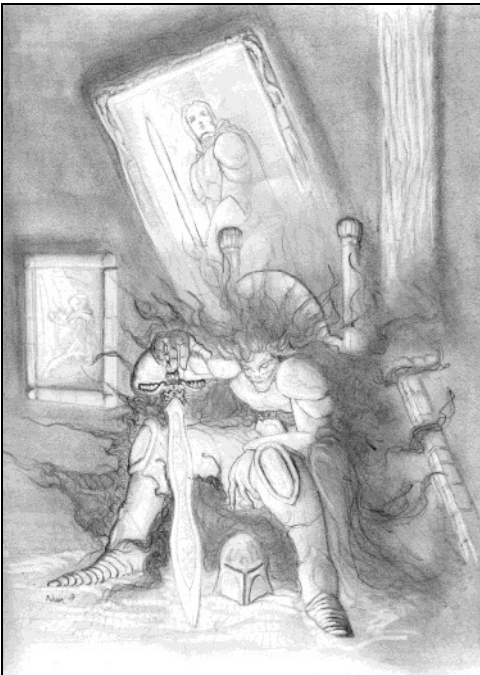


# The Thing in The Valley

Includes module T2 The Things in the Forest







# The Thing in The Valley

## Contents

---

Adventure Introduction.....	4
Player Introduction.....	5
The Hunt .....	7
Events.....	7
Adventuring in the Valley .....	10
The Haunt .....	15
New Magic Items .....	25
New Monsters .....	25-27
DM Map of the Manor Home .....	x
Player Map of the Valley.....	29
Map of Farm Houses .....	30
DM Map of the Valley .....	xx



Pacesetter Games & Simulations  
2699 Katie Lane  
Milford, Michigan 48380

[Pacesettergames.com](http://Pacesettergames.com)

1907  
First Printing, November 2015

©2015, Pacesetter Games & Simulations

## Credits

---

Designer: Bill Barsh

Art Director: Brian Nagata

Artists:

Nathan Nada

David White



This adventure module is designed for use with the OSRIC™ game system and can be adapted for use with First Edition Game. The scenario is best played with 4-6 players and character levels ranging from 3rd to 5th level with a total of about 20 total levels. No particular class is required, but at least two fighter types are recommended.

The adventure is set in the **Darkland** (campaign setting), and specifically located in the valley south of the Lake of the Lost near the village of Riversmeet.

Simply changing the names of a few specific geographic locations, such as the Lake of Secret Dreams, will allow this adventure to be played in published campaign settings or those of your design.

### DM's Introduction

The *Thing in the Valley* is an adventure with mild overtones of horror and mystery wherein the player characters must track down and destroy a maniacal killer who is terrorizing a small, rural border community. The killer is a wraith that drains its victims of life, then destroys them before they transform into the undead. The wraith was once a powerful adventurer (lawful fighter) who was slain by a wraith and subsequently became its undead servant.

The undead adventurer was freed from enslavement when its master was destroyed. The adventurer, led by faint memories, found its way home. Not having a grasp of time, the wraith did not know it had been dead for nearly 70 years. On returning and finding its family gone and manor house in ruin, the wraith slipped further into madness and chaos.

The wraith, now quite chaotic in nature, still clings to vague memories and the shards of the lawful codes from its former life. Its mind has twisted severely. Conse-

quently, the wraith slays the living, but abstains from creating other wraiths. In addition, this wraith is not a typical wraith, but a greater wraith (see **New Monster** section). As a greater wraith this monster maintains a physical presence. Therefore, it wears decaying adventuring garb, armor, sword and other magical items.

Since returning, the wraith has terrorized the valley for about two months. It has killed more than a dozen people and scores of animals. The people of the valley do not know the origin of the wraith or why it has come to the valley. They also do NOT know it is a wraith, let alone a greater wraith. They simply call it the Thing. All references to the Thing are direct references to the greater wraith.

To find and eventually destroy the Thing, the player characters must search the valley. Therefore, the adventure is primarily an outdoor expedition followed by a more typical dungeon search. Players will be required to use problem solving skills to find and destroy the Thing.

### The Valley of the Lake of Secret Dreams – Additional Player Background

**DM Note:** The following is common knowledge, though no one PC may know it all. More information regarding the Lake of Secret Dreams and its geographic location can be found in the **Darkland Campaign Setting** by Pacesetter Games & Simulations. Some or all of the following information can be given to the PCs prior to reading the **Player Introduction** to make them familiar with the general location of this adventure.

The valley is formed by the Lost River where it feeds from the Lake of Secret Dreams. The Dagger River joins with a smaller river, the Lost, and then flows to the ocean. Riversmeet is a small village located at the junction of the Lost and Dagger rivers. A 100 foot cliff separates the val-

ley from the Highwood Forest and forms the valley's western boundary. Goblins of the Highwood Forest generally ignore or avoid the valley. *[DM Only: The goblins are aware of the boghunter (see New Monster section) that lives in the swamp. They generally avoid the entire valley due to the significant losses they have sustained from the prowling boghunter. They rarely enter the valley and when they do, they don't stay very long. See Hunt encounter #8.]*

The eastern portion of the valley is heavily wooded and generally uninhabited. Occasionally, strange creatures and Northwood Elves come from the wood, but this is infrequent. Also, the country of Haxa lies on the other side of the wood and spies have been known to enter the Greyport Baronies at this point.

The most interesting feature of the valley is the Lake of Secret Dreams. Many believe it to be a magical place where the gods have come to bathe and swim. From time to time, processions of priests make the trek to the lake to take its waters.

### Player Introduction – Riversmeet

The Log Jam is a quaint inn and tavern – no more than you expected from this small village. In fact, Riversmeet isn't on any map you have ever seen. Nevertheless, rumors have whispered that something horrible is happening in the small border community and adventurers are needed.

A tavern, boat livery, trading post, mill and few farms are all that is Riversmeet. The Rugolov River meets the Vyallia River at the village center where a wooded, three-span bridge crosses both rivers – a quaint village indeed.

It seems as if the entire population of the village is packed within the tavern. Their faces are clearly etched with fear. Only an old crone sitting by the fireplace ignores your presence. A tall man with graying hair steps forward nervously.

"A horror has come to our valley," he begins with a shaky voice. "It has only been two months and our graveyard overflows. Livestock and crops begin to waste in the fields, and carrion from land and sky abound. It is all due to one terrible Thing. We cannot tell you exactly what this Thing is, but it has brought nothing but terror and death. The Thing comes only at night, leaving its victims pale as the moon...as...as if their very souls have been blasted!

"Yet that is not all. Each victim has been stabbed through the heart; some more than once. What foul creature is capable of such evil?" The elderly man hesitates as the people cry out to the gods for aid.

"I must be honest with you. Two weeks ago a group

of adventurers heeded our call and went into the valley to destroy the Thing. They did not return, but neither did the Thing. At least not right away. But come back it has – five days ago the terror returned."

"Only one has seen the Thing and lived. She survived its attack!" the man points at the old crone sitting by the fire. The old woman slowly turns away from the flames to face you. The fire stills seems to dance in her eyes.

"Fool, I did more than see it!" she exclaims. Her voice is surprisingly calm and strong. "Two nights past, on the bridge, it came for me. It grabbed my neck with its gauntlet-covered hand and raised me off the ground. I could not scream or breathe, but I was not afraid. Then I looked into its eyes. They were red – the color of blood – and yet black and deep as the abyss. I felt as if I looked into the very pits of some flaming hell. It raised its other hand...this one had no gauntlet...and it grasped my skull to steal my soul!"

The old woman, breathing hard, pauses and raises a clenched fist. Slowly, as her breath recovers, her gnarled fingers open to reveal a silver ring inset with five rubies. Three of the gemstones are shattered and blackened but two remain gleaming in the firelight.

"But this ring saved my life," cackles the old crone. In a flash she closes her hand and it disappears into the folds of her robes. "The Thing dropped me in surprise. But surprise quickly turned to rage and it drew a wicked blade. Yet, I did not get to this age by mistake, let me tell you. My staff was still at hand and with a single stroke I shattered the rotting rail against which Thing had me pressed. We tumbled into the river. I managed to crawl out, but I did not see the Thing again."

"Do not be deceived by my story. Luck was with me that night. The Thing is a powerful creature and I am sure it is the walking dead! Of which kind I am not certain."

The old woman finishes her story and turns back to the fire. But she continues to speak, "Fear the Thing, but hunt it. Do this because you are heroes." Silence fills the inn as the villagers look at you intently.

**DM:** The village has no wealth to entice the PCs into accepting this challenge. The leader of the village, Tuven, owns the Log Jam inn and tavern. He speaks on behalf of the village in all matters and is trusted by all members of the community. He will attempt to answer questions the PCs may have (though he knows nothing more than has already been described to the PCs). The old woman will describe the Thing in more detail (see below).

If the PCs initially do not accept the mission, the vil-

lagers will panic. Women will cry out to their husbands, children will begin to cry and ask their parents, "Are we going to die, now?" Tuven will ask the PCs to reconsider.

Throughout the adventure, keep in mind the villagers are simple folk. They are dreadfully afraid of the Thing. They have seen neighbors and friends die, and fear is the over-riding emotion. For the most part, they will be unable to assist the PCs.

The old woman is considered the village eccentric and no one knows her name. She is actually a 5<sup>th</sup> level magic user; now retired. She lives in a small cottage just outside the main village and keeps to herself. However, in these troubled times she spends a great deal of time in the Log Jam sitting by the fire. She will not adventure with the PCs, though she will trade spells if a PC is in need.

The following is a list of items that the villagers will offer the PCs:

**A map of the valley:** This crude map depicts all the notable areas in the valley with one exception – the manor home (area #9). The majority of the villagers came to the valley, or were born, after the manor was abandoned. In fact, neither Tuven nor the old woman know of the manor. Tuven drew the map. However, the owner of the boat livery took a canoe to the Lake of Secret Dreams and found the manor. He attempted to investigate but was chased away by a "wooden man" (referring to the Killer Tree). He never related his story as he is considered a bit of drinker and storyteller by the village folk. He will release this key point of information after the PCs have left on the mission. A messenger will be sent to find the PCs approximately five days after they have left the village. The messenger should only find the PCs if they have not discovered the manor on their own. **This map is Player Handout #1, page 31.**

**A ring of life protection:** The old woman will give her ring to the most outwardly brave PC. The ring has two charges. Also, it is a gift and she will not ask for it back at the conclusion of the adventure. **Note:** If the PCs try to haggle with the villagers for a reward, she will not offer the ring.

**Any basic equipment:** Basic equipment is defined as simple items such as lanterns, torches, rope, sacks, etc. Weapons are not available with exception of bows, arrows and hand axes – and these are in limited supply. Magical items are not available.

#### **Description of the first group of adventurers:**

- A. A human fighter in chainmail that carried a two handed sword.
- B. A dwarven fighter in chainmail that carried a short sword and javelins.
- C. A human magic user in green robes. She was young and carried a staff.



D. A female Halfling in leather carrying a short sword and dagger.

**A farmer will offer a good pack mule:** There are no other animals available.

**Description of the Thing:** The Thing is nearly seven feet tall, completely clad in black, including its platemail. It wears a helmet which completely conceals its face, but its glowing red eyes are exposed. A huge, tattered black cape drapes over most of his frame. The Thing wears a single gauntlet on its right hand and its left hand is bare. It wields a blue-bladed longsword that glows dully and is clearly magical. The villagers have no idea what the Thing actually is, but the old woman calls it the walking dead. She will not define it as a wraith.

Finally, Tuven will tell the PCs that a farmer saw the Thing enter the **Old Wood** (Area #6) several weeks earlier. He will go on to say that the previous group of adventurers went there first. If the PCs ask around they will learn that the group was not seen anywhere else in the valley – not too terribly surprising as most villagers are avoiding the valley.

#### **Running the Adventure**

This adventure is split into two sections: the **Hunt** and the **Haunt**. In section one (The Hunt), the PCs will search the valley for the lair of the Thing. This section is primarily a wilderness expedition. In the second section (The Haunt), the PCs have found the manor home that is the Thing's lair. Inside they will find a few traps, some wayward goblins, other minor creatures, and eventually, the Thing itself.

During the Hunt, let the PCs make their way around the valley. Their map will lead them to most of the preset

encounters, and they may stumble upon others. It is not necessary for them to investigate every encounter. However, three of the encounters will directly assist them in finding the manor. The Thing will not be encountered during the Hunt.

As the PCs exit the village and begin the Hunt, the weather will turn ominous as a large storm is brewing. A persistent rain will fall for the duration of the adventure. However, the rain will become a severe thunderstorm when the PCs find the manor. The PCs vision will be obscured while in the rain and sight distance will be limited to 1/2 mile (2 hexes) even in daytime hours.

When the PCs finally discover the manor, the scenario's pace should increase. Coincidentally, a group of goblins has stumbled across the manor while seeking shelter from the oncoming storm.

All of the preset encounters and events have a boxed description to be read aloud to the players. The boxed text assumes the PCs are approaching the encounter from a reasonable direction and/or distance. The DM may alter these texts to adjust for player deviation.

## The Hunt

The Hunt is the first section of this scenario wherein the PCs must search for clues to the location of the Thing. The PCs are free to wander the valley as they wish. They can use their map to investigate the preset encounters. Additionally, there are three events which may occur at any time after the PCs visit the **Old Wood** (Encounter 6). Ideally, the **Old Wood** will be the PCs first major encounter, as it was referenced in the player introduction.

## Wandering Monsters

The following wandering monster list may be used as the PCs move from one location to another. Use each wandering monster one time only. Chance of encounter is 1 in 1d6. Roll once between each pre-set encounter. Wandering monsters do not carry treasure. Intelligent monsters have no relevant information regarding the events in the valley. The use of wandering monsters is completely optional.

Roll 1d6 to determine which monster is encountered.

1. Harpy (2) AC 7; HD 3, hp 15, 14; MV 60/150; #AT 3, dmg 1d3/1d3/1d6; SA Charm; AL CE; EXP 50 +3/hp; THACO 17
2. Huge Spider (4) AC 6; HD 2+2, hp 11 each; MV 180; #AT 1, dmg 1d6; SA Poison; AL N; EXP 150 +3/hp; THACO 17
3. Ogre (2) AC 5; HD 4+1, hp 25, 21; MV 90; #AT 1, dmg 1d10 club; AL CE; EXP 95 +5/hp; THACO 16
4. Giant Boa (1) AC 5; HD 6+1, hp 32; MV 90; #AT 2, dmg 1d4 bite/2d4 constrict; AL N; EXP 345 +8/hp; THACO 14

5. Troll (1) AC 4; HD 6+6, hp 29; MV 120; #AT 3, dmg 1d4+4/1d4+4/2d6; SD Regeneration; AL CE; EXP 525 +8/hp; THACO 14
6. Wolf (5) AC 7; HD 2+2, hp 11 each; MV 180; #AT 1, dmg 1d4+1; AL N; EXP 50 +2/hp; THACO 18

## Events

There are three events which may occur virtually anywhere in the valley. It is not critical that the PCs encounter these events. They are not required for the plot to progress but they will add drama and depict the chaos which currently engulfs the valley.

### Event 1: The Patrol

**DM:** As the PCs travel through the valley they will encounter an eight-man military patrol from Karamiekos. The patrol is not making any effort to conceal itself and if the PCs are being cautious, they will detect the patrol first. The patrol is led by a novice officer on his first mission. The officer, Lieutenant Keri, has no experience in the field or much else for that matter. Patrols do not normally visit the valley and the current mission is unrelated to the events regarding the Thing. Their current mission is to monitor the Thyatian border as well as the Dymrak Forest (checking for goblin incursion).

The patrol has recently entered the valley and has not been to the village. They have come across one of the abandoned farms but know nothing else. The patrol's sergeant suggested they visit the village, but Lieutenant Keri has decided to investigate first and then rest in the village at night.

Once the patrol spots the PCs they will move to intercept them – they are mounted on light war horses. Lieutenant Keri will be suspicious from the start (in an effort to impress his men). He will ask basic questions: why are the PCs in the valley and where they are from. No matter how the PCs respond, the lieutenant will continue to press inane questions and attempt to intimidate the PCs. It has been an uneventful patrol and the lieutenant would love to return with prisoners (guilty or not). If the PCs respond truthfully, the sergeant will intervene and ask about their current mission. The lieutenant will attempt to interrupt, but the sergeant will ignore him. After a few questions, the PCs will be “released” to continue on their mission. The lieutenant will try to assert his authority over the sergeant who will continually ignore him. The men of the patrol are more apt to listen to the sergeant, though careful not to directly disobey the lieutenant. The men realize that on such a patrol, the sergeant is the only one that can lead them safely. The lieutenant also knows this but will maintain his front of authority.

If the PCs return to the village on the same evening as

meeting the patrol, they will notice the patrol never arrives. Upon finding one of the ruined farms, Lieutenant Keri became convinced that goblins from the Highwood were to blame and he has taken the patrol into the forest. This will end badly for the patrol but will have no further influence on this adventure.

Lieutenant Keri (F1) AC 5 (chainmail armor), HD 1, hp 8, #AT 1, Dmg long sword 1d8 or light crossbow 1d4; AL Chaotic Good, EXP 10 +1/hp; THACO 20  
 Possessions: normal sword, light crossbow w/20 bolts, chainmail armor and a pouch containing 31 gp.

Sergeant (1) 2<sup>nd</sup> level Fighter, AC 4 (chainmail & shield), HD 2, hp 12, #AT 1, Dmg long sword 1d8 or light crossbow 1d4; AL Chaotic Good, EXP 30 +1/hp; THACO 20  
 Possessions: normal sword, light crossbow w/40 bolts, Sergeant #1 has a pouch with 25 gp.

Soldiers (6) 1<sup>st</sup> level Fighter, AC 7 (studded leather armor), HD 1, hp 7, 6, 6, 5, 4, 4 #AT 1, #AT 1, Dmg long sword 1d8 or light crossbow 1d4; AL Chaotic Good, EXP 10 +1/hp; THACO 20  
 Possessions: normal sword, light crossbow w/40 bolts, studded leather armor and a pouch with 2d6 gp.

**Event #2: The Unholy Procession**

**DM:** This event will take place when the PCs are moving up the valley toward the Lake of Secret Dreams. There is a trail (see valley map) that leads from the south to the lake. The trail is used only several times a year when priests of various deities make the trek to the lake to obtain its

magical waters. Even though the magical properties (see Lake of Secret Dreams: Encounter 7) are lost 12 hours after the water is removed from the lake, many religious orders use the water for ceremonies or to make holy water.

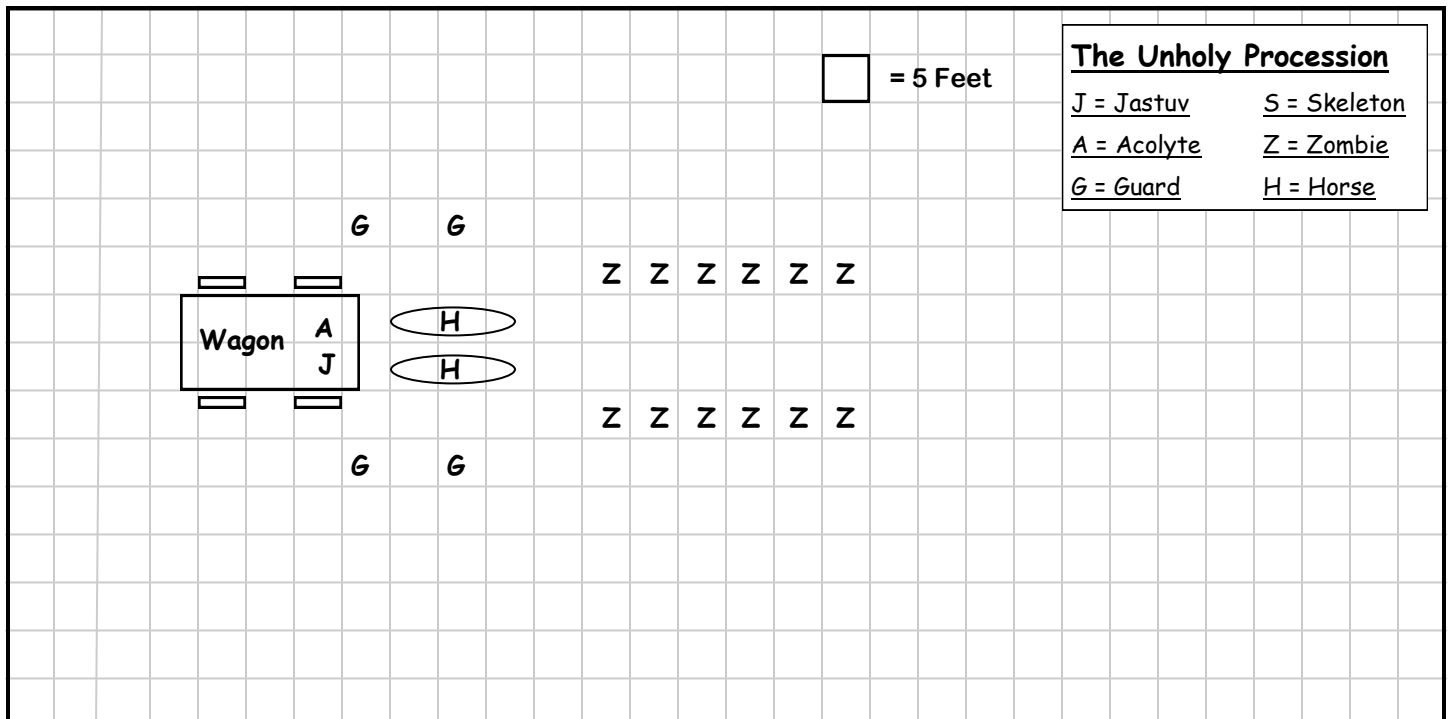
A large procession of what appears to be holy men is currently traveling north toward the lake. A covered wagon pulled by two draft horses trails the procession. On foot are 12 robed figures (zombies) and four armored men (guards). The two figures on the wagon are an evil priest and his acolyte.

By all outward appearances the procession looks to be harmless. The only visible weapons are carried by the four guards. Four of the zombies carry smoking incense burners which conveniently mask the stench of decay exuded by the undead.

If the PCs approach, the priest, Jastuv, will greet them in a friendly manner. Jastuv is not a fool and he will recognize the PCs as adventurers. Jastuv is hunting for enemy priests and has no desire to get mixed up in the valley's current dilemma. Additionally, he will attempt to avoid a protracted conversation with the PCs in hopes of avoiding discovery. He has no information on current events. If pressed, he will explain that he and his acolyte are on a quest to visit the Lake of Secret Dreams.

If the PCs have the dog from the Herdsman's Cottage (encounter 3), they will notice the dog is acting particularly fearful. The dog will not approach the zombies and will bark loudly if forced too close.

Jastuv will do his best to avoid a battle, but if discovered he will command the zombies and guards to attack in force. Jastuv will then cast spells from the wagon and



the acolyte will stand guard. There are four skeletons hiding in the wagon. They will leap out to attack any who approach the wagon. If the battle goes badly, the acolyte will spur the horses on in retreat.

**Jastuv** (1) Human Cleric 6<sup>th</sup> Level, AC 5; HD 6, hp 33; #AT 1, Dmg 1d6 +1, *mace +1*, SA Spells; AL LE, EXP 200 +4/hp ; THACO 15 Str 11, Int 10, Wis 17, Dex 9, Con 9, Chr 12  
 Spells: Fear, Sanctuary, Light, Detect Magic, Cure Light Wounds, Hold Person, Silence 15' Radius, Know Alignment, Spiritual Weapon x2, Animate Dead, Dispel Magic, Feign Death.  
 Possessions: *Mace +1*, Chain armor, *scroll of darkness*, *cure light wounds and hold person*, *potion of invisibility*, pouch containing a key to the chest in the secret room (L), 43 gp and a gem worth 75 gp.

**Acolyte** (1) Human Cleric 2<sup>nd</sup> Level, AC 3 HD 2, hp 8, #AT 1, Dmg 1-6 mace, SA none, Save Cl-2, EXP 25; THACO 19 Str 9, Int 9, Wis 15, Dex 15, Con 11, Chr 9  
 Spells: Darkness, Cause Light Wounds, Sanctuary, Fear.  
 Possessions: Mace, chainmail and shield, *potion of healing*, pouch containing 19 gp and two gems worth 10 gp each.

**Guards** (4) 1<sup>st</sup> level Fighter, AC 8 (leather armor), HD 1, hp 6, 5, 5, 4; #AT 1, Dmg 1d6 w/spear or 1d6 w/javelin, AL NE; EXP 10 +1/hp; THACO 19  
 Possessions: Spear, javelin (6), leather armor and a pouch containing 2-12 gp.

**Zombies** (12) AC 8; HD 2, hp 12, 11, 10, 9, 9, 9, 9, 8, 8, 7, 6, 6; #AT 1, dmg 1d8; MV 60; AL N; XP 30 +1/hp; THACO 18. No treasure.

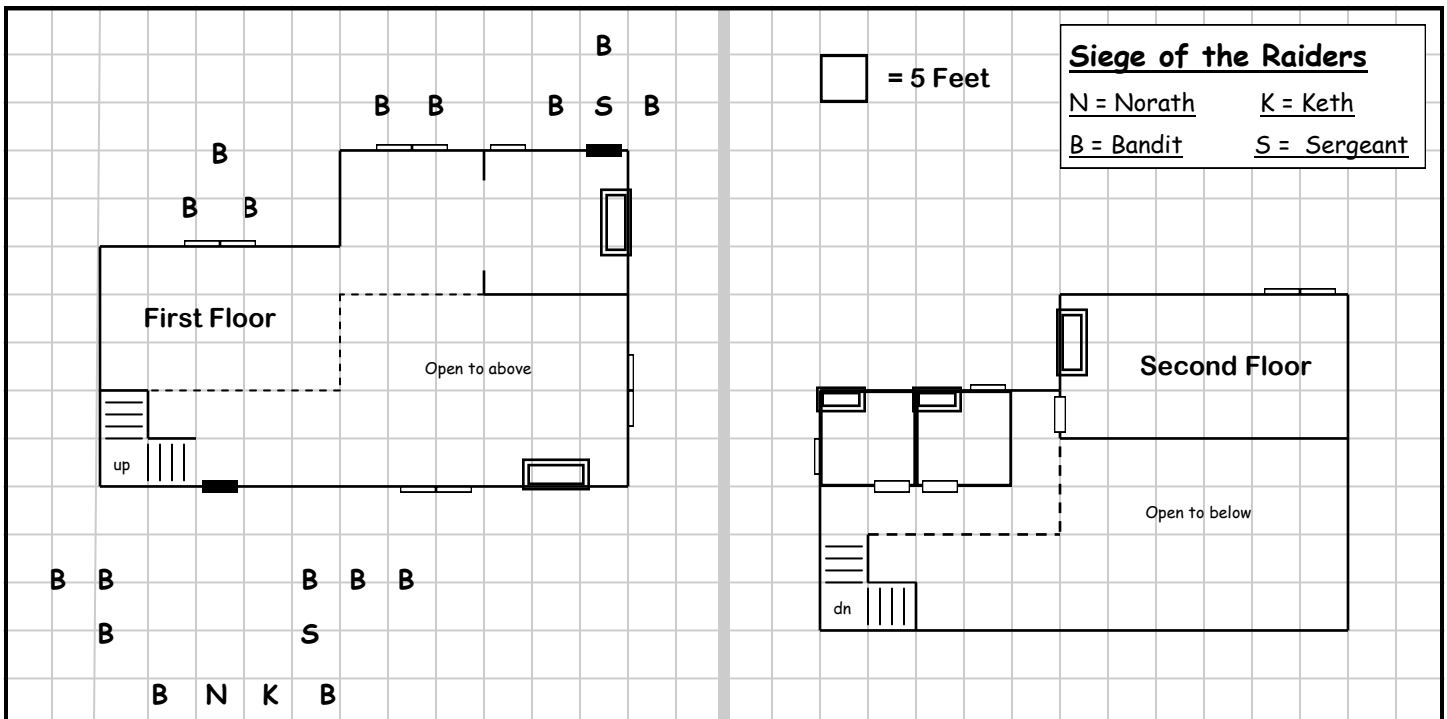
**Skeleton** (4) AC 7; HD 1, hp 7, 5, 4, 3; #AT 1, dmg 1d6; MV 120; AL N; EXP 15 +1/hp; THACO 19. No treasure.

**Event #3: Raiders**

**DM:** This event should take place early in the adventure. When the PCs are traversing the valley, and after they have had a chance to investigate some of the fixed locations, they will notice a pair of mounted men watching them from a distance. Any attempts to approach the watchers results in them turning and retreating. The men will simply disappear into the wilderness.

The mysterious men are scouts for a large group of bandits. This group is led by Norath the Black, a cunning, albeit vicious, human wizard. Norath is a clever bandit who understands the need for decisive action and speed. He continually preaches to his men, "Seize the opportunity, but do it quickly!"

Norath has heard of the valley's dilemma and has descended onto the scene to take advantage of the chaos. However, Norath did not expect the pickings to be so thin. When his scouts come across the PCs, they notify Norath. Two scouts will monitor the PCs from distance until Norath and the bandits arrive in force. At this time, Norath will launch his attack. He clearly knows the dangers of attacking a group of adventurers, but he also knows that they often carry magic items and other valuables.



The PCs will see the bandits coming and will have to time to react. If they have been even slightly observant, the PCs will have plenty of time to retreat to a vacant farmhouse (below) – they should be encouraged to do so as Norath’s bandits are numerous. Norath’s group will then lay siege and make a coordinated attack.

Norath’s first attack will come within minutes after the PCs have taken refuge in the farmhouse. Norath has no intention of letting the PCs improve their defenses. He will send a sergeant and eight bandits to the rear of the home in an effort to break through the back door. Norath will signal the attack by launching a fireball at the front door (destroying the front door in the process). Any PCs within 10’ of the front door must make a saving throw (spells). Success results in the PC suffering ¼ of the damage, and failure results in ½ damage.

Six bandits and the remaining sergeant will rush the front of the house. The remaining bandits (2) will stay in reserve with Norath and Keth. If the bandits penetrate the home, Norath, Keth and the two bandits will join through the opening.

Norath (1) Human Wizard 6<sup>th</sup> Level, AC 6 HD 6, hp 19 #AT 1, Dmg 1d4 +1 w/**Dagger +1**, SA Spells, AL CE; EXP 280 +6/hp; THACO 19; Str 10, Int 17, Wis 13, Dex 15, Con 10, Chr 11

Spells: Shield, Magic Missile, Sleep, Shield, Unseen Servant, Mirror Image, Levitate, Knock, Lightning Bolt, Fireball.

Possessions: **Dagger +1**, **Bracers AC 7**, **Ring of Fire Resistance**, **Potion of Extra Healing**, **Potion of Flying**, pouch with 70 gp, 20 pp and a gem - 100 gp.

Keth (1) Human Fighter 3<sup>rd</sup> Level, AC 4 HD 3+6, hp 26, #AT 1, Dmg 1d8 +2, **Long sword +1**, MV 90; AL NE; EXP 65 +2/hp; THACO 18; Str 17, Int 9, Wis 10, Dex 10, Con 16, Chr 10

Possessions: **Longsword +1**, crossbow (light) w/40 bolts, **Potion of Heroism**, **Potion of Healing**, **Chainmail +1**, pouch containing 50 gp, 10 pp and two gems - 50 gp each. Keth is Norath’s personal bodyguard. He receives +1 to hit and damage due to strength.

Bandit Sergeants (2) 2<sup>nd</sup> level Fighter, AC 7 (studded leather), HD 2, hp 15, 13; #AT 1, Dmg 1d8 long sword or 1d4 light crossbow, MV 120; AL NE; EXP 20; THACO 19  
Possessions: Long sword, light crossbow w/40 bolts, Sergeant #1 has a pouch with 35 gp, Sergeant #2 has a pouch with 20 gp and a silver ring worth 100 gp, each wears studded leather armor.

Bandits (16) 1<sup>st</sup> level Fighter, AC 8 (leather armor), HD 1, hp 8, 7 x 4, 6 x 6, 5 x 2, 4, 3 x 2; #AT 1, Dmg 1d6 short sword or 1d4 crossbow; MV120; AL NE; EXP 10 +1/hp; THACO 20

Possessions: Short sword, light crossbow w/40 bolts, leather armor and a pouch containing 2-12 gp.

Each member of the gang has basic equipment as they do not have a base of operations. Each has a horse. Saddle bags contain food stuffs, cooking gear, tent components, and other “camp” items.

Norath will attack the PCs in hopes of a quick victory. If things go bad, he will quickly sound retreat and head for greener pastures. Norath has no desire to waste his bandit force on a group of adventurers unless he sees a quick victory.

### 1. **Farmhouse** (attacked)

A single farmhouse rests on a small rise ahead of you. The fields have not been tended in days. A simple fence rings the two story home and its gate hangs by the remnants of a broken hinge. Beyond the gate the house is ominously still. The front door has been torn from the frame and lies on the porch step. Inside, the house has been demolished. It is as if a giant lifted the home and shook it like a play thing. Amid the wreckage spots of blood mark the walls, ceiling and debris.

**DM:** The victims of this farm were just one of several found by the villagers. They have been buried in the graveyard outside of Riversmeet. A large barn stands behind the house. There is nothing of value in the house or barn. See map on page 30.

### 2. **Farmhouse** (abandoned)

Standing against the untended fields, this simple farmhouse is closed to the valley. Both doors and all the windows are shut. Storm shutters cover all the windows. No smoke comes from the chimney and not a single animal can be seen.

**DM:** This is just one of several abandoned farms in the valley. The farmers took everything of value. They currently reside in the village but will return when the Thing is destroyed. There is nothing of value left in the house. The doors are closed but not locked – the farmers figured it would be pointless and if someone wanted to break-in, why get their door damaged. The Thing will not attack this house as it knows the inhabitants have moved to the village. See map on page 30.

### 3. The Sheep Herder

This small ranch looks as if has been hit by a tornado. Two of its walls have been completely knocked down, and the roof lurches precariously. Whatever furniture decorated the interior has been smashed to splinters and virtually nothing is recognizable. Trails of smoke still rise from the battered fireplace.

Behind the home the fields are covered with dead sheep. A man lies on his stomach with a pitchfork in hand. Next to the man stands a badly wounded dog, its teeth bared.

**DM:** The Thing came to this sheep herder's ranch and slew everything but the dog. The dog is a German shepherd and very well trained, but will die soon if not healed. If healed, the dog may help in finding the Thing. If the PCs give it the black cloth swatch from the Trapper's Cabin (Encounter 4), the dog will be able to track the Thing to the manor home. The dog will be a faithful companion to whoever heals it. His name is Spike (the villagers know his name). A pouch containing 42 gold pieces is under a flagstone in front of the fireplace. See map on page 30.

Spike, the German Shepherd (1) AC 8; HD 2, hp 8; #AT 1, dmg 1d6 by bite; MV 150; AL N; XP 30 +1/hp; THACO 18

### 4. The Trapper's Cabin

The sound of straining wood resonates from this small riverside cabin. The only door hangs on one remaining hinge and windows are all covered by shutters. Part of the roof looks to have collapsed inwards completing the devastated scene.

**DM:** A stubborn trapper occupied this cabin and he is now dead. His body has been tossed into the river. The cabin is on the verge of collapse. Roll 1d8 each round the players are inside the cabin. A result of "1" indicates total collapse. Any PCs caught inside the cabin during the collapse will suffer 1d6 damage; no save allowed.

The furnishings of the cabin are sparse, but several animal traps hang from the walls. One of the traps caught a portion of the Thing's cloak. The dog from Encounter 3 can get the Thing's scent and track it to the manor home. There is nothing else of value in the home. See map on page 30.

### 5. The Woodsman's Cabin

*DM Note: As the PCs approach the cabin they will hear loud noises. The noise is made by a hill giant who is rummaging*

*through a chest pulled from this wrecked cabin. Read the following if the PCs opt for a stealthy approach:*

The source of the noise is a hill giant – and a huge hill giant at that. The fur-clad giant is rummaging through a chest. He picks through it carefully then suddenly stops. Lifting his head, he takes in a deep sniff. "I know you are out there, little men," he shouts with a laugh.

**DM:** While most hill giants are as stupid as they are large this one is an exception to the rule. His name is Arbo and he is a Haxan spy. Arbo frequently crosses into Greypoint Baronies on mapping expeditions. He is a very skilled cartographer and speaks goblin and common as well as his native tongue. He is currently on a diplomatic mission to meet a representative from the goblins of the Highwood. He is to meet the goblins on the west shore of the Lake of Secret Dreams. Arbo has noticed that something is not right in the valley and that this cabin was abandoned.

He carries a large sack of gold (1,500 gp) which is a pay-off to the goblin tribe. His personal treasure is a gem-encrusted gold necklace (750 gp) and a ivory broach (300 gp). He also carries a map of the valley that includes the manor home to the north.

Arbo will not initiate combat with the PCs, but he also has no intention of backing down from his current investigation of the cabin. He will converse with the PCs and if asked, he will claim he is just "passing through" the valley on a trip to visit some relatives. He has no desire to initiate conflict in the valley; he is a spy afterall. If attacked, Arbo's pet mountain lion will emerge from hiding and attack any unarmored character. See map on page 30. Arbo will retreat if he sustains 50% damage or the mountain lion is killed.

Hill Giant AC 4; HD 8+1d2, hp 47; #AT 1, dmg 2d8; SA Hurl boulders for 2d8; MV 120; AL CE; XP 1,200 +12/hp; THACO 12

Mountain Lion AC 6; HD 3+2; hp 20; #AT 3; dmg 1d3/1d3/1d6; MV 180; AL N; XP 105 +3/hp; THACO 17





After the PCs have established their camp for the night, read the following:

The wind begins softly. The air is quickly growing cold; a larger storm is on the way. Turning from the cold wind you suddenly feel a chill caress your spine. It is that familiar feeling that something is watching you. Out of the gulf of darkness and nearly 50 feet above ground, amidst the tall pines, a pair of red eyes stares into your brain. Fear wells up in your gut. Then, a sound fights for your attention. Glancing away from the glowing eyes you see three shapes shamble out of the darkness. A man in chainmail drags a two-handed sword. A dwarf, also in chainmail, holds a number of javelins and yet another human, this one female, in green robes, holds a staff. All have numerous wounds and look to have been beaten badly. Each face is pale white with colorless eyes. From its perch the red-eyed creature leaps to the ground. It is shorter than the dwarf but looks not of this earth. It is completely black and its form translucent. The wind stops but the rain still falls.

## 6. The Old Wood

Looking on the Old Wood you realize it is truly an ancient place. Pines grow more than 100 feet tall with very little scrub beneath. A blanket of pine needles covers the forest floor. Small streams cross the entire area, sometimes flowing openly and other times disappearing under the roots of the giant trees. Surprisingly, there are few insects and a disturbing lack of animals and birds.

**DM:** It will take the PCs the better part of the day to completely search the Old Wood. Somehow, it seems much larger from the inside. A priest character will feel a strong “presence” in the area. Indeed, certain gods use the Old Wood for various purposes and a mild curse dooms any mortal who enters to wander aimlessly within its confines for one full day. After 24 hours, the mortals (PCs) can leave normally. Neither spells nor magic items will function in any way to help the PCs exit prior to the 24 hour curse. Specifically, fly, levitate and teleport spells simply do not work. Night will come quickly. Trying to find a way out in the darkness is futile and all attempts will lead the PCs to a small glade at the Old Wood’s center (see map on page 13). The PCs must camp in the glade for the evening.

The adventurers that Tuven referenced (see introduction) were also caught in the Old Wood, and the glade was their camp. A circle of stones marks a fire pit and four bed rolls lie around the fire pit. Other camp items are strewn around the site. A quick study of the area will reveal that a battle has recently taken place in the glade. However, no bodies or equipment can be found.

**DM:** These creatures are the adventurers who first left the village (see the introduction). They came to the Old Wood in search of the Thing and came under the curse of the Old Wood. The Thing found them in the glade and slew them all. During the fight, the Thing mistakenly grabbed the critically wounded halfling with his bare hand, draining away her last life level (turning the halfling into a wraith), and then flung her high into the trees. However, the Thing was so badly wounded in the battle that it simply forgot about the halfling.

Remembering the Old Wood’s curse, the Thing used his *ring of spell storing* and animated the three remaining bodies. The Thing directed the zombies to lay in ambush just outside the glade and attack any who entered at midnight.

The halfling wraith hung in the trees until this very night, awakening as a wraith. In fact, it awoke just in time to see the PCs enter the glade. All wraiths leave their physical bodies behind. The halfling’s corpse still hangs in the trees (where the red eyes were first spotted). It is almost completely hidden and impaled on a branch.

Halfling Wraith (1) AC 4; HD 5+3, hp 23; #AT 1, dmg 1d6; SA energy drain; MV 120/240; AL CE; XP 550 +6/hp; THACO 16

Human Zombie (1) AC 5; HD 2, hp 15; #AT 1, dmg 1d10+1 w/+1 *two handed sword*; MV 60; AL N; XP 30 +1/hp; THACO 18

Dwarf Zombie (1) AC 5; HD 2, hp 14; #AT 1, dmg 1d8 w/ battle axe; MV 60; AL N; XP 30 +1/hp; THACO 18

Elf Zombie (1) AC 8; HD 2, hp 11; #AT 1, dmg 1d6+1 w/+1 staff; MV 60; AL N; XP 30 +1/hp; THACO 18

The following treasure will be found on the dead adventurers' bodies. The fighter has 20 gp, a *two-handed sword +1* and two *healing potions*. The dwarf is armed with two *javelins +1*, one *healing potion* and three gems – 50 gp each. The magic-user has a gold and gem necklace worth 250 gp, a *staff +1* and a *wand of secret door detection* (12) and spell book (magic missile, detect magic, analyze, floating disc, detect evil, knock and mirror image). On the halfling's corpse is an ax, a shattered potion bottle, a gold ring worth 100 gp, and a *ring of quickness*. The halfling also has a map of the valley identical to the one the PCs possess.

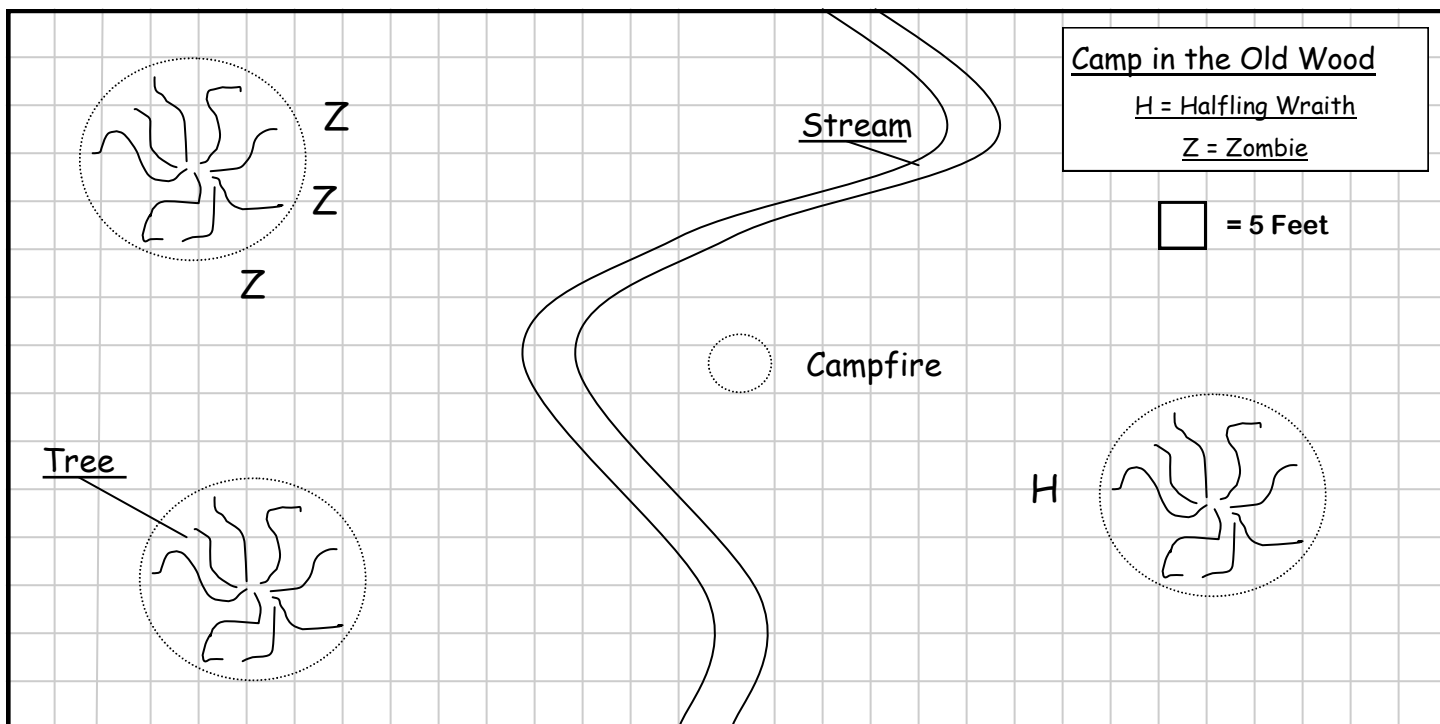
If by some chance none of the PCs own a magical weapon, they will notice that the zombies' weapons glow. This is purely an option for the DM to provide the PCs with magical weapons they will need to fight the halfling wraith and later, the Thing. However, the DM must keep in mind weapon proficiencies and penalties.

**DM Special Note:** The above listed magical items may be eliminated or reduced in the event the PC party already has enough magical weapons to complete this adventure. This encounter is designed as an alternative to the PCs receiving free magic items from the villagers – who would not possess them in any event. Again, this encounter should be the first major encounter for the PCs.

## 7. Lake of Secret Dreams

The waters of the Lake of Secret Dreams lap ashore with virtually no sound. The constant splashing of the rain on the lake's surface fills the air. A swift breeze races across the surface creating sheets of rain and small waves. Most of the lake appears to be surrounded by white, sandy beaches. However, large clusters of boulders can be seen intermittently and a solid cliff forms the lake's northern shore. A waterfall, dropping more than 100 feet from the plain above the cliff crashes into the lake creating clouds of vapor. Wisps of the vapor drift across the lake toward your shore. The sandy shore quickly disappears as it extends into the lake and is replaced by fine gravel mixed with larger stones. The water is clear and the bottom can be seen even through the rivulets of rain and small waves. Not far from your position, the Lost River flows south through the valley toward the village Riversmeet.

**DM:** The Lake of Secret Dreams is rumored to be a magical place and priests of various faiths have made the long trek to take its waters. The water is crisp and clean, and it does possess a magical quality. Drinking or bathing in the lake will heal any wounded character 1d8+1 hp. Additionally, the water will cure any disease or poison immediately. However, the affects of the water will only work once every 24 hours per character. Also, the water can be transported but will lose all magic properties 12 hours after it is removed from the lake. Note, only the water from the lake is magical – the water from the Lost River





## 8. The Swamp

As you enter the low swamp strange and varying smells assault your nose. Tan and green waist-high reeds grow thick and slow your progress considerably. Insects – some disturbingly large – buzz about your heads. The ground is generally soft and threatens to give way beneath your weight at almost every step. Rising from the brackish puddles, clouds of fog drift about and on occasion completely obscure your sight. The trees are immense and clearly very old. They tower above the fetid ground. The constant rain adds to the misery of this place.

**DM:** Moving through the swamp is a slow and pains-taking task. No matter how careful the PCs proceed, all of them will trip and fall into the brackish pools of water. Fortunately the swamp is not very large and crossing it completely will only take about half a day. It is impossible for horses or mules to cross the swamp.

As the PCs move through the swamp they will come across a pike with a goblin skull impaled on the shaft. A strange rune is carved into the skull's forehead section. A magic-user PC may make an intelligence check (roll 1d20; success if less than intelligence score). A successful check indicates that PC vaguely recognizes the ruin as that of a civilization that disappeared 1,000 years ago. That particular civilization was heavily steeped in magic, but little else is known and their main city has never been found.

As the PCs delve deeper into the swamp they find more pikes and more skulls. Soon, they discover a large mound – approximately 300 feet in diameter. The mound is surrounded by more pikes and goblin skulls. At the center of the mound is what appears to be a cluster of irregularly shaped boulders. Also, a large fire pit and some sort of small wooden rack are located close to the cave opening. On closer inspection the boulders form an arch that serves as the opening to a small cave under the mound. The cave is an ancient barrow for a long-forgotten king who died on this spot in battle. Scattered in several piles in the cave are broken weapons, rusting armor and other tools for adventure. The mix of items span hundreds of years and all appear to be dysfunctional due to age and deterioration. A large pile of disused clothing, furs and blankets lies at the furthest point from the cave opening. A **+2 shield** leans against a slab of stone that appears to be an altar. The altar once held the body of the dead king, but the boghunter who resides in the cave disposed of the remains long ago. Behind the altar are jugs of water and some containers that hold dried fish and even some fresh fruit.

The boghunter (see new monster section) has been

headwater or waterfall have no special powers.

Any character that drinks the water must make a saving throw versus magic (spell). A successful save indicates no further effect. Characters that fail the save will have a visionary dream the next time they sleep. The dream depicts the PC being killed by some creature; the creature type can be determined randomly or chosen by the DM. Each time the PC encounters that creature type, they will be paralyzed with fear for 1d4 rounds – no save allowed. After the paralyzation expires, the PC may act normally. The creature type should be relatively rare.

Characters that wade or swim in the water, but do not drink, are also required to make a save versus magic (spell). A successful save indicates no further effect. Characters that fail the save will have a visionary dream the next time they sleep. The dream depicts the PC finding a hidden treasure the next time they slay a specific creature. Again, the DM may choose the creature type or pick it randomly. The creature type should be relatively rare (do not select a creature type that is found in this module). The hidden treasure is determined by the DM.

If the PCs walk the entire shoreline, they will find the remnants of a small dock in the northwest section. The dock is nearly completely destroyed from years of weathering. This dock was used by the Thing's family. No visible trail can be seen leading to the manor.

Note: The dream effects of the Lake of Secret Dreams will only affect a PC once. The healing effects are not limited (other than as stated above).

watching the PCs and is completely aware of their presence. It will not interfere with the PCs unless they make themselves an easy target – such as: “Fred the wimpy wizard is going to stand guard while the rest of us go into the cave.” In that case, Fred is going to be busy in his new profession as guard.

Even though boghunters can be formidable in combat, they prefer to avoid direct conflict with larger groups. However, if the PCs take the magic shield from the cave, the boghunter will ambush the party in the swamp. He will wait for a suitable opportunity then strike. If combat goes badly, it will turn invisible and escape any way it can. It will not bother the PCs further and will actually leave the valley in search of another lair.

Boghunter (1) AC 3; HD 5+2, hp 28; #AT 3, Dmg 1d6/1d6/1d8 claw/claw/tail; MV 240/90; AL NE; EXP 420 +6/hp; THACO 15

### The Haunt

When the PCs finally discover the manor home of the Thing they will first see it from a distance. The structure is large and appears solid. No movement can be seen around the manor. Additionally, the rain that has dogged

the PCs is starting to intensify. Lightning fills the sky and the clouds are growing so thick and dark that it appears as if darkness has fallen. As the PCs approach the manor the severity of the storm increases. The wind and rain are intense.

### 9. The Manor – From a Distance

A weed-choked path leads through two rows of ancient oak trees, many of which have died long ago. The path stops at the front porch of a huge manor home. The live oak trees are thick with leaves and partially obscure the manor. However, the structure is large and has two distinct sections – a two story home and an attached three story tower. Both structures appear solid and well-built.

Just past the oak trees, to the east of the path, the charred remains of a large barn is visible in the tall grass. The omnipresent rain has transformed into a torrential downpour with lightning flashing at an ever increasing pace.

**DM:** One of the live oak trees is a carnivorous tree (see **New Monster** section on page 26). It will attack any liv-





ing creature that walks down the path. The tree was planted long ago by an insane druid who wandered through the valley. There is no treasure to be found.

Carnivorous Tree AC 5; HD 6, hp 32; #AT 4/1, dmg 0/3d6, MV 0; AL N; XP 230 +6/hp; THACO 14

### The Manor – At the Door

What was once a beautiful manor home is now weather-beaten and bleak. The main structure has two floors and tower off the west wing is easily three stories tall. The main section has two distinct wings connected by a narrow, albeit taller, central span. The two wings appear identical from the outside although the west wing has suffered more deterioration and weather damage. Tall windows, all of which are amazingly intact, are covered with dirt and dust. All have shutters which are locked in the open position. The front doors are huge and featureless other than a simple iron knocker and handles.

The exterior is constructed of field stone, which only covers the first floors and tower. The balance of the manor is walled with huge timbers. Three balconies extend from the second floor. The roof is covered with slate – clearly illustrating that no expense was spared in the original construction. What appear to be wooden gutters divert the water from the driving rain to several downspouts that lead to large 50 gallon barrels that are overflowing with the runoff.

**DM:** The manor is indeed home to the Thing (see Room 17, Tower Level 3). The main structure is two stories and the adjoining tower is three stories tall. The exterior of the manor has held up remarkably well and the forces of nature have not penetrated with but a few minor exceptions. Most importantly, the slate roof has remained in perfect condition. The roof can support the weight of the

heaviest character. All the windows and balcony doors are locked from the inside.

The balconies, however, are not in such good condition. They have been weakened severely and cannot carry much more weight. Any man-sized or larger creature that walks onto either balcony will result in total collapse. Those who fall with the balcony will suffer 1d6 damage; no save allowed. If the PC climbs from the outside, the balcony will collapse before they can enter the manor.

Invariably, each room has been stripped of most furniture and decorations. When the adventurer (now the Thing) did not return, his family packed all they could and left for Specularum. Some of the furniture and heavier items were left behind. Also, curtains, drapes, portraits and other adornments remain. Each room will include a complete description of contents. Everything inside the manor is covered with dust and cobwebs.

Visibility is generally not very good inside the manor. Even though the windows are not shuttered, they are dirty and light that does get in is faint. Also, considering the nature of the stormy conditions, natural light is minimal. Normal vision is no more than 20 feet inside the manor in daylight hours, and nonexistent at night. Artificial light sources are required. There are candles still set up in some rooms and the rooms on the second floor all have chandeliers, including the foyer.

Movement inside the manor is easy. Basically, it is relatively clean – other than the thick cover of dust. Hallways and rooms are generally free of debris unless otherwise described. However, the floors – which are all wood – are old and dry. They have not been maintained and creak and groan with the strain of PCs walking about. A thief attempting to move silently will suffer a -20% to his ability check. Other characters will find it impossible to move about without making noise.

The doors inside the manor are unlocked and open unless otherwise described. The doors all work properly. Only the bedroom doors and tower door have locks. There are no keys anywhere in the manor for the doors. Again, the windows are locked from the inside. The exterior doors are closed but not locked (the goblins found the kitchen door unlocked and unlocked the front door for their look-outs).

### Goblins in the Manor

A goblin troop has entered the manor about an hour prior to the PCs arrival. They were to meet with Arbo the Giant (see encounter 5; The Woodsman's Cabin), but have been distracted by the discovery of the manor. This group lost one their scouts and stumbled upon the manor in the ensuing search. They have assumed the Boghunter is responsible, but unfortunately for these goblins, the scout is



a relative of their king. Therefore, a search must be undertaken. The missing goblin was eaten by the killer tree and will never be found. The goblins are under command of a shaman who has decided the manor would be an excellent (and safer than the swamp) place to search.

The rest of the goblins, including their captain, are very nervous. They discovered the elf body in the dining room and they are convinced that a ghost lives in the manor. Only the iron hand of the shaman, and fear of the Boghunter outside, keeps them in the manor. They have not searched many rooms and none on the second floor. Their look-outs spotted the party as they emerged from the surrounding pines and the goblins have readied a few hasty ambush sites.

The goblins are not meant as a serious threat to the PCs but may serve as a hindrance and/or comic relief.

### 1. Foyer

This once eloquent foyer is now covered with dust and cobwebs. The floor appears to have an ornamental design of intersecting wood planks, but it is somewhat hidden beneath the dust and dirt. It is not hard to conceive that the rest of the manor must be in the same general condition. A wide stair rises to a balcony on the second floor that rings the entire foyer. Hanging from the vaulted ceiling, a beautiful crystal chandelier awaits candles and flame. Leaning against the north wall is a portrait of a young family. The portrait must have been modeled in front of the manor as the large house is set in the background.

**DM:** Hiding on the second floor balcony are two goblins. They are waiting for the PCs to walk under the chandelier. They will release the cable (that raises and lowers the chandelier) when the PCs enter the target area (see map). All PCs caught in the area of effect must make a save versus dragon breath to avoid being struck. Those failing their save will suffer 1d6 damage and will be knocked down for one round. The goblins will subsequently engage the PCs with their bows. The balcony offers partial cover and gives the goblins -2 adjustment to their AC.

The crash of the chandelier will warn the rest of the goblins that something is amiss.

The portrait is of a young family (man, woman and infant). The young man is now the Thing, but no similarity can be drawn at this time – he is unarmored in the portrait. A message has been written on the back side of the portrait. It reads as follows:

*Dearest Patrick,*

*We have waited for one year for your return. My heart grows heavy and my tears come every day. For our child's sake, I am moving back to Greyport. I will go to Stonehill, my family's estate. Please come quickly.*

*Your loving wife, Anne*

This should be the first clue to the party that the manor home is more than just a convenient lair. The PCs may use this information to track down the Thing's family for further adventure (see epilogue for more information).

Goblins (2) AC 6 [4]; HD 1-1; hp 6, 5; #AT 1 (2 w/bow), dmg 1d6 short sword or 1d6 bow; MV 90; AL LE; EXP 10+1/hp; THACO 20. Each goblin carries 2-12 sp.

### 2. Library

Clearly a library, this room comprises most of the lower west wing. Each wall is lined with book shelves that reach the 10 foot-high ceiling. A fire place in the south wall and two tall windows are all that break the line of shelves. A portion of the room is partially hidden by a 20 foot long book shelf.

**DM:** This room is occupied by goblins. The goblin shaman, captain and six guards are hiding behind the book shelf that divides the room. They have removed a single book so they can see the southern portion of the room. They will push the book shelf onto the PCs when they enter (if they enter from the foyer). Any PCs caught in the collapse (see map below) will suffer 1d4 damage and must spend the next round extracting themselves from the shelf and books. The goblin guards and captain will immediately move into hand-to-hand combat. The shaman will have cast a bless spell prior to the PCs entering the room.

The library is very expansive and a great deal of the books are on the subject of warfare, hand-to-hand combat, history and related subjects. There is also a complete section of children's stories. Most of the books are in deteriorated condition but still readable. Close inspection will reveal several books are missing – see Room 3. Among the shelves is a large book that thoroughly describes the use of the spear. This book is called a *Librium of Proficiency* (see new magic items on page 28).

Goblin Shaman (1) AC 6; HD 3+3, hp 18; #AT 1, dmg 1d6 staff; MV 90; AL LE; EXP 145 +3/hp; THACO 17; fifth level shaman: *cure light wounds, light, bless, hold person x2, speak with animals, cause disease, dispel magic*. He also carries a *potion of polymorph self* (labeled in goblin) and a *scroll of one spell: light*. He also has a silver amulet valued at 150 gp.

Goblin Captain (1) AC 5; HD 2+1, hp 15; #AT 2, 1-6/1-6 sword/hand axe; MV 90; AL LE; EXP 50 +2/hp; THACO 18. The captain wears chainmail armor. He has +1 to his attack rolls (to hit and damage) and he attacks with both weapons with no penalty. He has 25 gp.

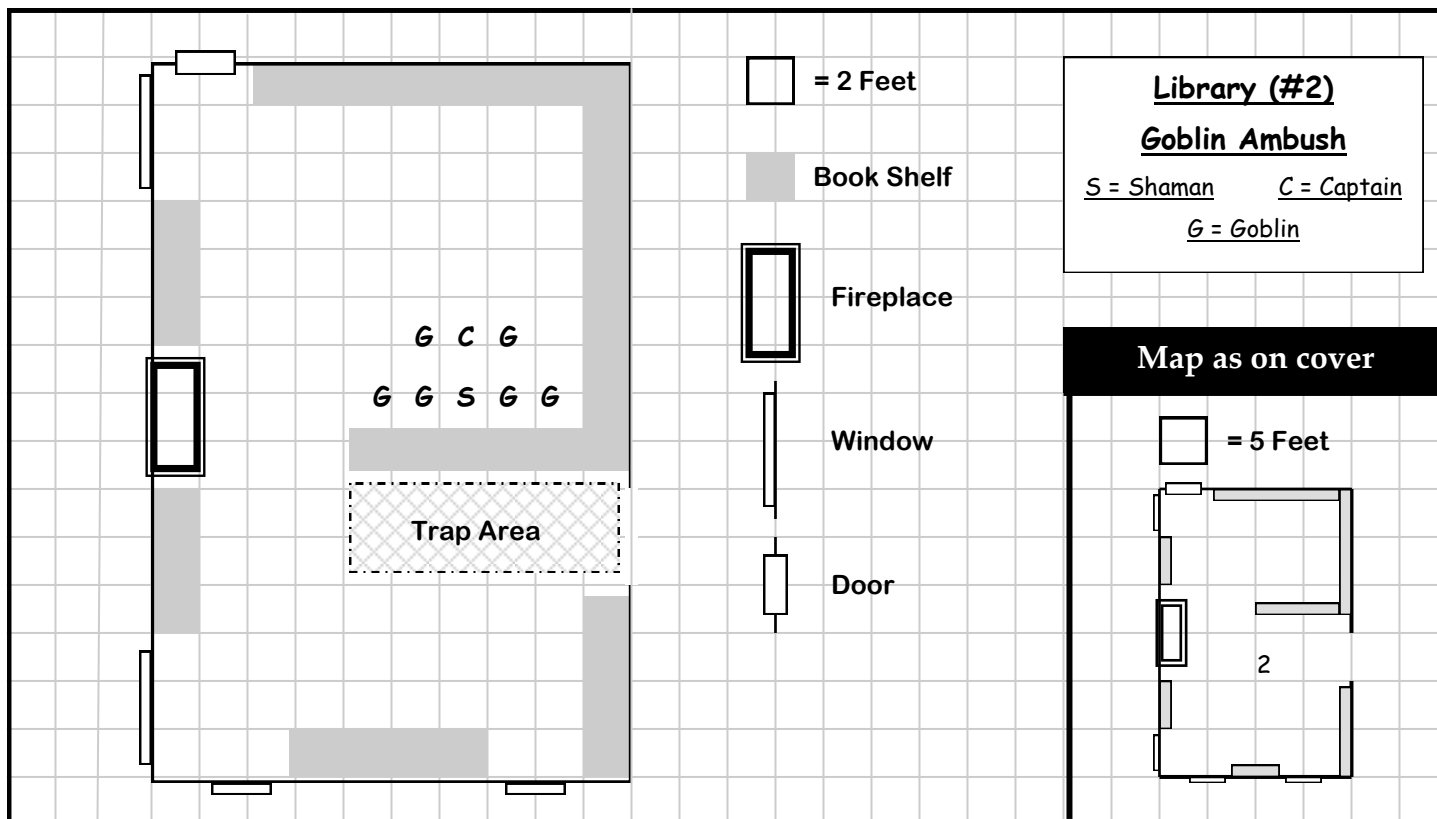
Goblins (6) AC 6; HD 1-1; hp 6, 6, 5, 5, 4, 3; #AT 1 (2 w/ bow), dmg 1d6 short sword or 1d6 bow; MV 90; AL LE; EXP 10+1/hp; THACO 20. Each goblin carries 2d6 sp.

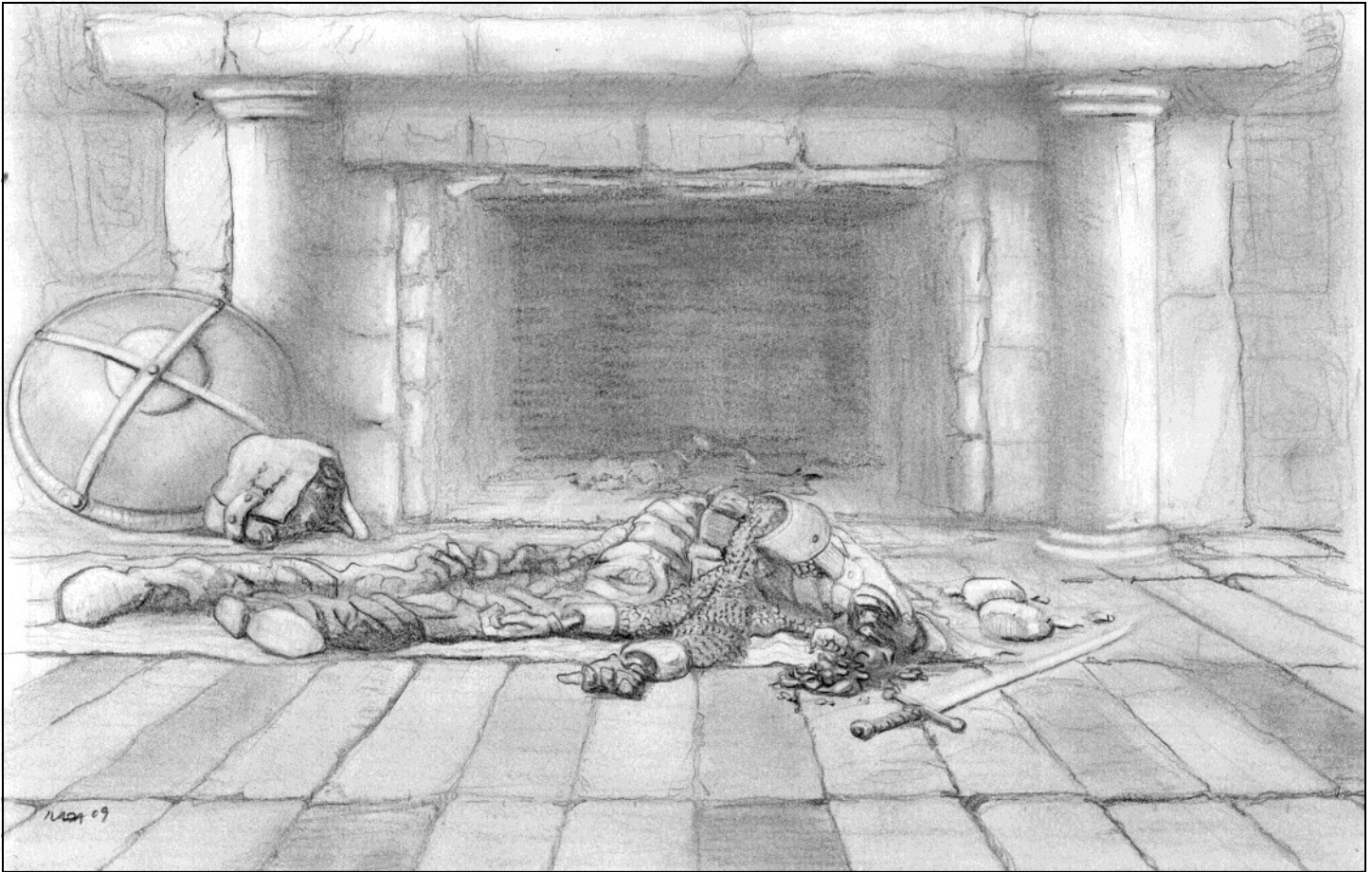
### 3. Dining Room

A huge dining table dominates this long room. It is surrounded by seven chairs; the eighth is conspicuously missing. Three iron chandeliers hang from a single beam running the length of the room. A fireplace coldly rests in the east wall and several charred pieces of wood lie in its hearth. Most startling is an armored skeleton lying just a few feet in front of the fireplace. The skull of what appears to have been a small human or elf has been smashed.

**DM:** The skeleton is that of an elf adventurer who stumbled upon the manor 30 years ago. The elf was trapped in the manor by a raging blizzard and sought shelter within. He managed to light a fire, using one of the chairs and few books from the library. The elf was very sick and died that night. Its skull was smashed by the Thing. The raiding goblins, fearful of dead things, have not investigated this room and have left the skeleton undisturbed.

On the skeleton the PCs will find 41 gp (minted about 35 years ago), ruined clothing and chainmail, a good metal shield, a rusted long sword and a *ring of wizardry (1st level spells)*.





#### 4. Kitchen

Long counters and wide shelves follow the south and west walls of this huge kitchen. Against the east wall, a large stone oven rests next to an equally huge fireplace. A gigantic kettle gently swings in the fireplace. Occupying the center of the room is long table made of thick wood. Next to the table is an upside down washtub and bucket.

**DM:** Four goblins are hiding in the kitchen and will ambush the PCs. One is in the kettle, two under the washtub and the fourth is on the shelf above the foyer entrance. The goblins will spring forth after the party has entered the room and have split up to search the contents. If the party does not search, the goblins will wait for an opportune moment – i.e. if the PCs enter the cellar.

Concealed by thick dust is a trapdoor that gives access to the cellar. The door to the outside has a bar to lock it closed but it is currently unlocked. There is nothing of value in the kitchen and the only items that remain are listed in the player description.

Goblins (4) (2) AC 6; HD 1-1; hp 7, 6, 6, 5; #AT 1 (2 w/ bow), dmg 1d6 short sword or 1d6 bow; MV 90; AL LE; EXP 10+1/hp; THACO 20. Each goblin carries 2d6 sp.

#### 4a. Cellar

A decayed wooden stair descends into a small cellar. The floor is not visible through what appears to be about a foot of water. Several crates and barrels rise from water. Each wall is completely covered with a wine rack. Only a few bottles remain in the rotting wooden racks. The pungent smell of wine, albeit noxious, rushes up the stairs to meet you.

**DM:** The cellar is a very dangerous place for the PCs. The wooden stair is strong enough to support a single PC, but it will collapse if two PCs descend into the cellar. The fall itself will not result in damage, but it will expose the PC to the broken glass of dozens of wine bottles. Each falling PC will suffer minor cuts and scratches for 1d2 damage (-1 if wearing armor). However, the water is so alcohol-filled (from the caskets which have recently ruptured) that it will ignite in a burst of flame if a torch or lantern falls in with the PCs. The ensuing inferno will last 1d3 rounds and any PCs caught in the fire will suffer 1d6 damage per round. A quick thinking PCs can lay flat in the water and take ½ damage.

The remaining wine bottles (12 in total), assuming they are not burned in a fire, are worth 75 gp each.

**Note:** The flames, while intense for a short duration, will



not start the house on fire. The cellar is extremely damp and the remaining wood will not catch fire, nor will the ceiling or stair.

The cellar has only recently (about a year earlier) flooded. The larger caskets began to rot and finally split open recently. Additionally, the wine racks started to deteriorate quickly once the water entered the cellar. Wine bottles began to fall and break adding to the mix.

#### 5. Closet

The door to this room is broken and hangs awkwardly on one hinge. Inside this closet rest mops, brooms, buckets and other cleaning instruments and supplies. Thick cobwebs cover what appears to be a long chest.

**DM:** This closet is home to a huge spider. It is hidden in the webs at the back of the closet and will only attack those who disturb the area. The spider generally survives on the vermin that occasionally enter the manor. In fact, the deterioration of the manor would be much worse if not for the “cleaning” done by the spider.

The long chest contains a few pairs of old boots and winter jackets. One pair of boots are actually *Boots of Traveling and Leaping*.

Huge Spider (1) AC 6; HD 2+2, hp 11; MV 180; #AT 1, dmg 1d6; SA Poison; AL N; EXP 150 +3/hp; THACO 17

#### 6. Storage

Crates are stacked along all the walls and mesh sacks hang from the rafters. The sacks have all been torn open and their contents long gone. The crates are filled with small holes, presumably due to mice.

**DM:** Dried foods were stored in this room but a family of mice has long since devoured most of the food. The spider from area 5 has caught all the members of the most recent mouse family. There is nothing of value in the room.

#### 7. Servant's Room

A cold fire place is all that describes this large room. Dust and cobwebs fill the air making breathing slightly difficult.

**DM:** This was the living/dining room of the servant couple that maintained and operated the manor. They removed all of their belongings and left nothing to identify what purpose this room once served. However, two keys rest on the mantle. One unlocks the back door and the other, the front door. The servants simply left their copies.

#### 8. Servant's Quarters

Small piles of dried leaves shift about this room. A two foot section of the window is shattered and the onslaught of the storm presses through creating gusts of wet wind throughout the room. A single fireplace is the only notable feature inside the room.

**DM:** This room is completely void of treasure with the single exception of a single copper coin lying under a small pile of leaves in the northwest corner. There is no significance to the coin other than it was minted nearly 80 years ago.

#### 9. Empty Room

Bordering the tower portion of the manor, this room's north wall is made of field stones and an iron door is set in its center. The door is slightly ajar. Otherwise, the room is empty.

**DM:** The Thing has rigged the door so that it will fall off its hinges onto the character who tries to use it. The iron door is very heavy and will inflict 1d6 damage. A thief has the normal chance to detect and disarm this trap. If the door trap is activated, the Thing will be alerted to the PCs' presence.



### 10. Trophy Room

The heads of various animals leer down from their positions high on the walls. Deer, bear and wolf heads comprise most of the animals, although a few of the remaining heads look exotic and unknown to you. As the lightning flashes outside you think you can detect movement among the heads. A table is near the east window but no chair can be seen in this room. A tiger's skin, complete with head, lies on the floor amid the ever present dust.

**DM:** The missing chair is actually a plush armchair and is currently located in area 17, Tower Level 3. Most of the stuffed heads are insignificant with the exception of the tiger head (on the floor). One of its eyes appears out of place and it is easily removed. Behind the glass eyeball is a small key. The key can be used in area 11. There is nothing else of value in this room.

### 11. Master Bedroom

Two of this room's windows have minor breaks allowing just the faintest breeze inside. The floor is clear of dust, which has built up in the corners. The floor is made of wood, like the rest of the manor, but it is highly polished and flawless. Clearly, this was the master bedroom, but it has been stripped of all furniture and decorations.

**DM:** Although appearing empty, this room hides a treasure cache. Careful inspection of the floor will reveal that the floorboards are perfect and knot free – all but one. The knot can be removed and will reveal a small metal plate with a keyhole. The key found in room 11 will fit perfectly. If the key is used, a secret compartment will slide open in the west wall. Inside the compartment are two gem-encrusted silver daggers (250 gp each), a dried potion bottle, a *ring of fire resistance* and a diamond (1,000 gp). The potion can be reinstated by adding water; making it a complete *potion of healing*.

### 12. Nursery

The drab appearance of the manor is dispelled by this brightly colored room. The yellow walls are covered with bright blue, green and red paintings of farm animals and sprites. Two dressers and a large open chest lie against the south wall. A plush rug covers most of the room with exception of a five foot area around the fireplace. Hanging from the ceiling in the southwest corner are six miniature figures. A single door is set into the east wall.

**DM:** This room was used as the child's nursery and play room. The dressers are empty, but the chest does contain a few toys. The miniature figures (6) are made of silver but are tarnished to give them a plain appearance (50 gp each). Absent from the room is the baby's crib. Close in-

pection will reveal that something heavy was moved recently from the area under the hanging miniatures.

### 13. Guest Room

It is obvious that time and the elements have combined to ravage this guest room. The only window is broken and tattered curtains billow in the breeze. Water has entered from the window and has rotted the floor in several places. Indeed the storm outside is sending sheets of water through the window. A huge hornet nest hangs from the tall rafters in the vaulted ceiling. A dozen hornets – fairly large in size – buzz about the room. A bed frame in the center of the room has collapsed as has one of the two nightstands. A single dresser stands next to the door.

**DM:** This room is the most severely damaged in the manor. The floor has rotted in many places – some obvious but others not (see map for soft spots). A PC that crosses one of the soft spots has a 1-2d6 chance of falling through the floor into the library (possibly surprising the goblins who lurk there). The hornet swarm (see **New Monster** section) is harmless unless the nest is disturbed.

Insect Swarm (hornets) AC 7; HD 3, hp 20; #AT area of effect, dmg = 2 to armored characters or 4 to unarmored characters; MV 60; AL N; XP 110 +2/hp; THACO automatically hits any in area of effect (10' x 30' x 10').

### 14. Unfinished Room

The air in this room is cool and dry. Each of its three windows still hold nature at bay and it appears the room is undamaged. However, the room is completely void of any objects, other than the drapes that hang next to the windows. The floor is covered by at least two inches of dust and cobwebs hang thick in each corner and among the open rafters.

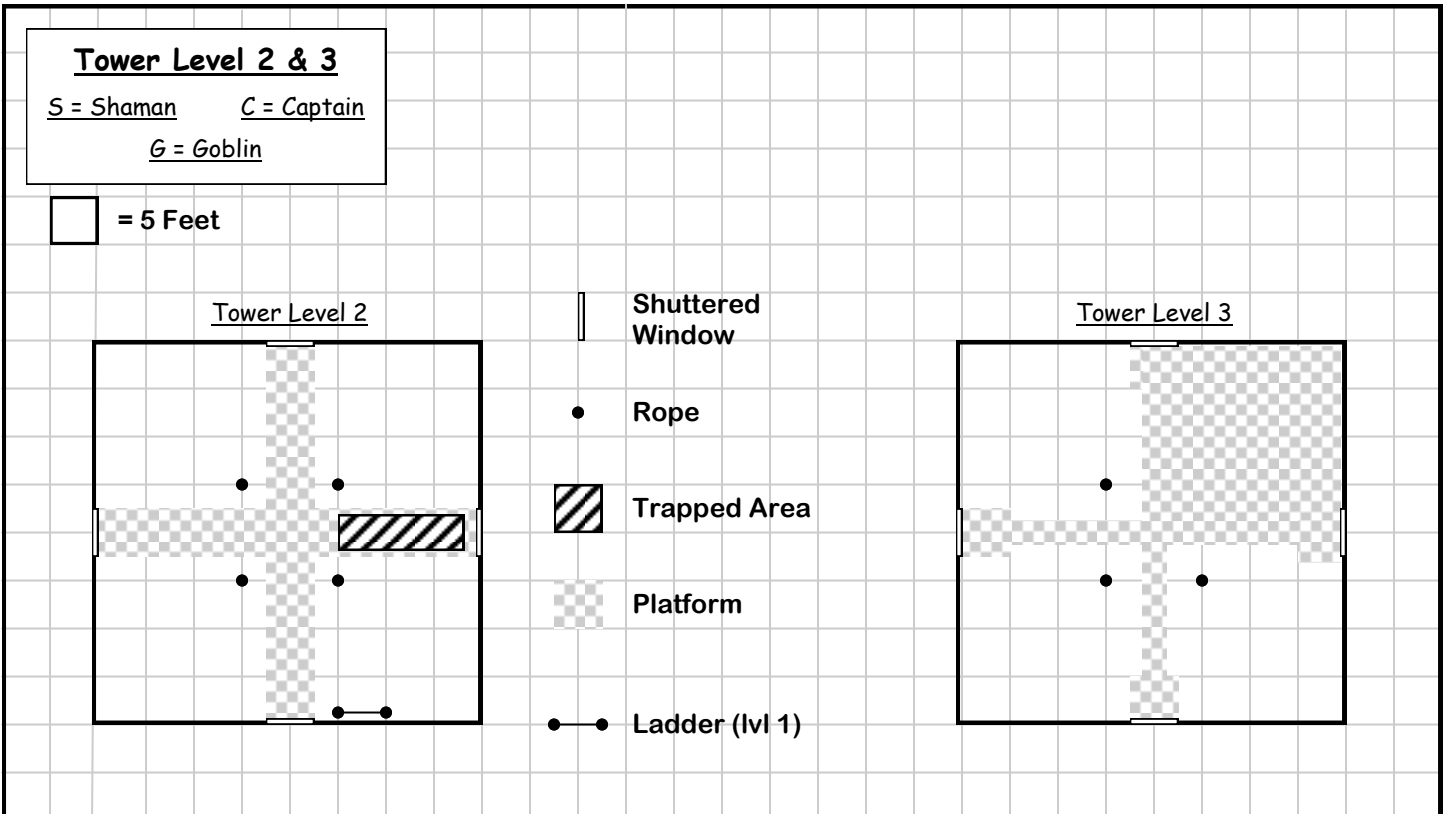
**DM:** This room was not furnished and its purpose never agreed upon. It contains no treasure or hazard.

### Tower Section– Levels 1-3

#### 15. Tower Level One

Weapons, either in racks, barrels, open crates or boxes line this room. All the weapons are well-organized but a thin layer of dust covers everything. At seemingly random intervals, thick straw-filled floor mats lie in piles up to three feet thick. Wooden practice dummies, chipped and battered, stand about the room waiting for use. Hundreds of wood chips are scattered across the floor. Four climbing ropes descend from the darkness above. A ladder has been built into the south wall next to the door.

**DM:** Included in the arsenal are swords (many types), spears, javelins, pole-arms, bows, crossbows, arrows and





**DM:** The east section of the platform has been trapped and will collapse if any weight is applied. A PC will easily collapse the structure. A falling PC will suffer 2d6 damage, but may make a dexterity check (roll 1d20 under his dexterity score) to fall on a mat and on take 1d4 damage.

### 17. Tower Level Three

It is as if you have entered the burial chamber of some ancient king. Thick oriental carpets cover the floor. On the carpets rest several chests; three of which overflow with coins, and two others filled with gems and jewelry. Yet other chests look to hold scrolls, vials and other items. An ornate cradle inlaid with gold and silver holds dozens of tattered stuffed animals. A gem-lined tapestry covers the north wall. The tapestry depicts a map of the valley, but black "X" marks pock the countryside. Leaning against the east wall are at least six paintings. The foremost and largest is that of a young warrior regaled in shining blue plate mail holding a larger than normal longsword.

Finally, your eyes penetrate the darkness in the east corner. Sitting on a large chair is the Thing. Light flashes off its brilliant blue armor and sword. Its glowing red eyes penetrate your soul. You quickly glance back at the painting of the young warrior then back to the Thing. They must be one and the same.

**DM:** The PCs have found the Thing. Not wasting any time, the Thing will throw a *marvelous egg* (see **New Magic Items**) near the PCs. The egg will transform into a hell hound and attack the nearest PC. The Thing will then move into combat, targeting spell casters. The Thing will use the sword's powers if possible, but will not use the teleport power to retreat. This is its lair and home – it will fight to the end. The Thing will use its energy drain attack, but not to completely drain an opponent.

The Thing is physically strong enough to knock a character off the platform. If it strikes a PC, with either attack, by four or more on the "to hit" chart, the PC will fall off the platform. A falling PC may make a dexterity check (1d20 less than dexterity score) to grab a rope, and only lose a single round while climbing back up. If the first dexterity check fails, a second may be attempted at -2 to the roll. If the second check is successful, the PC has landed on the second level platform and sustained 1d6 damage. If the second check fails, the PC may make a third check at -4. If the check is successful, the PC has fallen onto a straw mat and sustained 2d4 damage. If the PC fails the third check, they will strike the tower floor for 3d6 damage.

The Thing has amassed some treasure from its forays;

bolts, maces and flails. Most of the weapons are usable as they have been properly maintained and stored.

The practice dummies are all simple wooden figures. Close inspection will reveal that some have recently been employed. One of the four ropes is a *rope of climbing*. Only by direct comparison will the PCs discern that it is of better quality. A detect magic will also reveal its true nature. The dummies are made of pine, but the majority of the wood chips on the floor are of oak. An elf will notice that difference if he inspects the wood chips. (For Advanced Game, a druid or ranger will also discern the difference). The chips are from the second level, where the Thing has weakened the support beams.

The ladder is trapped and it will break away from the wall if anyone attempts to climb to the second level. A falling PC will suffer 1d6 damage. If a floor mat was moved close to the ladder, no damage will be suffered.

### 16. Tower Level Two

This level of the tower is simply a cross-shaped platform. The platform is constructed of wood and supported by thick cross beams. At each point on the platform, or each compass point, a single covered window is set into the wall. The wood shutter is inset with an arrow slit. The four ropes continue into the darkness above.



mostly from raids outside the valley. The treasure includes 400 cp, 200 sp, 600 gp, 20 gems at 10 gp each, 10 gems at 25 gp each, 5 gems at 50 gp each, 3 gems at 100 gp each and one gem at 1,000 gp, 3 pieces of jewelry at 100 gp, two at 200 gp and one at 750 gp. Magical items include one clerical scroll with four first level spells, one magic user scroll with three first level spells and a scroll of *protection from lycanthrops*. Lying under the chests is a *cloak of protection +1*. The cloak also has a pocket containing an *marvelous egg*.

The Thing's sword is a *Spellbreaker* (see New Magic Items). It is a *longsword +1/+3 vs. spell casters*. Special abilities are: *see invisible*, *read magic*, *detect magic*, and *teleportation* (useable once per day). In addition the sword grants its user with a +2 vs. spells saving throw.

The Thing's other magic items include a *ring of spell storing* (*animate dead*, *cure light wounds*, *bless*) which are useable once per day. He also wears *plate mail +1*. Finally he has an *Iron Gauntlet* (see **New Magical** items).

The Thing (Greater Wraith) (1) AC 2; HD 6 +2, hp 35; #AT 2, dmg hand 1d6 +3 and energy drain / long sword 1d8 +4 [+6 vs spell casters]; MV 120; AL CE; XP 865 +8/hp; THACO 14 w/energy drain or 10 w/long sword or 8 w/long sword vs. spell casters. Only affected by silver or magic weapons +1 or better. Originally a 7<sup>th</sup> level lawful good fighter.

Hell Hound (1) AC 4; HD 4, hp 21; #AT 1, dmg 1-10; MV 120; AL LE; EXP 160 +6/hp; THACO 15

## Conclusion

Soon after the PCs have destroyed the Thing, the valley will return to normalcy. Farmers, herdsmen, and others will return to their homes and fields. The PCs will always be welcome in the community. They will be treated as heroes and lavished with respect and gratitude.

Further adventuring opportunities include investigating the giant, Arbo. The PCs may want to determine who he is working for and what nefarious plans may be in motion. Also, the PCs may search for the lost patrol. The patrol has found a secret entrance along the cliffs into the Highwood Forest. A tribe of goblins lives close to the cliffs and further adventure can be had by storming their stronghold.

The PCs may want to travel to Greypoint to find any remaining family members of the Thing. The Thing's wife, Anne, is long since dead, but their daughter is still alive, albeit very old. She will welcome the information, as she was never told much by her mother. The daughter, Kathryn, has always been curious of the fate of her father. After her mother's death, she discovered a journal written by her father. The last entry describes a mission to discover the location of an ancient ruin. The precise location of the ruins is unknown, but the journal indicates it lies somewhere near Black Lake (see module **T2 The Things in the Forest**).

**Designer's Note:** The names of the locations referenced above are located in the **Darkland** campaign setting by Pacesetter Games & Simulations. You may easily substitute the locations to fit your own setting.

## New Magical Items

### *Spellbreaker*

Spellbreakers are magic weapons designed to destroy those who employ magic. Constructed by the mysterious Blood Cult\*, Spellbreakers come in various types of weapons. All convey the following abilities to their users: *Detect Magic*, *See Invisible*, and *Dispel Magic* (at 9<sup>th</sup> level). *Detect Magic* and *See Invisible* may be used at will and without limitation. *Dispel Magic* may be used three times per day. Several of these weapons have additional abilities (DMs option).

All Spellbreakers can absorb 10 levels of spells. For example, the wielder is struck by a lightning bolt spell which is a third level spell. The wielder would be unaffected, but the absorption limit would be reduced from 10 to 7. Note, the spell would still work as normal if it has an area of effect; only the wielder of the Spellbreaker would be unaffected. The spell absorption ability cannot



be reset. Also, when reduced to 0 the weapon will continue to function as normal.

Spellbreakers are always +1/+3 vs spell-casters and magic-constructs (golems, living statues, magically-summoned creatures, etc.). Spellbreakers can be any type of weapon (with the exception of missile weapons, dagger or staff).

\*See module D1 The Blood Cult.

### ***Iron Gauntlet and The Strangler***

The *Iron Gauntlet* is one of a set of gauntlets created for a gnoll chieftain by enslaved dwarves. The dwarves labored for months to create the first gauntlet of the pair. This gauntlet, called the *Iron Gauntlet*, increases the strength of its wearer. However, the gnoll chieftain was not satisfied and irritated that the second gauntlet was not finished. He used the *Iron Gauntlet* to strangle one of the dwarves and ordered the other to finish quickly or suffer the same fate. The remaining dwarf labored day and night and presented the second gauntlet to the chieftain. In the seconds that followed, the new gauntlet immediately grasped the gnoll's throat and slowly strangled him to death.

The *Iron Gauntlet* adds +3 to all strength-related tasks the wearer performs with the gauntlet including to hit and

damage. Note that the gauntlet does not add to the strength ability score or to encumbrance limits. *The Strangler* will immediately grasp the wearer's throat and begin to suffocate the victim (1d6 damage per round until death or the word "stop" in dwarven is spoken).

### ***Librum of Proficiency***

This book will grant its reader a new weapon proficiency with specialization. The weapon can be of any type. The book can only be used by a Fighter, Dwarf or Halfling character. It will take the PC one month to complete reading the librum. Once read, the librum crumbles to dust.

### ***Marvelous Egg***

These eggs come in varying colors which identify their purpose. The eggs are quite small, generally the same size as a quail's egg. There are four types of these eggs including red, green, black and yellow.

When a marvelous egg is tossed to the ground, it will transform into a specific creature based on its color. A red egg will transform into a 4 HD hell hound. The green egg will transform into a giant frog (3 HD). A black egg will transform into a shadow. The yellow egg will transform into giant lizard.

---

## **New Monsters**

### ***Boghunter***

Frequency: Very Rare

No. Encountered: 1

Size: Medium

Movement: 240 ft / 90 ft swim

Armor Class: 3

Hit Dice: 5 +2

No. of Attacks: 3 claw/claw/tail

Damage: 1d6/1d6/1d8

Special Attacks: Tail Whip

Special Defense: See Below

Magic Resistance: Standard

Lair Probability: 40%

Intelligence: Average

Alignment: Neutral Evil

Experience: 420 +6/hp

The Boghunter, or Ya-Fyndatem as it was originally named, is an enchanted creature created by a long dead race of peoples that dwelled in the far western lands. That culture craved the knowledge of all things magic and went to exhaustive lengths to increase their knowledge and possession of magic. To that end they created the Ya-Fyndatem as a vehicle to search the land, far and wide. Once the creature has accumulated several magic items,

they would return to the city of their creation, and repeat their quest for time unlimited. The Ya-Fyndatem were costly to construct and therefore they were given extremely powerful regenerative powers. Additionally, this also gave them an unlimited lifespan.

The Ya-Fyndatems were created with essences of a water snake, alligator and goblin. Therefore, the creatures are extremely strong and quick, but also fairly small. They move equally well in water as they do on land. However, the creatures have a habit of limiting their activities to watery areas – where they have earned the name of Boghunter. They primarily ambush lone individuals or small parties after determining if the potential victims carry magic of any sort.

The Boghunter has the following abilities: *detect magic* at will, *invisibility* and *spider climb* twice per day. In addition, Boghunters regenerate 2 hp per round. A dispel magic spell cast on a Boghunter once they reach 0 or less hp will cancel the regenerative powers and the Boghunter will die.

In combat the Boghunter uses its claws to tear and pummel and its heavy tail as a whip-like attack. If the tail hits an opponent by four or more, the victim is knocked 10-30 feet and drops his weapon. It will take one round to regain the dropped weapon (or draw another) and re-enter combat.

The race that created the Boghunter disappeared many ages past, but their servants live on, still gathering magic items and returning them to the lost and ruined city of their creators. The Boghunter's regeneration ability has kept the creature alive well past the lifespan of even the elves. So far, no efforts to track a Boghunter to their lost city has been successful. Boghunters only speak the language of the race that created them. Communication with a Boghunter must include magical help. Additionally, Boghunters will never willingly communicate with any being but their original masters.

### ***Wraith, Greater***

Frequency: Very Rare

No. Encountered: 1

Size: Medium

Movement: 120 ft

Armor Class: 4 [varies]

Hit Dice: 6 [+2 hp per original level over 6<sup>th</sup>]

No. of Attacks: 1 or [2]

Damage: 1d6 and/or by weapon

Special Attacks: Energy Drain

Special Defense: Silver or +1 or better to hit, see below

Lair Probability: 75%

Intelligence: Average to Exceptional

Alignment: Lawful Evil

Experience: Varies based on level

Typically, when an adventurer is slain (w/ energy drain) by a wraith, that adventurer will arise from the dead as a wraith in the service of the wraith that slew the adventurer. However, when more powerful (level 6 and above) adventurers are slain there is a chance they will arise as a greater wraith. The base percent chance is 5% per level of the character starting at 6<sup>th</sup> level. For example, an eighth level character would have a 15% chance of becoming a greater wraith if slain by a standard wraith (or greater wraith); otherwise, they would simply become a standard wraith. The greater wraith remains under control of its (original) slayer until that wraith has been destroyed at which time the greater wraith is free of any possession.

Unlike the standard wraith, a greater wraith retains its physical form similar to that of a wight. Additionally, greater wraiths maintain a limited memory – specifically, the abilities of their former character class. greater wraiths also can retain any equipment they carried at the time of their “deaths.” They may use this equipment as they did prior to their transformation. Greater wraiths cannot fly.

All greater wraiths automatically rise with a lawful evil alignment; however, if their original alignment was lawful good, they often behave abnormally due to the conflicting alignments (neutral will behave as a lawful evil).



greater wraiths who were originally lawful good will abstain from using their level draining abilities to create other wraiths. Additionally, many greater wraiths, once freed from control will attempt to return to their homelands or familiar surroundings and acquire a lair.

Greater wraiths retain abilities learned prior to their “deaths.” Fighters types can continue to use armor, weapons and magic items. Additionally, they gain the ability to attack with a one-handed weapon and their bare hand simultaneously. They can use a shield but then lose their second attack. Fighters do not retain weapon mastery. Magic-users and clerics also retain the ability to use their original weapons, armor and magic items. These classes continue spell use but do not gain a second physical attack. However, they can only gain the same spells that were memorized at the time of death. All standard memorization rules remain in effect. greater wraiths cast spells at the same level as the time of their deaths. greater wraiths may not benefit from drinking any magic potion. Greater wraiths otherwise are treated as wraiths for purposes of undead defenses and restrictions. They are immune to sleep, hold and charm spells. Also, they can only be damaged by silver or magical weapons of +1 or greater bonus. Greater wraiths are turned as a spectre on the clerical turning chart. Additionally, clerics with a like alignment (original) as the greater wraith must subtract 2 from their turning dice roll. Regardless of original class and level, all greater wraiths save as a fighter level 6.

### *Carnivorous Tree*

Frequency: Very Rare  
No. Encountered: 1  
Size: Large  
Movement: 0'  
Armor Class: 5  
Hit Dice: 6  
No. of Attacks: 4/1  
Damage: 0/3d6  
Special Attacks: Grasp Attack  
Special Defense: None  
Magic Resistance: Standard  
Lair Probability: 100%  
Intelligence: None  
Alignment: Neutral  
Experience: 230 +6/hp

A carnivorous tree is native to the west continent of the Darkland campaign setting. The trees come in several forms but are most often hardwood trees such as oak, willow and hickory.

The trees attack unsuspecting prey that moves within range of its branches. The tree will attack with its branches to grasp its target. If a target is hit, it is considered entangled (per spell) and will be dragged to the tree's gaping maw. It takes two rounds to drag a struggling target to the maw. The grasp attack does no damage.

However, the tree can throw any target it has grasped. Thrown targets suffer 2d6 damage or save for half (dragon breath) if they are thrown. The target will land 30' away from the tree and it will be stunned for one round (unless damage save is successful).

When the target is in range of the maw, the tree will attack doing 3d6 damage. The tree can hold up to four targets indefinitely.

### *Insect Swarm, Hornet*

Frequency: Very Rare  
No. Encountered: 1  
Size: Large  
Movement: 60' Flight  
Armor Class: 7  
Hit Dice: 3  
No. of Attacks: Area of Effect  
Damage: 4 or 2  
Special Attacks: Swarm attack  
Special Defense: None  
Magic Resistance: Standard  
Lair Probability: 100%  
Intelligence: None  
Alignment: Neutral  
Experience: 110 +2/hp

Most insect swarms are harmless though a nuisance. However, the occasional insect swarm is comprised of oversized insects such as bees or hornets. When enraged, the swarm will move to envelope the offending target.

Any creature caught by the swarm will automatically be struck with dozens of small stings and/or bites. The damage to unarmored creatures is 4 hp per round. Armored characters suffer 2 hp damage per round.



This adventure module is designed for use with the **First Edition Advanced** game and is completely compatible with the **OSRIC™** game system. The scenario is best played with four to six players and character levels ranging from 4th to 6th level with a total of about 25 total levels. No particular class is required, but at least two fighter types are recommended.

The adventure is set in the **Darkland** (campaign setting), and specifically located near Black Lake in the Darken Forest. While this module is a sequel to T1 *The Thing in the Valley*, it is not a requirement to play that adventure. However, you must alter the way the PCs become involved in this adventure. The easiest method to involve the PCs is for them to be hired the Anne Astrigail (see below for more background).

Simply changing the names of a few specific geographic locations, will allow this adventure to played in any published campaign setting or one of your design.

### **Dungeon Master's Background**

In module T1 *The Thing in the Valley*, a greater wraith returned to its manor home and terrorized the surrounding farms and village. In the course of finding and eventually defeating the greater wraith, the PCs learned much of its history. The PCs discovered that the greater wraith was, in its "previous" life and well-travelled and successful adventurer. He was a fighter of some kind. Unable to resist the lure of one more adventure, the fighter embarked on a mysterious expedition in search of a fabled treasure. Obviously, the fighter, and assumedly, his companions came to a bad end.

The PCs learned that the fighter's name was Patrick Astragail and that his wife, Kathryn, and their daughter Anne, had left the manor and returned to their estate within the city of Greypport. That was more than 70 years ago. Whether out of a sense of duty, or the quest for nagging questions, the PCs have decided to search out the Astragail family in Greypport. The PCs will have little trouble finding the Astragail estate as they are very well

known and the closest thing to royalty without actually possessing any royal blood. In reality, the Astragail family are legendary shipbuilders and run the largest shipyard on the continent.

The PCs will initially be introduced to Elizabeth Astragail, Patrick's granddaughter. She will meet with the PCs and thank them for the information they bring and the sense of closure the family will embrace regarding the fate of her grandfather. At some point, Anne, Patrick's daughter, will enter the scene. She is very old now, but surprisingly fit. Anne will be convinced that the PCs are indeed genuine heroes. Anne will offer the PCs a look at her father's journal which has an entry regarding his last adventure. This has never been shared before as the fate of her father remained unknown. Many years ago, a relative of one of her father's comrades approached her and asked if she had any information regarding his disappearance. She said she did not as the man was rude and clearly disreputable. The man was Rikate Trenaste, a treasure hunter of the foulest kind.

Armed with the journal entry, the PCs learn that Patrick and his comrades had solid information on the location of a treasure horde hidden in the far north, near Black Lake which lies at the center of the Draken Forest. According to the journal, one of Patrick's comrades came into possession of information detailing the secret palace of a very wicked Barbarian Lord. The foul king united many of the northern barbarians and waged a bloody war against all those living south of his kingdom. The king had an insatiable desire for gold and his armies plundered as they marched. Eventually, the king's armies were defeated, but the vast amount of looted gold was never recovered and the Barbarian Lord was never found. It is rumored that the still king sits on a throne overlooking his ill-gotten horde. A rumor that is all too true as the PCs may eventually discover.

The PCs will not receive a map, but the journal references the shores of Black Lake as the location of the ruins that holds the Barbarian Lord's treasure. Anne will offer to transport the PCs (via ship) if the PCs agree to return with any information about her father that they can recover. She has no interest in treasure and the PCs can keep what-

ever they find. The PCs are responsible for all men-at-arms, expedition equipment, supplies, pack animals and riding animals. The ship will transport the PCs to Grytviken, a whaling station, on the far eastern border of the Darken Forest. It will take the PCs several weeks to reach Black Lake after they disembark the ship.

Finally, if the PCs are in possession of any of her father's equipment, she will not ask for it back. She will acknowledge that her father would never want his equipment to be boxed up only to collect dust in an attic.

When the PCs eventually reach the Darken Wood they will have several weeks of difficult overland travel ahead of them. The Darken Wood has a reputation of being an evil place and even modern day barbarians prefer to live on its periphery. Many foul creatures live within the forest and the PCs may encounter some of them as detailed in the adventure section.

At some point, the PCs will reach Black Lake. The lake can be even more dangerous than the forest. As the PCs proceed, they will discover an ancient ruin on the west shore of the lake. The ruin is the final resting place of the Barbarian Lord and home to many foul undead as well as other creatures. The PCs will discover the remains of Patrick's comrades and they may piece together the final moments of those adventurers. On exploring the underground ruins, the PCs will find the hall of the Barbarian Lord and in one horrific encounter they will discover that he is still alive, well, not quite alive!

As previously mentioned, a man named Rikate Trenaste visited Anne in an effort to gain information about her father and his final quest. Rikate is a self-described treasure hunter, but in reality he is a thief who would sink to any depravity to enrich himself. Rikate is a blood relative of one of Patrick's comrades, though his family's lineage is more a result of an accident than good family planning.

When the greater wraith (Patrick) was slain, and the mystery solved, stories of the event spread quickly. Rikate has learned of the event and he immediately moved into action. His initial plan was to find the PCs and ambush them as they were sure to have learned of the Barbarian Lord's treasure horde and they must possess knowledge

of its location. But as his mind raced, he knew he could not be sure how much information the PCs may have discovered. He simply staked out the Astragail compound and soon the PCs arrived. His suspicions were confirmed when he later learned the PCs were leaving on an expedition financed by the Astragail family. Rikate, through the use of spies and bribes, has learned that the PCs are taking as ship to the Darken Forest. Rikate has gathered his forces and plans on letting the PCs do all the heavy lifting and then stealing the treasure, by stealth or force.

### **The Barbarian Lord**

Very little is recorded that details the history of the Barbarian Lord. He arose from obscurity and managed to unite several very hostile barbarian tribes. Under his leadership, the tribes consolidated their forces and created a large and mobile army. The Barbarian Lord and his army swept down from the northern mountains and through the massive Darken Wood into the more civilized lands to the south.

It soon became evident that the Barbarian Lord had a singular desire – gold. Eventually, the barbarian army was routed and it fled back into the wild north. However, the forces of good pursued the fleeing Barbarian Lord, and soon trapped him in a valley split by a fast running river. The barbarian army was finally destroyed but somehow the Barbarian Lord and a small group of his most faithful followers managed to escape.

The Barbarian Lord encountered a renegade band of nixies at the river. He convinced them to help him escape. The nixies used their ability to convey water-breathing and the Barbarian Lord and a small contingent simply swam out of the valley. Soon after, the Barbarian Lord made his way to the shores of Black Lake. He then betrayed the nixies and he was the only survivor of a bloody battle. The Barbarian Lord found an ancient temple complex on the shores of the lake and inside he found a temple and the Blackstone sliver (see following description). The Barbarian Lord died that night from his wounds and exposure. He awoke the next night as a Black Heart Vampire (see New Monster section). The Barbarian Lord then set upon a plan to build an undead army.

### **The Blackstone**

The Blackstone is man-sized block of black stone. It was transported to the prime material plane from the negative material plane by an evil high priest in order to create an army of the dead. Any corpse within one mile of the Blackstone arises as the undead. The type of undead varies (based on the original hit dice and type of creature). Another effect of the Blackstone is that it slowly kills all living creatures within ¼ mile. For more on the Blackstone see the **Cataclysm at the Acaem** mini-campaign boxed set or the module, **CA0.1 The Blackstone** by Pacesetter Games & Simulations.

At some point the Blackstone was damaged and small sliver broke free. Somehow, that sliver arrived at an evil temple on the shores of Black Lake. The Blackstone sliver has the same powers of the Blackstone slab, though significantly weaker. Corpses within 200' of the Blackstone sliver arise as undead. Living creatures that dwell within 500' of the Blackstone sliver slowly (over the course of several months) transform into vile creatures with some undead traits (see New Magic Items section). The Barbarian Lord is using the Blackstone sliver to build an army of the undead.

### **Sequence of Play**

This adventure will start in Greypoint. The PCs are provided with a ship by Anne Astrigail. The ship's name is the Elizabeth and it is a three-masted schooner. The ship will be loaded with equipment and supplies (including anything the PCs want to include). The PCs should be given a few days to purchase the supplies they require for the long voyage and adventure. The night before the ship is to set sail, it will be boarded by agents of Rikate. They will be searching for information and they will also (attempt to) kidnap a member of the crew.

The PCs will set sail for the eastern coast of the Darkwood and the voyage will be uneventful. The ship will arrive at a remote whaling station. From there, the PCs must travel across land and through the vast Darkwood. There are several encounters included, though not all of them are required.

Eventually the PCs will arrive at the shores of Black

Lake. They will be shocked to discover a mysterious race of evil and twisted nixies. The nixies use the lake to launch raids on local barbarian villages as the lake is connected to a vast underground water system that leads to their lair beneath the lake. The lair is one entrance to the ruins of the Barbarian Lord.

If the PCs avoid the nixies, they can investigate the shore of Black Lake and they will eventually discover an entrance to the lair of the Barbarian Lord and his undead minions.

### **The Elizabeth**

The Elizabeth is moored at the private docks of the Astragail family. The docks are adjacent to the family's massive shipbuilding complex. Several ships are currently under construction and the area is very busy. The *Elizabeth* is located at a dock furthest away from the shipyard and closest to the common docks of Greyport.

The Elizabeth typically carries a crew of 30 which includes the captain and his two officers. The ship can be sailed with a minimum of 18 men plus the captain and his two officers. This will be the case when the PCs set sail. The crew has to be reduced to make space for the PCs as well as their cargo and animals. The PCs have three days to make purchases and load the Elizabeth. The trip to Grytviken (where the PCs disembark) will take three weeks. The PCs should expect to be in the wilderness for five to six weeks before returning to Grytviken and the Elizabeth. The PCs are expected to provide their own supplies for the entire trip and adventure.

### **Adventure Start Grytviken**

The voyage from Greyport to Grytviken will take exactly three weeks. The voyage, while long, will be uneventful. The ship will not stop and the ship will stay within sight of the coast for the entire voyage in order to avoid the dangers of the open ocean. The ship will arrive at Grytviken harbor near midnight in the midst of a mild thunderstorm and the captain will anchor outside the small bay (as it is narrow) for the night. He will ring the ship's bell to announce the *Elizabeth's* arrival to the whaling station, but no response will come. The captain consid-

ers this a bit odd, but he will rationalize it away suggesting the storm is drowning out the sound of the bell.

At first light, the storm has passed and the captain guides the *Elizabeth* into the harbor and expertly slides the ship to the dock. On the way in, he again rings the bell, and this time there is a reply. But oddly, no one comes forward to help tie up the ship. The captain is irritated by this, but he will not say anything unless asked.

As soon as the ship is tied up, the crew will begin unloading the PCs' equipment and animals (if any). The captain will not leave the ship and he will make ready to depart as soon as the ship is unloaded (six turns). The *Elizabeth* has several other ports to visit while the PCs are on their mission. The ship will return in exactly five weeks and it will wait an additional week for the PCs' return. If the PCs do not return in that time period, the Elizabeth will return to Greyport and PCs must find another way home (if they are still alive).

The PCs are free to investigate the whaling station after the ship is docked, though the captain will insist that two PCs remain to help with off-loading (this can also be accomplished by NPCs or henchmen).

There are three buildings at this whaling station: the oil plant, the smoke house and the main lodge. Typically, the whaling station has a staff of 15 - 20 men. The station is visited by one whaler (ship) each week with a payload of 1-4 whales. The dead whales are hauled ashore using a large crane and hung from one of four posts near the dock. The entire whale is harvested in one way or another including the bones.

When the PCs arrive a single whale is hanging from one of the posts. It has been partially processed and it is now swarming with flies and maggots. At this point the PCs should be wary that something is not quite right at the whaling station. At this time five men will exit the lodge and hail the PCs. The men are armed (but not holding weapons). These men are actually jackelwares. They are part of troop of 10 that raided the whaling station three days ago and the killed all of the staff.

The jackalwares will try and gain the PCs' confidence by telling them a story of a pirate raid three days ago. The remaining "staff" has been hiding out in the lodge. The

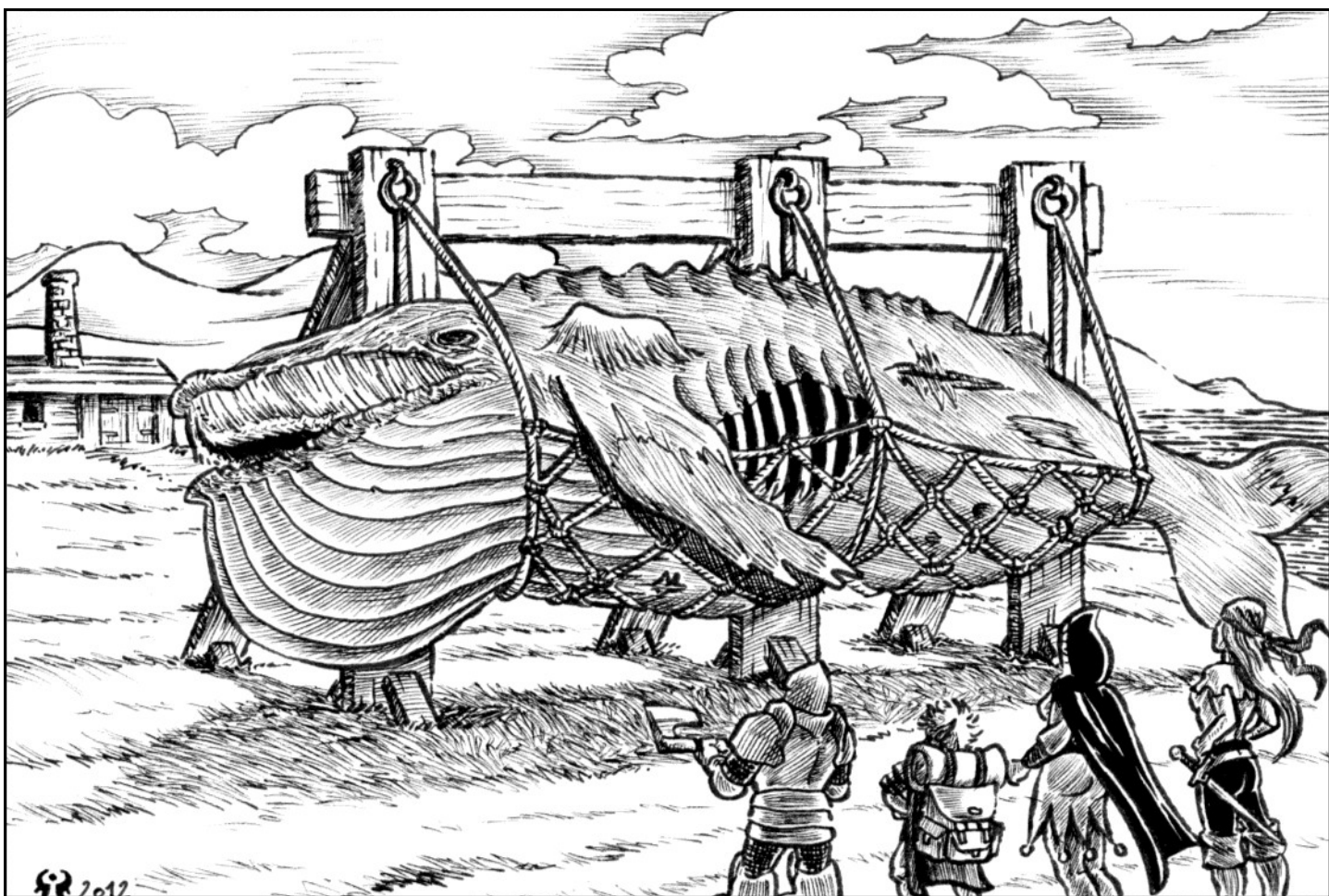
jackalwares heard the first bell the night before but did not know they needed to respond. When the Elizabeth sounded the bell in the morning, the jackalwares figured out that they needed to respond. The jackalwares will try and lure the PCs into the lodge where the remaining jackalwares have set an ambush. If combat erupts outside the lodge (when the jackalwares first approach the PCs, the remaining jackalwares will emerge and join the combat. The captain and crew of the Elizabeth will immediately attempt to escape as they are under strict orders not to put the Elizabeth in danger. In addition, the Elizabeth is running with a skeleton crew in order to accommodate the PCs and their cargo. The captain will shout to the PCs that he will return as promised and on that exact schedule. The captain will report the event at the first port he makes three days later. A warship will arrive 10 days later. The whaling station will be empty (assuming either the PCs have left or the jackalwares have fled now that they have been discovered).

Jackalware (10) AC 4; HD 4, hp 25, 23, 22, 20, 19, 19, 17, 17, 15, 14; #AT 1; Dmg 2d4 by claw; SA Sleep gaze; SD +1 or better to hit; MV 12"; AL CE; EXP 800 +4/hp; Thaco 15

### The Darken Wood

The Darken Wood (commonly referred to as simply the Darken) is the largest forest on the continent. It covers the entire width of the northern section of the continent making it nearly 2,000 miles wide. The Darken reaches down from the north an average of 500 miles. The climate of the Darken ranges from frigid in the far north to moderately temperate at its southern boundaries. The forest is bisected in two locations by mountain ranges. Numerous rivers flow from its confines and small lakes and ponds are abundant.

The Darken is home to many barbarian tribes in the north and two distinct elven nations to the south. Additionally, humans have established logging towns in many locations, but these are predominately in the south along the major water ways. Most of the Darken remains unex-



plored. It is therefore considered a dangerous place and innumerable tales of mystery, monsters and more are told all along its border.

In this adventure the PCs will have to traverse a section of the Darken on their way to Black Lake and the ruins of the Barbarian Lord. For the most part, the trip will be uneventful. There are three preset encounters that are required.

Travel in the Darken is not very difficult. There are no roads (in the section the PCs are traversing) and the PCs will have to pick their way through. They will come across rivers, small lakes, bogs, swamps, deep valleys, and other similar obstacles. These obstacles are not difficult to manage and in most cases, the PCs only need to bypass the area.

The PCs should keep track of their supplies. Water is never an issue, and food is available through hunting and foraging. However, if the PCs are forced to hunt/forage for food, their progress will be greatly slowed.

### **The Pillars**

As the PCs progress through the Darken they will stumble across circular formation of green granite pillars. The pillars are 30 feet tall and five feet thick. The formation includes six pillars in a circular pattern that is 100' in diameter. The pillars are located in a clearing that is just large enough to hold the formation.

Each pillar is weathered and chipped with no markings. There is no evidence that the pillars were carved from local stone. The pillars do radiate magic (if detected by spell).

At midnight of a full moon translucent figures of an elf will appear atop each pillar. The figures are of three men and three women and each is elderly and dressed in colorful robes. The figures will descend (floating) from the pillars. They will make not move away from the pillars.

The figures will speak to any PC that approaches. The figure will announce itself as one of the six character attributes (strength, intelligence, wisdom, dexterity, constitution and charisma). The figure will then ask: "Surrender to me and receive a boon to aid you in your quest." The

figures will say nothing else and they will not respond to any action. The figures cannot be harmed or dispersed.

If a PC accepts, the PC will lose one point from his appropriate attribute (i.e. a character that is addressing strength, will lose one point of strength). In return, the PC will discover a broach has appeared in his hand. The broach will protect the PC from a total of five special attacks from any undead. If the PC is hit by an undead creature with a special attack (i.e. level drain, paralysis), the special attack will not affect the PC.

The broach will only protect the PC from five such attacks at which point it loses all its magical properties. The broach is made of solid silver and is worth 300 gp.

When the PC receives his broach the figure will add the following: "This is for you alone." At this point the figure will vanish. The broach will lose all of its magical properties if given to another PC. A PC can only acquire a single broach.

### **The Hunting Camp**

When the PCs near Black Lake (three or four days of travel), they will come across a hunting camp. A large stream (20' wide) runs next to the camp. The stream feeds Black Lake. The camp is abandoned and in disarray. However, no bodies are evident. A large fire pit is still warm. Four deer and one large feral pig hang from thick poles

The camp was attacked by a band of black nixies from Black Lake. The nixies attacked from the river and captured or killed the barbarians that use the lodge. There were a total of eight barbarians at the hunting camp. The attack occurred two days prior to the PCs arrival.

The PCs can choose to stay at the camp and the nixies will not return. However, the smell of the dead animals has attracted a group of four su-monsters. These creatures will attack the PCs if the PCs decide to set up camp at the lodge.

Su-Monster (4) AC 6; HD 5+5, hp 36, 32, 27, 22; #AT 5; Dmg 1d4 x4 claw, 2d4 bite; SA None; SD None; MV 9"; AL CE; EXP 225 +6/hp; Thaco 13

## Rikate Trinaste

Rikate Trinaste (see Introduction) has managed to follow the PCs to the Darken Wood and he has determined that the PCs are headed to Black Lake and the ambush will take place on the shores of the lake. Rikate will create a false camp, complete with a smoldering campfire to lure the PCs into the ambush area. The thief and his minions will attack with maximum violence. However, if half of the evil band is destroyed or Rikate is killed, the remaining gang will retreat and flee the wood.

Rikate Trenaste (thief, level 6) AC 4; HD 6, hp 22; #AT 1; Dmg 1d6 +2 with +2 *short sword*; SA backstab; SD none; MV 12"; AL CE; EXP 450 +6/hp; Thaco 18. Rikate wears leather armor and carries a +2 *short sword*. He also has a *potion of invisibility* and a *ring of frost resistance*. He carries 38 gp in a pouch. S 12, I 14, W 11, D 18, C 10, Ch 12

Arl (fighter, level 4) AC 3; HD 4, hp 36; #AT 1; Dmg 1d10 +2 with +1 *two handed sword*; SA none; SD none; MV 9"; AL CE; EXP 85 +4/hp; Thaco 15 w/sword. Arl is a human fighter and loyal to Rikate. He is very greedy and Rikate uses that to get Arl to do his dirty work. He carries six 25 gp gems in a pouch. S 17, I 8, W 9, D 10, C 15, Ch 9

Ki-Roka (magic-user, level 4) AC 7; HD 4, hp 11; #AT 1; Dmg 1d4 with dagger; SA spells; SD spells; MV 12"; AL CE; EXP 150 +4/hp; Thaco 20. Ki-Roka is a half-elf magic-user and he is very bitter with a complete hatred of elves. He is not particularly brave and he will abandon Rikate the moment he feels the ambush has failed. S 9, I 15, W 10, D 17, C 9, Ch 9. Spells: *magic missile*, *sleep*, *charm person*, *ray of enfeeblement*, *web*. He carries a *bag of holding* (contains 280 gp), a *potion of flying*, and a *potion of diminution*.

Mercenaries (10) AC 8; HD 1, hp 5 each; #AT 1; Dmg 1d6 short sword; SA none; SD none; MV 12"; AL NE; EXP 10 +1/hp; Thaco 20 w/sword or 1d6 with javelin. Each mercenary carries five javelins and has 1d10 gp.

## The Lair of the Barbarian Lord

Just beyond the southern shores of Black Lake are the ruins of an ancient temple. Most of the temple is not recognizable and all that remains is tangled heap of moss-covered stone. However, the back wall of the temple is still erect as it is built into a large rock formation. A large portal, in the center of the wall, leads to dark corridor that descends gently into the rock.

The corridor leads to the underground lair of the Barbarian Lord (now a blackheart vampire [see New Monster section]). The Barbarian Lord had plans to build a massive fortress above the underground lair, but his defeat ended those dreams. The lair is constructed of carved stone. All rooms have a 10' high ceiling unless otherwise described. There is no light within the lair with the exception of blackwater nixie cavern (location 24). The entire lair is damp and cold. There is very little in the way of furniture or decoration. The lair was completed just before the Barbarian Lord's last battle and the complex is unfurnished.



## 1. Entrance

After 50', the corridor is blocked by a heavy iron portcullis. The iron is pitted and rusting, but it is very thick and solid. The bars of the portcullis are spaced at six inch intervals both vertically and horizontally. Beyond the portcullis, you see an intersection of corridors. Lying in a heap are the bones of what appear two men. On the wall next to the bones is a iron lever.

**DM's Description:** The bones are blackbone skeletons (see New Monster section) and they will animate and attack any who get past the portcullis. The lever is located just two feet inside the northern corridor. The lever will raise the portcullis if pulled down. However, if the lever is not pushed back into the down position, a slab of six inch thick stone will fall from the ceiling inflicting 2d6 damage to anyone in the intersection.

Blackbone Skeleton (2) AC 5; HD 1, hp 8, 6; #AT 1; Dmg 1d6 by claw; SA none; SD undead; MV 9"; AL CE; EXP 14 +1/hp; Thaco 19

## 2. Guard Station

**DM's Description:** This room is bare of any furnishings but four blackbone skeletons mill about. They will immediately move to investigate the sounds of battle (or the trap) in location 1. The skeletons will not leave the room if the portcullis is merely opened.

Blackbone Skeleton (4) AC 5; HD 1, hp 8, 6, 6, 4; #AT 1; Dmg 1d6 by claw; SA none; SD undead; MV 9"; AL CE; EXP 14 +1/hp; Thaco 19

## 3. Guard Commander

**DM's Description:** The door to this room is closed, but the stench of decaying flesh is evident in the hall. Three blackblood ghouls are feasting on the remains of a barbarian that was recently given to them. The barbarian was from the hunting camp (Encounter #2). The ghouls have a 50% chance of hearing combat in location 1 or 2. The 12 hp ghouls wear a tarnished silver pendant worth 125 gp.

Blackblood Ghoul (2) AC 6; HD 2, hp 12, 10; #AT 3; Dmg 1d3 by claw / 1d3 by claw / 1d6 bite; SA paralyzation; SD undead; MV 9"; AL CE; EXP 65 +2/hp; Thaco 16

## 4. Briefing Room

**DM's Description:** This room was designed as a briefing room but it was never furnished. There are 12 blackblood zombies posted to this room. They will attack any intruders and will move to investigate any disturbance (other than the portcullis opening) in location 1 or 2.

Blackblood Zombie (12) AC 8; HD 2, hp 12 x3, 10 x3, 8 x3, 6 x3; #AT 1; Dmg 1d6 by claw; SA bite attack if multiple zombies strike same target; SD undead; MV 12"; AL CE; EXP 20 +2/hp; Thaco 16

## 5. Intersection of Carnage

The corridor ends at a 30' wide circular chamber. Corridors lead away at each compass point. The chamber has a 20' sloped ceiling. The walls, floor and ceiling of the chamber are scorched black. The floor is littered with the blackened shards of bone. A few partial skulls lie against the walls. Hanging from a chain in the center of the room is a large copper gong.

**DM's Description:** It was in this chamber that Patrick Astragail and his companions met their doom. They were ambushed here by the minions of the Barbarian Lord. Patrick and Haelix (a human magic-user) were the last two standing and in an act of selfless bravery Haelix launched fireball so that Patrick could attempt to escape. Patrick fled up the northern corridor but was later killed by a wraith in the hall of the Barbarian Lord (location 31). The gong was placed here after the battle. If it is sounded, all of the undead locations 2-12 will come to this location.

## 6. Trophies

Strapped to the walls with fraying rope are the remains of five adventurers. The bodies are shriveled and mostly decomposed, but they still retain enough flesh to be identified. Three humans, an elf and a dwarf make up the horrific scene. None possess weapons but two of

the humans and the dwarf wear rusting armor. The remaining human wears scorched and tattered leather armor as does the elf next to him. It is clear these men were placed here many years ago.

**DM's Description:** The barbarian placed the bodies in this room after exposing them to the Blackstone (see location 11). Exposure to the Blackstone has turned the corpses into blackblood zombies. They will attack if a PC comes within five feet of their resting place.

Blackblood Zombie (5) AC 8; HD 2, hp 14, 12, 11, 9, 7; #AT 1; Dmg 1d6 by claw; SA bite attack if multiple zombies strike same target; SD undead; MV 12"; AL CE; EXP 20 +2/hp; Thaco 16

**7. DM's Description:** This chamber is empty.

**8. DM's Description:** This chamber is empty.

### 9. Barracks

**DM's Description:** This room was to be used as the main barracks for the complex. Stacked against the south wall are the rotted remains of 40 bunk beds and empty footlockers. The furniture was delivered but never set up.

### 10. Dayroom

**DM's Description:** This room was to be a leisure room for the soldiers. It was never furnished. However, it is occupied by three blackblood ghosts. They will attack the PCs on sight. The ghosts have recently fed on a barbarian (from Encounter 2) and the remains of that corpse lie in the middle of the floor. In the northwest corner of the room is a large pile of gnawed bones. Under the bones is a sack containing 112 gp, 43 sp and four 100 gp gems.

Blackblood Ghast (3) AC 4; HD 4, hp 21, 17, 12; #AT 3; Dmg 1d4 by claw / 1d4 by claw / 1d8 bite; SA nausea, paralyzation; SD undead; MV 9"; AL CE; EXP 190 +4/hp; Thaco 15

### 11. Temple

The ceiling of this room arches up into darkness and chill fills the damp air. The walls are covered with crude drawings of a vast barbarian army destroying enemies and sacking civilized towns. A single figure wearing a horned helmet commands the army. The figure holds an axe in one hand and the other hand clenches a black object resembling a jagged diamond of enormous size. In the southern section of the room a stone altar is covered with dried blood. A black, diamond-shaped stone hangs from golden chain directly over the altar.

Standing around the altar are three men clad in black robes. Each wears a crude horned helmet that casts a shadow over their faces yet burning red eyes escape the blackness. From behind the robed men five barbarians shamle forward. They are clearly zombies but their skin is blackened. Black vapors drift around the zombies as they move forward at an alarming speed.

**DM's Description:** This room is the Temple of Black. The illustrations on the wall are old and faded. The three men are Blackheart Acolytes (see New Monster section). Whenever live captives are brought into the complex, several are taken to this room for conversion. The captives are placed on the altar. The Blackstone sliver (see New Magic Item section) is lowered so that it touches the victim on the altar. That victim is immediately converted into some form of "Black" undead.

These barbarians are those that remain from the hunting camp (Encounter #2). They are now blackblood zombies and they will attack the PCs immediately. The blackheart acolytes will also join the battle. However, the acolytes will first attempt to cast spells (targeting obvious spell-casters first).

Black Heart Acolyte, Leader (1) AC 6; HD 4, hp 17; #AT 1; Dmg 1d6 w/staff; SA spells; SD spells, immune to fear; MV 9"; AL CE; EXP 190 +4/hp; Thaco 18. Spells are: cause light wounds x2, curse, hold person, silence 15' radius. He carries a staff (normal).

Blackheart Acolyte (2) AC 6; HD 1, hp 7, 3; #AT 1; Dmg 1d6 w/staff; SA spells; SD spells, immune to fear; MV 9"; AL CE; EXP 25 +1/hp; Thaco 20. Spells are: cause light wounds x2.

Blackblood Zombie (5) AC 8; HD 2, hp 14, 12, 11, 9, 7; #AT 1; Dmg 1d6 by claw; SA bite attack if multiple zombies strike same target; SD undead; MV 12"; AL CE; EXP 20 +2/hp; Thaco 16

## 12. Acolyte Quarters

**DM's Description:** The door to this room is locked. The Blackheart Acolyte leader in location 11 has the key. The room beyond the door is sparsely furnished with three beds, a large table and three chairs. There is a footlocker at each bed (unlocked).

Footlocker #1 (trapped: poison gas for 1d8 damage for save vs. poison for no damage): 100 gp, 88 sp, four silver ingots worth 50 gp each

Footlocker #2: 44 gp, 33 sp, 20 ep, nine small pearls worth 25 gp each

Footlocker #3 (trapped: electric blast 10' radius for 2d4 damage or save vs. spells for ½ damage): 38 gp, 10 pp, one stick of *incense of meditation*.

## 13. Great Hall

**DM's Description:** The walls of this hall are covered with murals depicting a massive barbarian army laying waste to any who oppose it. Any PC moving through the hall must save vs. fear (+4) or flee in panic to the north. The fear will last for four rounds and PC may only run at full speed.

## 14. Assembly Hall

**DM's Description:** This room was to be used as an assembly room where the Barbarian Lord would address all his commanders and officers. The north wall of the room (which is 20' high) and is covered by a map mural of the northern section of continent (Darkland campaign). The map shows various towns and villages from nearly 100 years ago. The entirety of the Darken Wood is included.

Looking at the map is a blackshrowd wraith and three blackblood ghosts. They are planning a raid in order to capture more victims to satiate the Barbarian Lord.

Blackshrowd Wraith (1) AC 4; HD 5+3, hp 38; #AT 1; Dmg 1d6 by claw; SA energy drain; SD undead, silver or +1 weapon to hit; MV 9"; AL CE; EXP 575 +6/hp; Thaco 15

Blackblood Ghast (3) AC 4; HD 4, hp 21, 17, 12; #AT 3; Dmg 1d4 by claw / 1d4 by claw / 1d8 bite; SA nausea, paralyzation; SD undead; MV 9"; AL CE; EXP 190 +4/hp; Thaco 15

## 15. Statues

**DM's Description:** Two statues of the Barbarian Lord are placed at the end of this hall. The statues are made of stone and have large bat wings. They are not magical and will not animate.

## 16. Statues

**DM's Description:** Two statues of the Barbarian Lord are placed at the end of this hall. The statues are made of stone and have large bat wings. They are not magical and will not animate.

## 17. Gargoyles

**DM's Description:** There are two more apparent statues of the Barbarian Lord in this area. However, these are actually gargoyles. They will attack by surprise if possible.

Gargoyle (2) AC 5; HD 4+4, hp 26, 17; #AT 4; Dmg 1d3 by claw / 1d3 by claw / 1d6 bite / 1d4 gore; SA none; SD +1 or better to hit; MV 9"; AL CE; EXP 165 +5/hp; Thaco 15

## 18. Creeper

**DM's Description:** This room is occupied by a gelatinous creeper (same as a gelatinous cube but resembling a giant cockroach) The creeper will attack the PCs if they enter the chamber. If the creeper is destroyed, the PCs may discover a plain copper ring inside the remains. It is a *ring of regeneration* (minor) (see New Magic Item section).

Gelatinous Creeper (1) AC 9; HD 4, hp22; #AT 2; Dmg 1d4 antennae; SA paralyzation; SD none; MV 15"; AL N; EXP 400 +4/hp; Thaco 16

## 19. Intersection

**DM's Description:** The intersection is empty but 18 blackblood zombies are located in the adjoining hallways (north, east and west). There are six blackblood zombies in each hall about 30' from the intersection. They will attack any who enter the intersection.

Blackblood Zombie (18) AC 8; HD 2, hp 9 each; #AT 1; Dmg 1d6 by claw; SA bite attack if multiple zombies strike same target; SD undead; MV 12"; AL CE; EXP 20 +2/hp; Thaco 16

## 20. Guards

**DM's Description:** Ten blackbone skeletons occupy this room. These skeletons are a mix of elves and dwarves. They still wear the rags that the PCs can use to determine these lost souls were probably simple villagers. The skeletons will move to assist the zombies in location 19.

Blackbone Skeleton (10) AC 5; HD 1, hp 4 each; #AT 1; Dmg 1d6 by claw; SA none; SD undead; MV 9"; AL CE; EXP 14 +1/hp; Thaco 19

## 21. Guards

**DM's Description:** Ten black bone zombies occupy this room. There is no furniture within the room. The zombies will move to assist the zombies in location 19 if combat occurs. The zombie with 8 hp carries a +2 *long sword* with the special ability to heal its wielder once per day (2d8+2 hp). These zombies are relatively "fresh" and all wear some sort of uniform identifying them as soldiers – they were part of an elf contingent sent into the area of Black Lake to investigate a recent attack on an elf village.

## 22. Guard

**DM's Description:** Six blackblood ghouls mill about this room. They are very hungry and they will attack the PCs without caution. One ghoul (7 hp) wears *bracers of AC 5*.

Blackblood Ghoul (2) AC 6; HD 2, hp 16, 14, 11, 9, 7, 5; #AT 3; Dmg 1d3 by claw / 1d3 by claw / 1d6 bite; SA paralyzation; SD undead; MV 9"; AL CE; EXP 65 +2/hp; Thaco 16

## 23a. Armory Door

**DM's Description:** The short hall ends at a large iron door. The door is pitted and corroding, but still quite solid. A penalty of -1 is applied to any attempt to break it down. Also, breaking this door down will alert all the undead in areas 20-22. They will come to investigate.

## 23b. Armory

**DM's Description:** This room is filled to ceiling with weapons. All are standard and in remarkably good condition. The weapons are maintained and oiled regularly. Weapons in the room include short swords, broad swords, short bows (w/2,000 arrows), spears, javelins and hand axes. There are 30-70 (1d4+3 x10) of each weapon type. There are also four crates packed with cleaning supplies and four small drums of oil.

## 24. River

The roaring of fast water echoes down the hallway. You can barely hear each other speak above the sound of the crashing water. The hall is bisected by a 12' wide river that moves with incredible speed. The water travels from east to west. To the east, only a few feet up the stream, the water appears calm and less turbulent. To the west of the hall, the river quickly descends a steep rapid and disappears into darkness.

**DM's Description:** The river to the east of the hall is 10' deep and the current is very strong, but not obviously evident. The river is only five foot deep as it crosses the hallway, but it quickly descends deeper underground as it passes the hall, dropping two feet for every 10' on the map. The area to the west is also filled with jagged rocks. A PC that falls into the river will quickly disappear into darkness and suffer 2d6 damage as he is dashed against the rocks. The river slows and splits after 60 feet. One branch moves to the north and the main branch continues

to the west. At this point the water is only three feet deep but it still moves swiftly. Movement is reduced to ½ normal rate at this point if moving with the river and ¼ speed if moving against the current. It is impossible to return to the corridor as the rapids are too fast and strong. The branch heading north leads to location 29.

## 25. Blackwater Nixie Cavern

**DM's Description:** This massive natural cavern is bisected by a wide river which is fed by the waters of Black Lake. The cavern is covered with a sand floor. The walls are limestone and show ages of erosion from the river. The southern section of the cavern is flat and bare. A single, large boat lies close to the river. The northern section is much smaller than the southern section. A strange cottage sits near the river's shore. The building looks much like a hunting lodge but the doors and windows are oddly small – ¾ size.

The lodge is home to the Blackwater Nixes that serve

the Barbarian Lord. The cottage has two floors. The first floor has tables, chairs and other lounge-type furniture. The second floor is filled with 19 boxes (3' x 6'). The boxes are carved from large trees and are seamless. Each box is three tall and filled with brackish water. These are the beds used by the nixes. In addition to the beds, there are 10 buckets stacked in a corner. The buckets are used to add water as necessary to the beds.

The Barbarian Lord has a total of 18 blackwater nixes in his service. The extra "bed" contains the communal treasure of the nixies: 348 gp, 290 sp, 89 pp, 15 – 20 gp gems, 12 – 50 gp gems, four 200 gp gems and a *trident* +2.

There are four blackwater nixies in the lodge when the PCs enter the cavern. The remaining blackwater nixies are in the river.

The river in this this room is 15' deep and it moves relatively slowly. The boat can be used to traverse the river and it will hold up to 10 PCs. If the PCs use the boat to cross the river, the nixes will attempt to capsize or drag



PCs off the boat. Use standard underwater combat rules found on page 55 of the DMG.

Blackwater Nixies (18) AC 6; HD 1, hp 6 each; #AT 1; Dmg 1d4 claw; SA None; SD 25% magic resistant, immune to fear; MV 9"; AL CE; EXP 20 +1/hp; Thaco 18

## 26. Check Point

**DM's Description:** This area is occupied by eight blackblood zombies and two blackblood ghastrs. These creatures will attack any who enter. Additionally, a brass gong is located in the southeast corner of the chamber. One of the ghastrs will sound the alarm on the first round of combat. This will alert all the denizens of the complex and they will immediately move to this location (with the exception of those in areas 28b-31 (which will be alerted, but not leave their stations).

Blackblood Zombie (8) AC 8; HD 2, hp 7 each; #AT 1; Dmg 1d6 by claw; SA bite attack if multiple zombies strike same target; SD undead; MV 12"; AL CE; EXP 20 +2/hp; Thaco 16

Blackblood Ghast (2) AC 4; HD 4, hp 15, 11; #AT 3; Dmg 1d4 by claw / 1d4 by claw / 1d8 bite; SA nausea, paralysis; SD undead; MV 9"; AL CE; EXP 190 +4/hp; Thaco 15

## 27. Captains

**DM's Description:** This room is used by three blackblood wights who are the sub commanders of the complex. These wights are generally responsible for conducting raids to gather food and conscripts for the Barbarian Lord's army. The room has no furniture, though the floor is littered with bones from various humanoids and demi-humans. A map of the area (similar to the map in location 14) is painted on the east wall.

There are three footlockers set against the north wall.  
Footlocker #1: 180 gp, a gold necklace worth 500g, *a ring of fire resistance*  
Footlocker #2: 76 pp, 180 ep, a silver dagger inset with rubies worth 1,000 gp

Footlocker #3: 39 gp, 18 sp, two *potions of levitation*, *a magic-user scroll: jump, burning hands, detect magic*

Blackblood Wight (1) AC 5; HD 4+3, hp 21, 18, 15; #AT 1; Dmg 1d4 by claw; SA energy drain; SD undead, silver or +1 weapon to hit; MV 9"; AL CE; EXP 540 +5/hp; Thaco 15

## 28a. Pier

**DM's Description:** A wooden pier sits just two feet above this water-filled room. The pier is old and creaks and groans with any movement. However, it is very strong and in no danger of collapse. The pier is guarded by six blackbone skeletons.

Blackbone Skeleton (6) AC 5; HD 1, hp 8, 6, 6, 4, 3, 2; #AT 1; Dmg 1d6 by claw; SA none; SD undead; MV 9"; AL CE; EXP 14 +1/hp; Thaco 19

## 28b. Flooded Room

**DM's Description:** This chamber is filled with brackish water that is six feet deep. The water is patrolled by five blackbone skeletons (alligators). The undead alligators will remain underwater until a PC either enters the water or somehow uses a boat (from location 29 or 25).

Blackbone Alligator (Skeleton) AC 5; HD 3, hp 17, 16, 12; #AT 1; Dmg 2d6 by bite; SA none; SD undead; MV 9"; AL CE; EXP 125 +3/hp; Thaco 16

## 29. Pier

**DM's Description:** There are two boats tied to this pier. The boats will each hold up to six PCs. The boats are guarded by 10 blackbone skeletons. The skeletons are armed with long bows and they will attack any PC who enters area 28a or tries to cross the room.

Blackbone Skeleton (10) AC 5; HD 1, hp 4 each; #AT 2/1; Dmg 1d6 with longbow or 1d6 by claw; SA none; SD undead; MV 9"; AL CE; EXP 14 +1/hp; Thaco 19. Each carries 20 arrows.

### 30. Exit

**DM's Description:** Along corridor leads to a limestone tunnel which eventually ends at a large cave two miles from the complex. The cave is camouflaged and nearly undetectable.

### 31. Barbarian Lord

**DM's Description:** *The corridor leading to this room is actually a ramp that leads down 10' from the level of location 29.* This chamber is the throne room of the Barbarian Lord. The room is split by a small stream (see location 24). The walls and ceiling of the room are covered with wood panels and skeletal heads of woodland animals, humanoids and demi-humans are mounted on the walls. Six massive stone pillars support an arched ceiling 80' above the floor. 60' up each column is a platform manned by a blackbone skeletons armed with long bows. The columns are very ornate and resemble tree trunks. A thief may add 10% to his climb walls attempt when climbing a column. A coil of rope (70') is attached to each platform.

A dais and large wooden throne are set against the west wall of the chamber. Sitting on the throne is the Barbarian Lord. He is flanked by six blackblood zombies, two blackblood ghouls and a blackshroud wraith. These minions (if alerted to the PCs presence) will position themselves throughout the chamber (hiding behind pillars) in order to ambush the PCs. The Barbarian Lord will move to attack any intruders.

There are four chests on the dais next to the throne. The keys to the locked chest are hidden in a secret compartment.

Chest #1: (trapped, poison dart [-2 to save; 4d6 damage]) 1,200 gp, 10 gold ingots worth 250 gp each

Chest #2: Locked (trapped, poison needle in lock [-2 to save; 4d6 damage]) 1,500 gp, 20 silver ingots 100 gp each

Chest #3: Locked (trapped, exploding fire 10' radius; 4d6 damage) 2,000 gp, 200 pp

Chest #4: Locked 500 gp, *two clerical scrolls* (2<sup>nd</sup> level, three spells each), a *wand of lightning* (2), *cloak of protection +2*, *ring of invisibility* (cursed; see New Magic Items)

Blackbone Skeleton (6) AC 5; HD 1, hp 4 each; #AT 2/1; Dmg 1d6 with longbow or 1d6 by claw; SA none; SD undead; MV 9"; AL CE; EXP 14 +1/hp; Thaco 19. Each carries 20 arrows.

Blackblood Zombie (6) AC 8; HD 2, hp 9 each; #AT 1; Dmg 1d6 by claw; SA bite attack if multiple zombies strike same target; SD undead; MV 12"; AL CE; EXP 20 +2/hp; Thaco 16

Blackblood Ghoul (2) AC 6; HD 2, hp 12, 10; #AT 3; Dmg 1d3 by claw / 1d3 by claw / 1d6 bite; SA paralyzation; SD undead; MV 9"; AL CE; EXP 65 +2/hp; Thaco 16

Blackshroud Wraith (1) AC 4; HD 5+3, hp 31; #AT 1; Dmg 1d6 by claw; SA energy drain; SD undead, silver or +1 weapon to hit; MV 9"; AL CE; EXP 575 +6/hp; Thaco 15

Barbarian Lord (Blackheart Vampire) (1) AC 2; HD 10+3, hp 71; #AT 1; Dmg 1d8 +3 by +3 battle axe or 2d4 bite; SA bite blood drain for 2d4 per round ; SD undead, silver or +1 weapon to hit; MV 9"; AL CE; EXP 4,800 +14/hp; Thaco 15. He carries a **+3 battle axe** in combat but may choose to bite a victim and start blood drain. If a PC is killed from blood drain, he will rise as a blackshroud wraith in three rounds. The Barbarian Lords wears a gold broach of a ship. The PCs will recall seeing an identical broach worn by Anne Astragail. The broach is worth 100 gp.

### Conclusion

If the PCs return to Anne Astragail and relate their story, she will be very grateful. If the PCs give her the broach (location 31) she will clearly be satisfied that their story is true. She will reward the PCs with 1,000 gp each and free passage of any of her ships for their lifetime.

## New Magic Items

### *Blackstone Sliver*

This small piece of pure black rock is part of a larger rock slab (Blackstone). The sliver is linked directly to the negative material plane, though simply touching it has no adverse effects. However, if the sliver is brought within 500' of any corpse, that corpse will arise as an undead creature. The newly risen undead will serve the most powerful undead within the area at the time it was animated.

Additionally, any live creature that lives within 500' of the sliver will transform into a vile and barbaric form of its true self (see Blackwater Nixie for an example) two months after the exposure begins. The sliver cannot be destroyed by any means. Black"X" creatures are immune to fear.

Corpses arise based on hit dice and creature type. Humanoids and demi-humans arise based on hit dice. Monsters and animals arise as Blackblood Zombies (see New Monster section). Humanoids and demi-humans use the following chart:

1 HD – Blackbone Skeleton, 2 – 3 HD – Blackblood Zombie, 3-4 HD – Blackblood Ghoul, 5 HD – Blackblood Ghast, 6-7 HD – Blackblood Wight, 8-9 HD – Blackshroud Wraith, 10+ HD – Blackheart Vampire

### *Ring of Invisibility (Cursed)*

This ring acts exactly like a standard ring of invisibility with one important exception: the wearer will become visible in 1d6 rounds after the ring is activated. The ring will only function once per day.

### *Ring of Regeneration (Minor)*

This ring will allow its wearer to regenerate 1d4 hp per turn. However, if the wearer is killed, no regeneration occurs. The ring will regenerate lost limbs.

## New Monster Section

Black"X" creatures:

These undead are created by the powerful Blackstone. Black"X" undead cannot be turned by good clerics or controlled by evil clerics. However, if a cleric attempts to turn a Black"X" undead, and is successful, that undead suffers one hit point of damage per level of the cleric. All Black"X" undead have black skin and/or bones. Their eyes are also black.

**Blackbone Skeleton** – Same as standard skeleton but they suffer full damage from all weapons. However, their armor class is improved (AC 5).

**Blackblood Zombie** – These zombies move as a normal human and they attack for 1d6 damage. They have all other zombie defenses. If a single target is hit by three or more Blackblood Zombies, each attacking Blackblood Zombie may make a second attack (bite) for 1d4 damage. Any creature killed by the bite of a Blackblood Zombie will arise as Blackblood Zombie in one turn.

**Blackblood Ghoul/Ghast** – These creatures are identical to standard versions with the exception that any creature killed by a Blackblood Ghoul or Ghast will arise as a Blackblood Zombie in one turn.

**Blackblood Wight/Wraith** – Same as a standard wight or wraith.

**Blackheart Vampire** – This type of vampire is much weaker than their standard counterparts. They cannot charm victims or assume gaseous form. However, they have two additional hit dice. Blackheart Vampires cannot be turned or damaged by turning while in the presence of the blackstone or blackstone sliver. Finally, the touch of a Blackheart vampire drains one level (unlike a standard vampire which drains two life levels).

**T1 The Thing in the Valley** is completed under version 1.0 of the Open Game License and the System Reference Document by permission from Wizards of the Coast, Inc. Additional printings will incorporate final versions of the license and document.

**Designation of Product Identity:** The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License (version 1.0): Any and all Pacesetter Games & Simulations logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, artwork, maps, symbols, descriptions, digital graphic art, and illustrations, as well as any Basic /Expert Dungeon Adventure logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, artwork, maps, symbols, descriptions, digital graphic art, and illustrations, except such elements that already appear in the System Reference Document.

**Designation of Open Content:** Subject to the Product Identity designation above, all NPC, creature, and trap statistic blocks are designated as Open Game Content, as well as spell names, weapon statistics, and other elements that are derived from the System Reference Document. No art or illustration is open content.

Some portions of this book which are delineated Open Game Content originate from the System Reference Document and are copyright 1999, 2000 Wizards of the Coast, Inc. The remainder of these Open Game Content portions of this book are hereby added to Open Game Content and, if so used, should bear the copyright notice "T1 The Thing in the Valley. Copyright Pacesetter Games & Simulations 2011. Contact at pacesettergames.com."

**T1 The Thing in the Valley** is ©2011 Pacesetter Games & Simulations.

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, Inc., and are used with Permission. Open Game Content may only be used under and in the terms of the Open Game License.

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and

in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

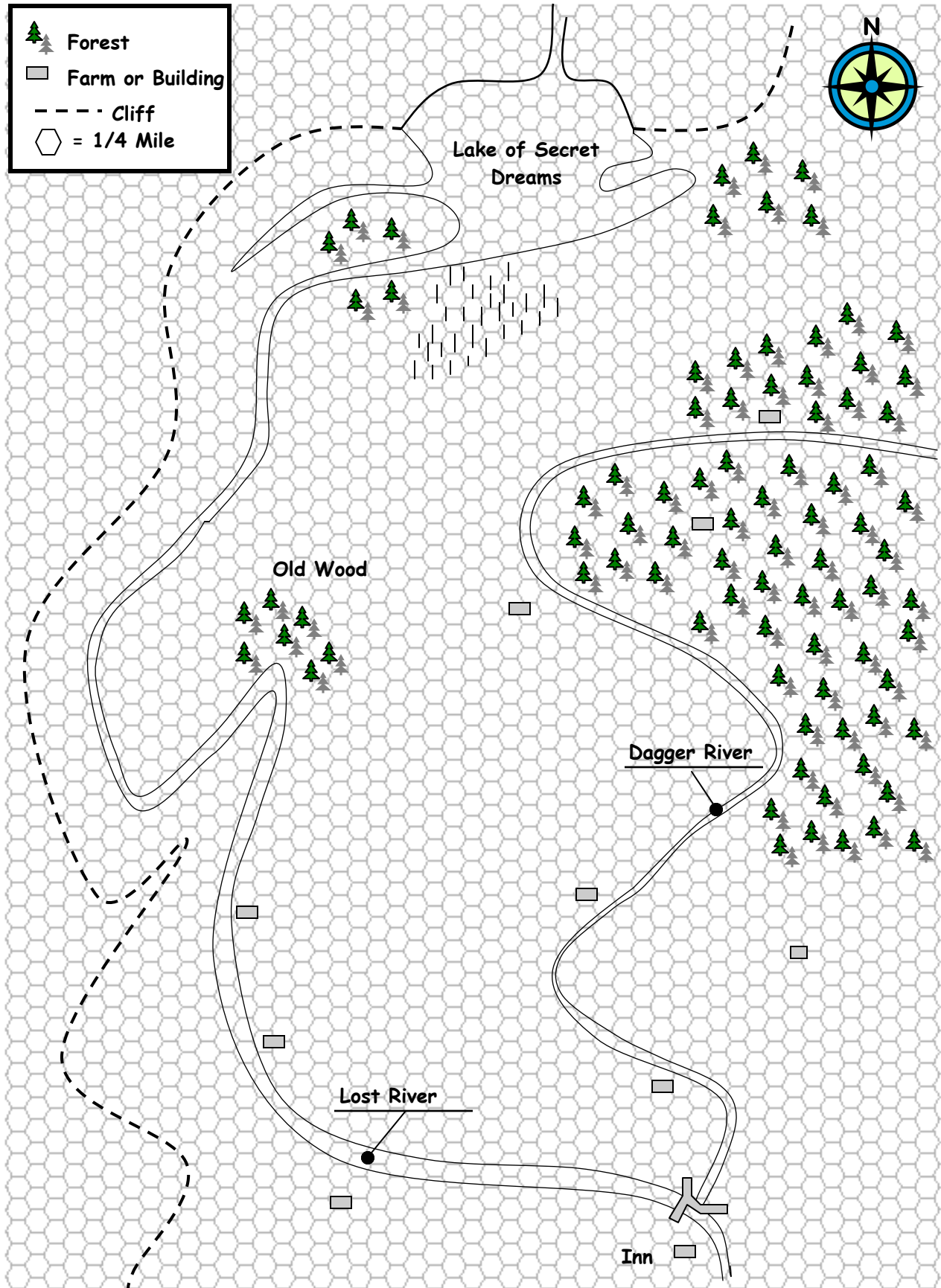
13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

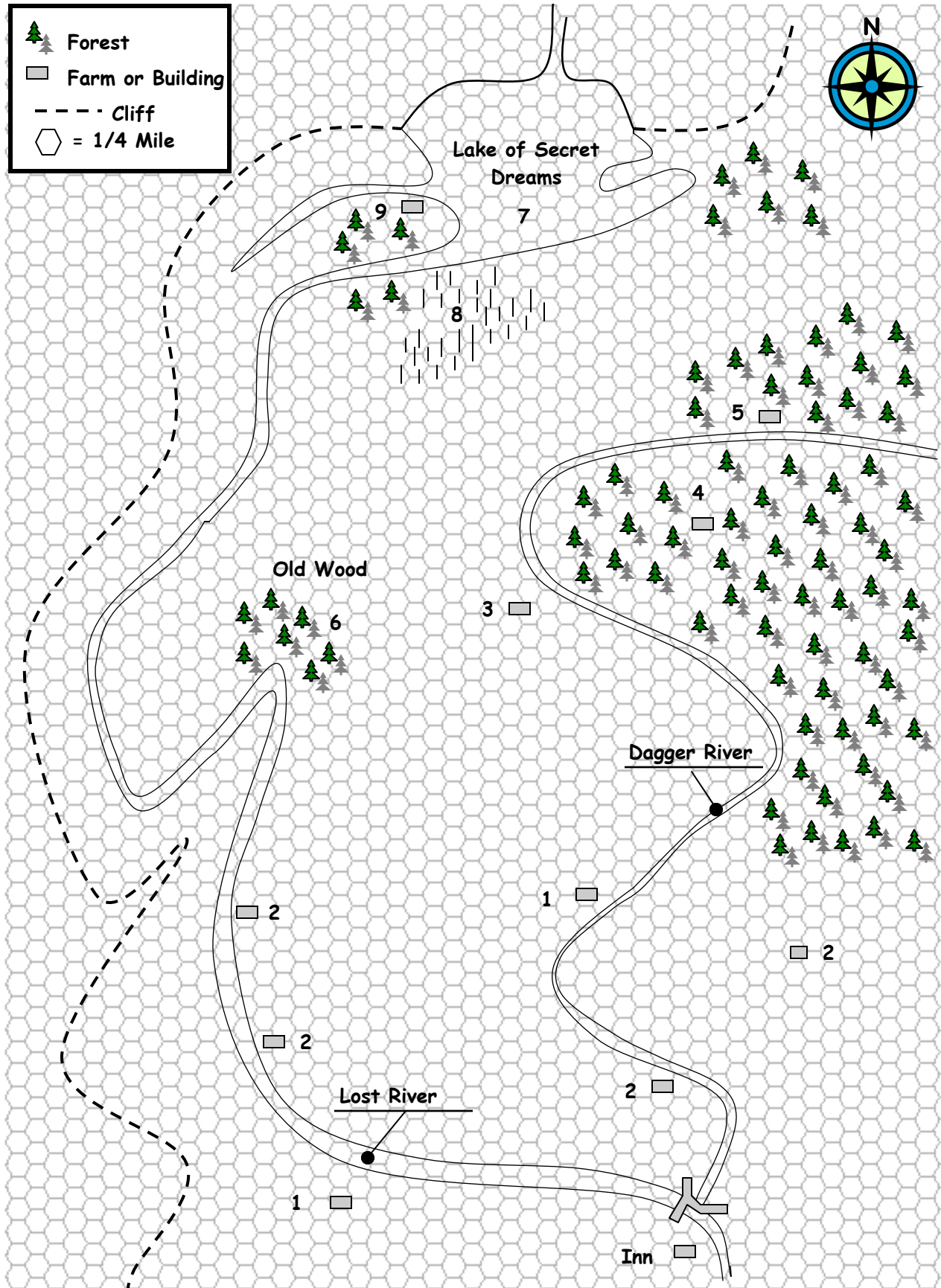
#### 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

# The Valley of the Lake of Secret Dreams – Player Map



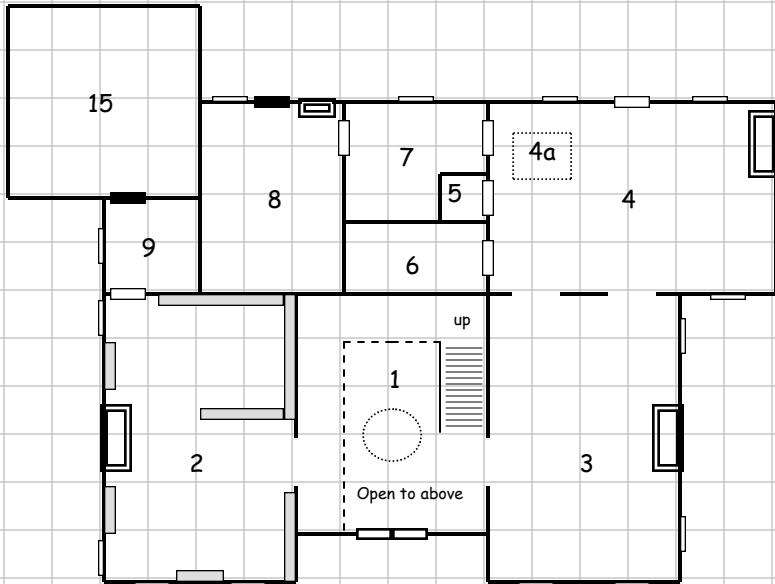
# The Valley of the Lake of Secret Dreams – DM Map











# Manor House



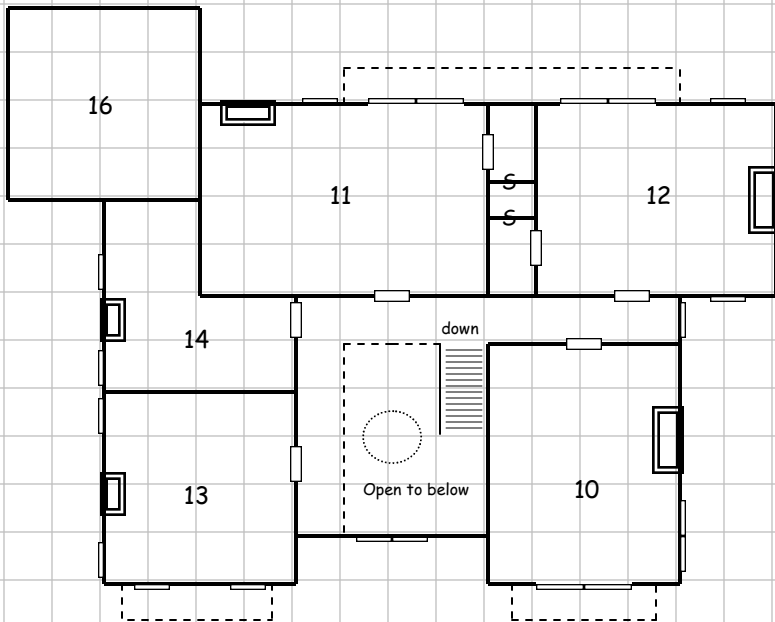
Ground Level & Tower Level 1



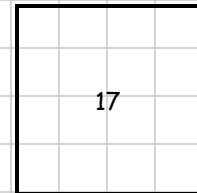
-  Bookcase
-  Railing
-  Chandelier
-  Door, Secret
-  Door, Locked
-  Window or balcony door
-  Door, Unlocked
-  Fireplace

Each square = 10'

Second Level & Tower Level 2

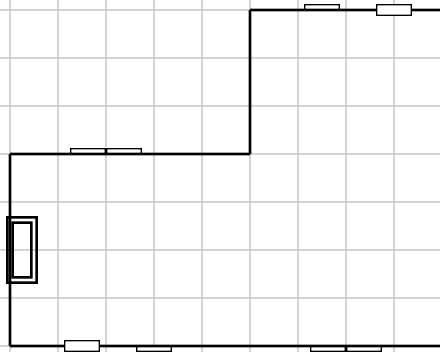





Tower Level 3



Detail Maps of Tower Levels  
on Page 26

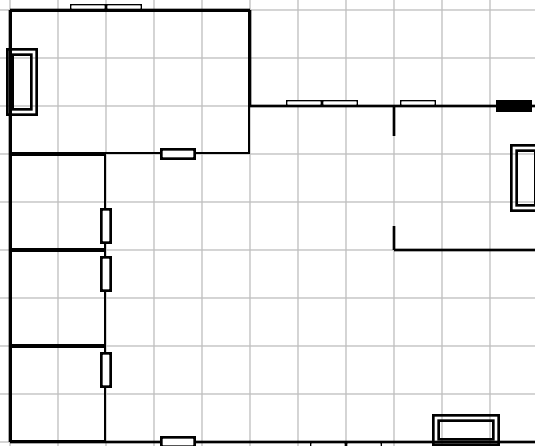
**Trapper's Cabin  
Woodsman's Cabin**



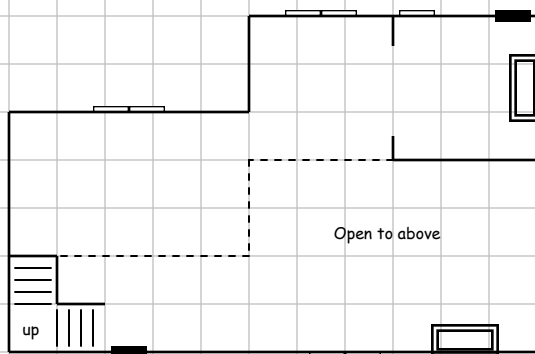
-  Door, unlocked
-  Door, locked
-  Window
-  Fireplace

Each square = 5'

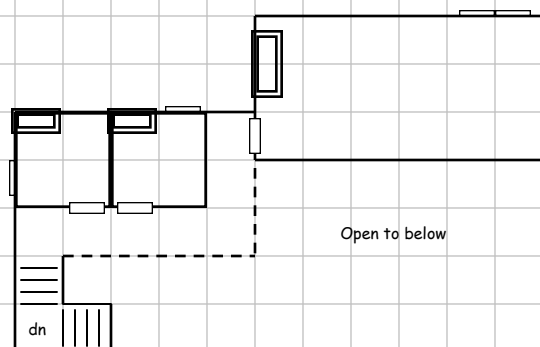
**Sheep Herder's House  
Farmhouse (Option A)**



**Farmhouse (Option B)**

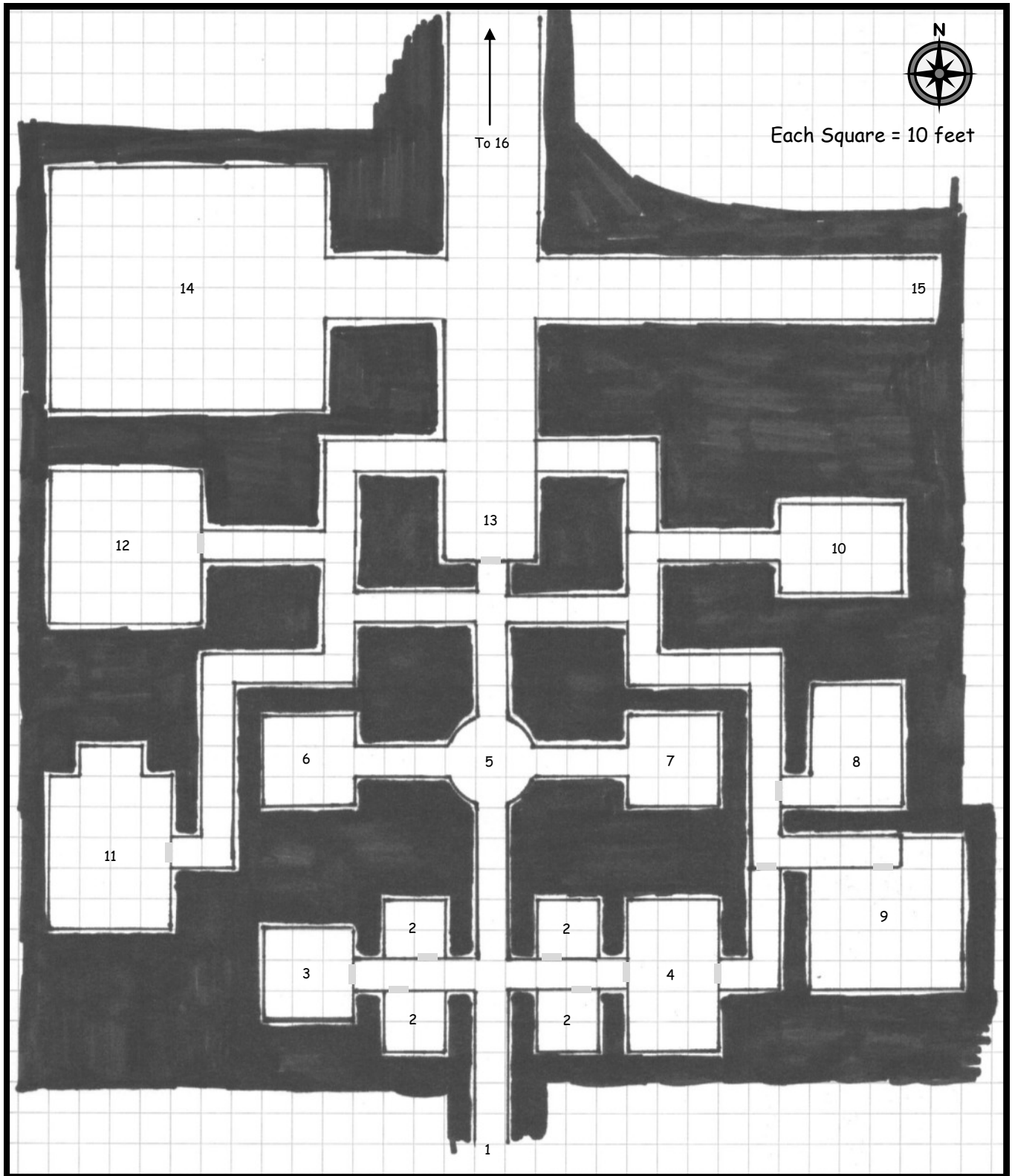


First Floor

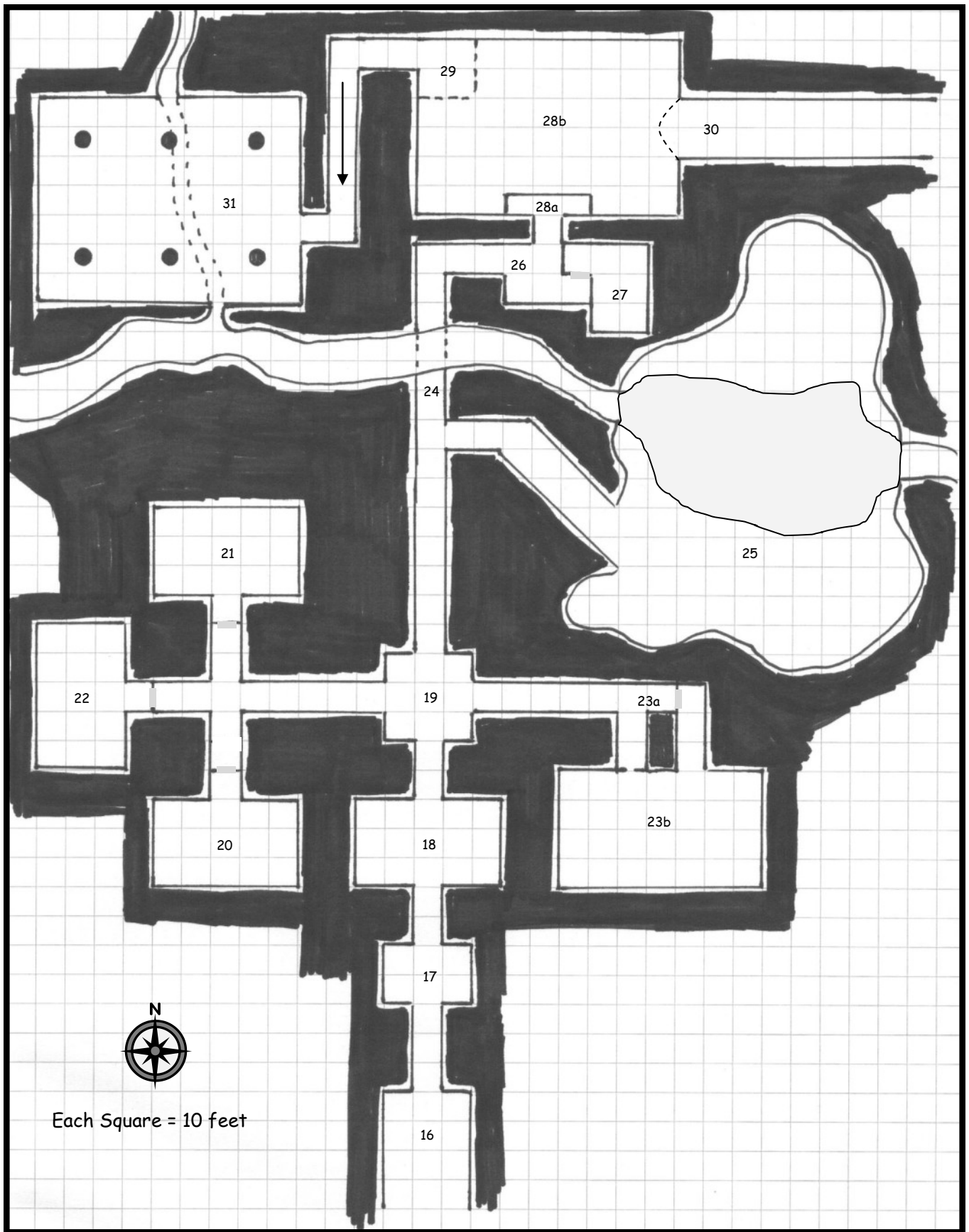


Second Floor

# T2 MAP 1: LAIR OF THE BARBARIAN LORD



# T2 MAP 2: LAIR OF THE BARBARIAN LORD





**T1 The Thing in the Valley** - A terror has come to the valley community of Riversmeet. Farmers, herdsman, and woodsmen have fallen victim to a mysterious and horrific creature. Amidst the terror, questions go unanswered— what is this terrible fiend, where did it come from, and what is its dark purpose? The call has gone out to summon a band of adventurers to put an end to *The Thing in The Valley*.

**T2 The Things in the Forest** - The Barbarian Lord and his army emerged from the Darken Wood and swarmed across the land. Eventually his army failed and the greed-driven invader retreated back to the wild lands of the north. He was never seen again. Many years later, a dark and horrific creature fell upon a peaceful valley many miles from the Darken Wood. Through the mystery of fate, these two events are directly linked. Now is the time to find and destroy *The Things in the Forest*!

*The Thing in the Valley* and *The Things in the Forest* are adventures for four to eight characters of 3rd to 6th level. This module requires the use of the First Edition game rules.



Pacesetter Game & Simulations  
2699 Katie Lane  
Milford, Michigan 48380  
[Pacesettergames.com](http://Pacesettergames.com)

1907  
©2015, Pacesetter Games & Simulations  
\$19.00