North Road; 5 miles northwest to the human settlement of West Hills. Some 100 miles further north up the Peninsula are the halfling village of North Ridge, the dwarven kingdom of Arnegelius Peak, and elven domain of Thaelmarthir.

16. South Road; 30 miles to the gnomish village of Fioonghuala.

17. Sacred Circle; forum wherein concerns, petitions, and grievances are heard, voted on by the representatives, and judged by the Lord Constable.

18. Cemetery; though open to any Usherwood citizen, most of those interred here are exclusive to the merchant class and the constabulary.

19. The Great Hall; gathering place and meeting place of the rangers that use Usherwood as a staging area for the efforts to protect the north lands of the Verméan continent. Rangers visiting the village are encouraged to visit the Hall to relate events occurring outside the village's boundaries. Such visitors are encouraged to make donations to the Hall's coffers, but this is entirely voluntary. Any donations are used to provide free equipment—or repairs to equipment—to all rangers, free of any cost. Companions of rangers will receive free room and board only. Healing is also made available at no cost, as long as the ranger is in good standing with the Hall's management.

20. Gunderson's farming co-op; the rich farmlands located north of the village are tended by all the Usherwood populations, but has been long managed by the Gunderson family.

The Usher Arm Peninsula occupies an area on the southern shores of the Northern Territories, and hosts 5 racially diverse communities;

- **Arnegelius Peak;** a vast cavern complex delved by a clan of mountain dwarves, centrally located on the Peninsula within the range of rugged hills known as the Iron Mountains.
- **Fioonghuala;** a homey maze of tunnels created by a clan of gnomes, located on the southern-most tip of the Peninsula. The gnomes' tunnels extend several miles beyond the main living areas as they continue to mine the surrounding bedrock for semi-precious stones, and gems found within the sedimentary layers.

- **North Ridge;** this small community of halflings is set on the west coast of the Peninsula. The halflings enjoy brisk trade with the dwarves of Arnegelius Peak, the elves of Thaelmarthir, and the humans of West Hills.
- **Thaelmarthir;** this is a large village of elves, who make their homes in the boughs of the trees of the Thaelmarthir Forest. They are renown for their ability to work with wood crafts.
- **Usherwood and West Hills;** these twin communities are dominated by humans, though other races also all the region home. The former is a conservative village, known for protecting the woodlands of the southern Peninsula. The later is known for its many taverns and homey inns.





After receiving the Great Druid's permission to view the tomb of the legendary ranger, the party is escorted by four rangers and two druids to a large stone mausoleum which is the tomb of Mandrake Usher. It is a simple granite structure with few decorations on the outside. The doors are iron-bound stone, and are locked by a complex mechanism requiring all four of the rangers to insert keys simultaneously, and then press on concealed stones, in specific sequences. Once the complicated series of movements is completed, a thudding from within the building can be heard, and the doors open out towards the party. Within the small chamber, several sconces immediately spring to life, illuminating the sarcophagus of the ranger lord, Mandrake Usher.

The coffin is large, 9-ft long, 4-ft high, and 5-ft wide, and is carved from a single piece of usherwood; the sacred tree which is the namesake of the village itself. It is also free of decoration save for the lid, which is carved into the visage of the ranger himself. He must have been a handsome man in life, for the women in the party are immediately drawn to the man's rugged comeliness. The figure is at rest; his eyes open, his body draped in studded leather armor, with the trappings of a wanderer or hunter. Upon his chest is clasped the carved image of a long sword; the ranger's weapon. However, in the place of a carved hilt lay an actual sword hilt. Ancient it must be, but in near new

condition. Even the leather of the grip is hardly touched by age. Just below the hilt can be seen a small amount of the blade where it had been attached to the grip. The metal of the blade, it can be seen, must have had the very same coloration as can be viewed on the sword called the Ranger's Brand. Truly, this must be the original grip of that weapon.

If asked, the knowledge required to reforge the blade to the grip is not known. Legend says that if not performed correctly, not only will the magics of the blade be lost, but a resulting calamity may sunder the lands about for many miles.

The Great Druid, and the rangers will not allow the removal of the hilt, unless they are satisfied that the time of the reforging has come at last. Though, they will allow the party member in possession of the blade to keep it until the time of its reforging has come.

DM Note: *If the party decides to break into the tomb of Mandrake Usher, such might be possible. However, it would be very difficult (-4 to a thief's ability to pick a lock). And such an action would be considered an act of evil (to desecrate a holy place in such a way). Rangers and paladins in the group would be punished accordingly by their deity. And if their action should be discovered, they would be dealt with very harshly indeed.*

Name: **Ewan van Nuys**
Function: Lord Constable of Usherwood
Encounter: Setting Up the Adventure
Race / Sex: Human / Male
Class: Ranger
Alignment: Lawful Good
EXP / Level: 225,000 / 10
Hit Points: 63
Attributes: STR 16, DEX 16, CON 15, INT 14, WIS 14, CHA 17
Armor Class: 5
Weapons: Long sword, light crossbow
Armor: Ring mail

Notes: Lord Constable of the village of Usherwood. van Nuys is the party's primary contact at the beginning and end of their mission into the kobold lair.

Spells: Druid, first level *animal friendship*, *speak with animals* | magic-user, first level; *mending*

Name: **Biravn Earthcracker**
Function: Captive of the Shattered Skull
Encounter: 18
Race / Sex: Dwarf / Male
Class: Fighter
Alignment: Lawful Good
EXP / Level: 3,000 / 2
Hit Points: 2 (18 if fully healed)
Attributes: STR 15, DEX 13, CON 15, INT 10, WIS 9, CHA 8
Armor Class: 10
Weapons: None
Armor: None

Notes: Birvan has no equipment at the time of his rescue. He could make use of the equipment of the deep dwarves at [area 16](#).

Name: **Helmit'a**
Function: Captive of the Shattered Skull, elven noble
Encounter: 26.a
Race / Sex: Elf / Male
Class: Magic-user
Alignment: Chaotic Good
EXP / Level: 175,000 / 9
Hit Points: 5 (15 if fully healed)
Attributes: STR 12, DEX 15, CON 13, INT 18, WIS 16, CHA 16
Armor Class: 10
Weapons: None
Armor: None

Notes: All of Helmit'a's equipment, spell book, and spell components have been confiscated and destroyed. If rescued, the elf lord will be delirious, and beyond comprehending his situation for several days. A reward will be offered for this noble's safe return to his village (Thaelmarthir).

Spells: Magic-user, none; Helmit'a will need to replace his spell book, or borrow that of another spell caster in order to be capable of casting spells.

Name: **Bethany Goldenflower**
Function: Captive of the Shattered Skull
Encounter: 26.b
Race / Sex: Human / Female
Class: Magic-user
Alignment: Lawful Good
EXP / Level: 6,500 / 3
Hit Points: 3 (10 if fully healed)
Attributes: STR 8, DEX 10, CON 12, INT 15, WIS 12, CHA 15
Armor Class: 10
Weapons: None
Armor: None

Notes: Bethany has no equipment at the time of her rescue. She would serve with the party if they promise to return her to a civilized village at their earliest possible convenience. Once returned, she would continue to serve as a henchman to one of the PC's. However, she would require a monthly payment of 200 gp per month to do so (apply this with DM's discretion — she might forgo some amount of compensation for having been rescued).

Spells: Magic-user, none; Bethany will need to replace her spell book, or borrow that of another spell caster in order to be capable of casting spells.

Name: **Elbern'ai Greenleaf**
Function: Captive of the Shattered Skull, member of Helmit'a's personal guard
Encounter: 26.d
Race / Sex: Elf / Male
Class: Fighter / Magic-user
Alignment: Chaotic Good
EXP / Level: 225,000 / 10
Hit Points: 4 (12 if fully healed)
Attributes: STR 15, DEX 14, CON 13, INT 15, WIS 11, CHA 12
Armor Class: 10
Weapons: None
Armor: None

Notes: Elbern'ai is proficient with scimitar and short bow (though he could use long sword and long bow without penalty). Elbern'ai is fully committed in his duty to Helmit'a, and would gladly sacrifice his own life to protect the king. If the king should die, and Elbern'ai felt the party had done all it could to save the king, he would serve the party without pay until he felt his king's death had been avenged.

Spells: Magic-user, none; Elbern'ai will need to replace his spell book, or borrow that of another spell caster in order to be capable of casting spells.

Name: **Perrin Meadbrewer**
Function: Captive of the Shattered Skull
Encounter: 26.e
Race / Sex: Dwarf / Male
Class: Fighter
Alignment: Lawful Good
EXP / Level: 1,500 / 1
Hit Points: 3 (12 if fully healed)
Attributes: STR 12, DEX 12, CON 16, INT 9, WIS 8, CHA 7
Armor Class: 10
Weapons: None
Armor: None

Notes: Perrin is proficient with hammer or axe. He will serve with the party until they are out of the orc caverns, but will depart for his homeland at first safe opportunity to do so. As his name would imply, he is descended from a long line of brewers, and specializes in the creation of mead in particular.

Name: **Waldo Cornrows**
Function: Captive of the Shattered Skull
Encounter: 26.h
Race / Sex: Halfling / Male
Class: Thief
Alignment: Neutral Good
EXP / Level: 4,000 / 3
Hit Points: 5 (13 if fully healed)
Attributes: STR 8, DEX 16, CON 10, INT 9, WIS 10, CHA 9
Armor Class: 8
Weapons: None
Armor: None

Notes: Waldo is in good spirits, and loves a practical joke, though he is understandably famished. If provided with food, he will promise his loyalty to anyone.

Name: **Gotovets Matfi**
Function: Captive of the Shattered Skull
Encounter: 26.h
Race / Sex: Gnome / Male
Class: Illusionist
Alignment: Lawful Good
EXP / Level: 1,000 / 1
Hit Points: 1 (4 if fully healed)
Attributes: STR 8, DEX 15, CON 14, INT 15, WIS 12, CHA 7
Armor Class: 9
Weapons: None
Armor: None

Notes: Gotovets is in good spirits, and loves a practical joke, even at inopportune times. If provided a spell book, he can cast 1 first level illusionist spell.

Spells: Illusionist, none; Gotovets will need to replace his spell book, or borrow that of another spell caster in order to be capable of casting spells.

NOTE: The sargoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name: Karshem
Race / Sex: Sargoch / Male
Class: Cleric
EXP / Level: 1,550 / 2
Hit Points: 12
Attributes: STR 10, DEX 12, CON 13, INT 11, WIS 16, CHA 11
Armor Class: 4
Armor: Chain mail, small shield
Weapon: Heavy mace
Wealth: 95 gp
Caste: Magic-user (*magic missile, detect magic*)
Spells: cleric | first level; *command, sanctuary*

Name: Dar'lean
Race / Sex: Half-elf (nubian) / Male
Class: Druid
EXP / Level: 2,000 / 2
Hit Points: 7
Attributes: STR 12, DEX 16, CON 9, INT 9, WIS 16, CHA 15
Armor Class: 8
Armor: None
Weapon: Club, sling (score stones)
Wealth: 80 gp
Spells: druid | first level; *animal friendship, pass without trace*

Name: Richard
Race / Sex: Human / Male
Cleric: Paladin
EXP / Level: 2,550 / 2
Hit Points: 15
Attributes: STR 16, DEX 9, CON 9, INT 9, WIS 13, CHA 17
Armor Class: 3
Armor: Plate mail
Weapon: Bastard sword, heavy mace
Wealth: 65 gp

Name: Gordo
Race / Sex: Halfling / Male
Class: Thief
EXP / Level: 1,250 / 2
Hit Points: 9
Attributes: STR 9, DEX 17, CON 9, INT 10, WIS 12, CHA 10
Armor Class: 5
Armor: Padded
Weapon: Short sword, sling (score bullets)
Wealth: 65 gp



Karshem

Richard

Dar'lean

Gordo

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name: **Stu'yrt**
Race / Sex: Dwarf / Male
Class: Fighter
EXP / Level: 1,900 / 2
Hit Points: 16
Attributes: STR 16, DEX 12, CON 12, INT 9, WIS 10, CHA 9
Armor Class: 5
Armor: Mail hauberk
Weapon: Hand-axe, light crossbow
Wealth: 90 gp

Name: **Gondars**
Race / Sex: Human / Male
Class: Ranger
EXP / Level: 2,250 / 2
Hit Points: 20
Attributes: STR 12, DEX 16, CON 14, INT 13, WIS 14, CHA 14
Armor Class: 6
Armor: Leather
Weapon: Long sword, dagger, long bow
Wealth: 85 gp

Name: **Aaonæ**
Race / Sex: Elf / Female
Class: Magic-User
EXP / Level: 2,400 / 2
Hit Points: 7
Attributes: STR 9, DEX 10, CON 9, INT 16, WIS 10, CHA 14
Armor Class: 10
Armor: None
Weapon: Quarter staff, dagger
Wealth: 70 gp
Spells: magic-user | first level; *push, shocking grasp*

Name: **Junée**
Race / Sex: Human / Female
Class: Lorist Priest
EXP / Level: 1,900 / 2
Hit Points: 11
Attributes: STR 9, DEX 9, CON 9, INT 12, WIS 15, CHA 13
Armor Class: 7
Armor: Studded Leather
Weapon: Quarter staff, flail
Instrument: Harp
Wealth: 70 gp
Spells: cleric | first level; *bles, cure light wounds*



NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name: Græydon
Race / Sex: Gnome / Male
Class: Illusionist
EXP / Level: 2,500 / 2
Hit Points: 6
Attributes: STR 8, DEX 16, CON 8, INT 15, WIS 10, CHA 9
Armor Class: 8
Armor: None
Weapon: Dagger, darts (10)
Wealth: 95 gp
Spells: illusionist | first level; *change self*, *dancing lights*

Name: Snargu
Race / Sex: Half-Orc / Male
Class: Assassin
EXP / Level: 1,600 / 2
Hit Points: 10
Attributes: STR 14, DEX 16, CON 14, INT 11, WIS 8, CHA 8
Armor Class: 6
Armor: Leather
Weapon: Broad Sword, dagger
Wealth: 95 gp

Name: Joahan
Race / Sex: Half-Hordling (blue) / Male
Class: Verméan Monk
EXP / Level: 2,250 / 2
Hit Points: 14
Attributes: STR 15, DEX 15, CON 11, INT 9, WIS 15, CHA 9
Armor Class: 8
Armor: None
Weapon: Scimitar, dagger
Wealth: 60 gp

Name: Whilem
Race / Sex: Human / Male
Class: Racaraide Bard
EXP / Level: 1,600 / 2
Hit Points: 10
Attributes: STR 12, DEX 13, CON 12, INT 12, WIS 12, CHA 15
Armor Class: 7
Spells: None
Armor: Studded leather
Weapon: Long sword, dagger, short bow
Instrument: Lyre
Wealth: 95 gp



Græydon

Snargu

Joahan

Whilem

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name: Greenleaf
Race / Sex: Human / Male
Class: Lorist Ovate
EXP / Level: 1,900 / 2
Hit Points: 11
Attributes: STR 9, DEX 9, CON 9, INT 12, WIS 15, CHA 15
Armor Class: 8
Armor: Leather
Weapon: Club, sling (score bullets)
Instrument: Mandolin
Wealth: 70 gp
Spells: druid | first level; *detect pits and snares*, *speak with animals*

Name: Smithee
Race / Sex: Human / Female
Class: Sonneteer Magician
EXP / Level: 1,900 / 2
Hit Points: 7
Attributes: STR 9, DEX 9, CON 9, INT 15, WIS 12, CHA 12
Armor Class: 8
Armor: Leather
Weapon: Scimitar, dagger
Instrument: Harp
Wealth: 55 gp
Spells: magic-user | first level; *jump*, *magic missile*

Name: Edelbrock
Race / Sex: Human / Male
Class: Lyrlist Veteran
EXP / Level: 1,900 / 2
Hit Points: 16
Attributes: STR 16, DEX 10, CON 9, INT 12, WIS 12, CHA 12
Armor Class: 6
Armor: Scale mail
Weapon: Mace, light crossbow
Instrument: Cittern
Wealth: 95 gp

Name: Buckley
Race / Sex: Human / Female
Class: Jongleur Magsman
EXP / Level: 1,900 / 2
Hit Points: 10
Attributes: STR 9, DEX 16, CON 9, INT 12, WIS 12, CHA 12
Armor Class: 6
Armor: Leather
Weapon: Long sword, dagger
Instrument: Djembe
Wealth: 80 gp



Greenleaf

Edelbrock

Smithee

Buckley

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name: **Vinzini**
Race / Sex: Human / Male
Class: Sonneteer Trickster
EXP / Level: 1,900 / 2
Hit Points: 7
Attributes: STR 9, DEX 9, CON 9, INT 15, WIS 15, CHA 9
Armor Class: 8
Armor: Padded
Weapon: Scimitar, dagger
Instrument: Lute
Wealth: 70 gp
Spells: illusionist | first level; *dancing lights*, *hypnotism*

Name: **Clint**
Race / Sex: Human / Male
Class: Jack-of-All-Trades
EXP / Level: 2,550 / 2
Hit Points: 13
Attributes: STR 13, DEX 12, CON 14, INT 11, WIS 14, CHA 9
Armor Class: 8
Armor: Leather
Weapon: Bastard sword, dagger
Wealth: 100 gp
JoAT Abilities: first level; *hide in shadows*, *tracking*



Vinzini

Clint

SUMMARY MATRIX

ID	CHARACTER	CLASS	RACE/SEX	LVL	EXP	ATTRIBUTES					HP	AC
						STR	DEX	CON	INT	WIS		
01												
02												
03												
04												
05												
06												
07												
08												
09												
10												
11												
12												
13												
14												
15												

WEAPONS MATRIX

ID	STR MODS		DEX MODS		RACE/CLASS MODS.		WEAPON IN HAND	WEAPON MODS		DAMAGE	
	"TO HIT"	DAM.	ATTACK	A.C.	"TO HIT"	DAM		"TO HIT"	DAM	S-M	L
01											
02											
03											
04											
05											
06											
07											
08											
09											
10											
11											
12											
13											
14											
15											

COMBAT MATRIX

ID	ENEMY				ID	ENEMY				ID	ENEMY			
	CREATURE	A.C.	VS. A.C.	DAM.		CREATURE	A.C.	VS. A.C.	DAM.		CREATURE	A.C.	VS. A.C.	DAM.
01					04					07				
02					05					08				
03					06					09				

NAME:	EXP*:	AGE:	WEAPON IN HAND:
CLASS(es):	HP:	HEIGHT:	SECONDARY WEAPON:
ALIGNMENT:	AC:	WEIGHT:	MISSILE WEAPON:
RACE:	LVL*:	SEX:	OTHER:
*Multi-classes:			

ATTRIBUTES	MODIFIERS			
STR:	'To Hit':	Damage:	Minor Test:	Major Test:
DEX:	Surprise Bonus:	Missile Bonus:	AC Adjust:	
CON:	HP:	Minor Test:	Major Test:	
INT:	Add. Lang.:	Understand Spell:	Min/Max Spells Understood/LVL:	
WIS:	Mental Save Bonus::	Bonus Spells:	Chance of Spell Failure:	
CHA:	Max. Henchmen:	Loyalty Bonus:	Reaction Bonus:	
*Notes:				

SAVING THROWS																						
AIMED MAGIC ITEM:	DEATH, PARALYSIS, POISON:					SPELLS:					NOTES:											
BREATH WEAPON:	PETRIFICATION, POLYMORPH:																					
'TO HIT' vs AC:	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
UNADJUSTED d20 ROLL:																						
Notes:																						

ARMOR					
ARMOR:	SHIELD:		OTHER:		AC:
Notes:					
WEAPONS	DAMAGE vs S/M:	DAMAGE vs L:	RANGE:	ENCUMBRANCE:	
WEAPON IN HAND:					
SECONDARY WEAPON:					
MISSILE WEAPON:					
OTHER:					
Notes:					

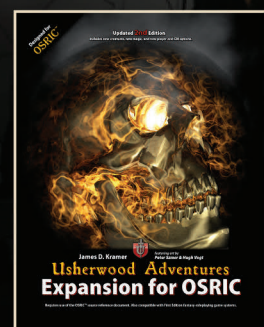
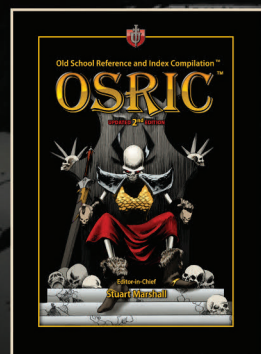
WEALTH & TREASURE		
CP:	SP:	OTHER (gems, jewelry, etc.):
EP:	GP:	
PP:		
Other magical or unique:		

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James D. Kramer

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