

Adventures in the Wild Woods

An OSRIC Adventure

for Characters of 1st-3rd Level



By Joseph A. Mohr

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Joseph A. Mohr

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The Wild Woods are a remote and untamed area in the western part of the realm. A well used dirt road passes through this dark and dangerous forest. The small village of Kolmar lies near the center of this massive forest. The Thundering River meanders by this village and winds it's way from the hills in the northwest to the southeast.

Long ago these woods were protected by a keep. The keep was the home of Lord Falzel but has long since lapsed into ruins. Two religious orders once also dominated these woods but both have come to an end. The Monastery of the Red Order sits in the southwest part of the forest. This monastery lies in ruins now. What brought about this untimely end is a mystery. Ancient standing stones from a druidic order can be found in the northeast part of the woods. What happened to these druids is also a mystery.

Bandits ply their trade along the roads in these woods. It is dangerous to travel during night time. Wandering from these trails, however, is even more perilous. A deep and dangerous chasm lies in the northern part of the forest. Low hills lie in that part of the forest as well. Some of these hills have caves with all sorts of vile beasts lairing in them.

Adventurers traveling to this region will find plenty of work. There are many places to explore which have not been seen by human eyes. There are treasures to be recovered. And there is adventure to be had.

Game master notes

One of my favorite adventures is B2 Keep on the Borderlands. Obviously this is not that module. But what I loved about keep is that it is perfectly set up for new adventurers to explore small areas with monstrous inhabitants and has a nice safe place nearby to retreat to. The encounter areas are set up so that the adventurers will naturally choose to explore the easier areas first because of their location. The easy caves are the ones at the bottom of the hill. The harder ones are found by climbing higher up.

My goal with the Wild Woods is to do something similar. This adventure has several encounter areas. Each is a small dungeon or cave system with low level inhabitants. One could easily explore one or two of these places in a play session. And there is a safe place nearby to retreat to. The more dangerous areas are typically the ones furthest from the town. As the adventurers get stronger and more powerful they will naturally want to explore further away. The intent of this adventure is to get the adventurers from level one to as high as third level. It should take several play sessions. Assume for purposes of this adventure that the necessary training for advancement can be obtained in the village included in this adventure. If necessary add a higher level NPC of the right class to the village of Kolmar to enable training.

Not every place in the Wild Woods is safe for a low level adventurer to engage in combat. A few of the creatures are far more powerful than a first level character. Learning when to run away is as important to survival as gaining experience and power.

This adventure can be placed in any remote or border type region in your gaming universe. I specifically designed this adventure to be used anywhere in any campaign. There are no specific campaign elements from any other published campaign. It is yours to place where you wish.

Because a good portion of this adventure is outdoors I would suggest that you first randomly determine what season of the year it is. The season will determine which table you should roll on in order to determine weather and weather events that might take place.

Seasons

1	Summer
2	Fall
3	Winter
4	Spring

Weather

	<u>Summer</u>	<u>Fall</u>	<u>Winter</u>	<u>Spring</u>
1	Clear	Clear	Clear	Clear
2	Clear	Clear	Clear/Cold	Clear
3	Clear	Clear	Clear/Cold	Clear
4	Clear/Hot	Clear	Clear/Very Cold	Rain
5	Drought	Clear/Cool	Snow	Rain
6	Clear/Hot	Clear/Cold	Snow	Rain
7	Clear/Hot	Rain	Snow	Rain
8	Rain	Rain	Snow	Rain/Flooding
9	Rain	Rain	Heavy/Snow	Rain/Flooding
10	Thunderstorm	Snow	Blizzard	Tornado

Conventions used in this adventure

Certain abbreviations regarding monster statistics are used in this adventure for brevity. These abbreviations are as follows:

MM	=	Monster Manual
DMG	=	Dungeon Masters Guide
MM2	=	Monster Manual 2
FF	=	Fiend Folio

Certain abbreviations are used in reference to Non Player Character Classes. These abbreviations are as follows:

A	=	Assassin
B	=	Bard
C	=	Cleric
D	=	Druid
F	=	Fighter
I	=	Illusionist
M	=	Monk
MU	=	Magic User
P	=	Paladin
R	=	Ranger
T	=	Thief

RANDOM ENCOUNTERS IN THE WILD WOODS

Despite it's name the Wild Woods are not really that dangerous. But there are dangers to be found there. Some of the important encounter areas are located on the player map which should be given to the adventurers. Other areas, however, must be found by searching the woods. Every hour spent in these woods should bring a random encounter roll. A roll of 1 or 2 on a D12 will indicate that an encounter has taken place. Not all encounters will be hostile or will even be with creatures. If an encounter takes place roll percentile dice on the following table to determine what encounter has occurred:

01-05	2-5 Goblins (AC 6; MV 6; HD 1-7 hp; # AT 1; Dmg 1-6 or by weapon; AL LE; MM page 47)
06-10	1-4 Orcs (AC 6; MV 9; HD 1; # AT 1; Dmg 1-8 or by weapon; AL LE; MM page 76)
11-15	3-12 Elves (AC 5; MV 12; HD 1+1; # AT 1; Dmg 1-10 or by weapon; SA +1 with normal bow or sword; Magic Resistance: 90% to sleep or charm; AL CG; MM page 39)
16-20	1 Bugbear (AC 5; MV 9; HD 3+1; # AT 1; Dmg 2-8 or by weapon; SA surprise on 1-3; AL CE; MM page 12)
21-25	1-4 Gnolls (AC 5; MV 9; HD 2; # AT 1; Dmg 2-8 or by weapon; AL CE; MM page 46)
26-30	1 Beaver, Giant (AC 6; MV 6/12; HD 4; # AT 1; Dmg 4-16; AL N; MM page 9.)
31-35	1 Bear, Black (AC 7; MV 12; HD 3+3; # AT 3; Dmg 1-3/1-3/1-6; SA hugs for 2-8; AL N; MM page 9.)
36-40	1 Dryad (AC 9; MV 12; HD 2; # AT 1; Dmg 1-4 (dagger); SA charm; Magic Resistance 50%; AL N; MM page 35)
41-45	1 Harpy (AC 7; MV 6/15; HD 3; # AT 3; Dmg 1-3/1-3/1-6; SA singing and charm; AL CE; MM page 51)
46-50	2-5 Hobgoblins (AC 5; MV 9; HD 1+1; # AT 1; Dmg 1-8 or by weapon; AL LE; MM page 52)

51-55	1 Druid (This druid wanders the woods taking care of animals and plants because she loves them. She will be friendly towards those she meets in the woods unless they use fire in the woods or are hurting animals or committing acts of destruction. She will be quite hostile to anyone doing these things. Her name is Louella Rogolor. She is half elven. Her stats are D5: AC 7; leather armor and wooden shield; scimitar +1 ; HP 21; AL N; Spells memorized: animal friendship, entangle, faerie fire, speak with animals, charm person or mammal, locate plants, obscurement, snare, summon insects)
56-60	1 Skunk, Giant (AC 7; MV 9; HD 5; # AT 1; Dmg 1-6; SA squirt musk; AL N; MM page 88)
61-65	1-4 Stirges (AC 8; MV 3/18; HD 1+1; # AT 1; Dmg 1-3; SA drain blood; AL N; MM page 92)
66-70	Clearing (There are many clearings in the woods)
71-75	Spring (Brooks and springs wind through the woods)
76-80	Animal Tracks (Animal tracks lead off deep into the woods)
81-85	Humanoid Tracks (There is a 75% that they will lead towards either the goblin caves or the orc caves)
86-90	2-5 Bandits (AC 8 (leather); MV 12; HD 1-6 hp; # AT 1; Dmg by weapon (short swords); AL CE; MM page 66)
91-97	Voices (Voices can be heard in the distance but one cannot determine direction)
98-99	2-5 Centaurs (AC 5; MV 18; HD 4; # AT 2; Dmg 1-6/1-6; SA human weapons; AL CG; MM page 14)
00	1 Unicorn (AC 2; MV 24; HD 4+4; # AT 3; Dmg 1-6/1-6/1-12; SA charge; SA horn gets +2 to hit; SA surprise on 1-5; SD can teleport up to 36" once per day; AL CG; MM page 98)

Random encounters on the ROAD

Traveling on the road that winds through the Wild Woods is not completely safe. But the dangers on the roads are fairly low. The biggest risk is bandits. But this risk will be eliminated once the adventurers have found and cleared the bandit camp at area M.

Encounters on the road should be rolled every hour. Percentile dice should be rolled. The table below should then be consulted.

01-60	No encounter
61-65	Merchants wagon leaving town (2-5 0 level npcs)
66-70	Merchants wagon heading towards town (2-5 0 level npcs)
71-75	Travelers heading from town (1-6 0 level npcs)
86-90	Travelers heading to town (1-6 0 level npcs)
91-00	2-5 Bandits (AC 8 (leather); MV 12; HD 1-6 hp; # AT 1; Dmg by weapon (short

swords); AL CE; MM page 66). Once the bandit leader and his lieutenants are slain disregard this encounter

OTHER RANDOM ENCOUNTERS IN THE WILD WOODS

All other specific encounter areas will have their own separate random encounter table listed with the description for that area. There are several different encounter areas and the tables are tailored so that the creatures match the theme of that particular area.

THE VILLAGE OF KOLMAR

This sleepy little village sits on the banks of the Thundering River. The river winds it's way though the woods and provides much of the food and commerce for the village. Fishing is one of the primary forms of business in the village. But the local tanner uses it for his trade as well. As does the miller. There are a few farmers who live on the south side of the village and provide another source of food.

The villagers number about 200 or so. People come and go frequently. Some choose to stay and others move on. Most live in the little hovels which are represented on the map at area 5, 6 and 16. A few live in or over their place of business. Most of the buildings are made of wood. The homes are mostly wood and straw.

People in the village are friendly but wary. They have been raided constantly by local bandits. The bandits have been robbing people and merchants along the road with regularity. The villagers fear, rightly, that strangers visiting might be spies from this bandit group coming to scout for prospective future crimes.

A bridge crosses the river. It is always guarded by two of the king's men in order to charge a toll. The money for these tolls is collected for the kingdom but does not benefit the village in any way. The village does have a small group of the king's soldiers which keep the bandits from just overrunning the village entirely and taking everything. These troops do not patrol, however, and just stay in town drinking and enjoying an easy posting.

All of the village locals are human. It is not, however, uncommon to see demi-humans visit. While the locals may be a little suspicious of non humans they will not openly discriminate against one for fear of losing potential revenue from them.

RANDOM ENCOUNTERS IN THE VILLAGE

Day 1-2 in 6 (every turn)

1-2. Village Watch (2 men at arms F0: AC 5, HP 3, Long Swords, AL N

3-10 Random Villager From Table Below

Night 1 in 6 (every turn)

1-4 Village Watch (same as above)

5-10 Random Villager

RUMORS IN THE VILLAGE

Rumors can be rolled randomly or the game master can select the ones that lead the party towards the easier encounter areas. Either method is acceptable. It would be advisable for the lowest level parties to explore the caves and the bandit camp before anything else as they are the least dangerous encounter areas on the Wild Woods map.

1. F A giant monster lives in the lake west of the village
2. T A wizard lives in a dark tower somewhere in the woods to the north
3. F Bandits are taking a percentage of all of the business in town
4. F Bandits live in the woods somewhere north of the village
5. F Those standing stones to the northeast of the village are haunted
6. T Something lives in those caves north of the village
7. T The barrow mounds south of the village are haunted
8. F Gnolls and bugbears have been sighted on the roads near here
9. T One of the bridges near here has a troll living under it
10. T There is a ruined old monastery west of town
11. T Be careful of the cleared passes in the wild woods
12. F Lord Falzel still haunts the ruins of his keep to the east of the village
13. T Something is buried beneath the standing stones to the north east of Kolmar
14. F Gargoyles are often seen flying over that dark tower north west of Kolmar
15. T The wizard who owns that dark tower in the woods is evil and powerful
16. T Goblins have been seen near one of those caves in the woods
17. F Those bandits are camped closer than anyone realizes. I think they are in the woods just west of the village
18. T Orcs have been seen near one of those caves in the woods
19. F I think the bandits are using that old abandoned house on the east side of the village as a hideout
20. T I think that the monks may have returned to their ruined monastery west of the village

KEY TO THE VILLAGE MAP

Unless otherwise stated all 0 level npcs can be considered to be AC 10 and HP 3 and AL LN. Unless otherwise stated all named npcs in the village are 0 level. None of the shop owners or proprietors in the village are interested in going out adventuring any more. Even those who are higher than first level have made the decision that it is safer to conduct business in the village rather than going out looking for trouble. If trouble comes to the village, however, the higher

level villagers will band together to defend it from anyone who threatens it.

1. The King's Bridge

Two guards stand a post on this bridge day and night. These men are the king's soldiers and are here to collect a toll from those who cross the bridge. One copper piece is charged per person each time they cross over the bridge. One silver piece is charged per wagon that is taken across the bridge. While these men are not particularly brave, or even all that diligent, they are loyal to the king and will do their jobs honestly.

2 Men at arms - F0; AC 5; scale mail; shield; spear; HP 1-6; AL LN.



2. Tanner

Marley James is the local tanner. Marley lives in one of the hovels in area 6 and comes down to the river to ply his trade. He has several racks set up along the river with leather goods hanging on them. A strange odor from the many chemicals that he uses can be noticed the moment anyone gets close to his work site. He is down river from the miller because his chemicals are polluting the water heading down river from him.

All normal leather goods can be purchased from him at prices 10-25% less than PHB prices. But most of his work is inferior in quality and may fall apart during use (25% chance). None of his goods are magical.

Marley James: T2; AC 8 (leather armor); dagger; HP 7; AL N. He carries 15 copper pieces and 3 silver pieces.

3. Fishmonger

The smell of fish is immediately recognizable when one gets close to this business. There are always fresh fish on display here as local fishermen constantly bring them to the fishmonger who buys them for very low prices.

The fishmonger is a relative newcomer to the town. He opened this business a few days before the adventurers arrived and his business is picking up daily. But he is not what he seems to be. He is a spy working for the bandits who have been raiding the local merchant wagons coming and going from the village.

Fresh fish can be purchased from him for 3 coppers. He pays 1 copper to the local fishermen for these.

Maxim Shaw: A2; AC 10; dagger; HP 8; AL CE. He carries 12 silver pieces and 2 gold pieces. He has a small chest with 100 copper pieces and 53 silver pieces hidden under a loose board in the floor. It is not locked or trapped.

4. Miller

Local farmers bring their grains here to be processed before use here in the village or sending them out to other parts of the kingdom. The miller is one of the richest men in the village as a result. But considering the relative poverty in the village that is not saying a whole lot. He has his entire family involved in the business and all live here at the mill.

They carry no money with them during their daily work. A small locked chest can be found hidden in a wall on the upper level. In this chest are 75 gold pieces, 111 silver pieces and a small garnet gem worth 50 gold pieces.

The miller is Tommy Baxter, his wife is Anya and he has three sons and a daughter that all work

in the mill.

5. Hovels

These houses are homes of individual members of the village. Most are simple structures of wood with straw or wood roofs. Most individuals in the village would gladly invite people into their homes but will not be pleased if someone enters uninvited.

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7. Main Street and Cross Roads

The only named street in the village is main street. Three other unnamed streets can be found in the village. None of the streets are paved or even lit.

8. Butcher

This shop is run by a portly gentleman by the name of Louis Woods. He and his wife run the business and are willing to buy fresh meat from individuals who arrive in the village. But the meat must actually be fresh. The price offered will be low, of course, in order to make a profit.

Fresh meat is always available for sale here. Meats are put on display under a glass case.

Louis will always have a butcher knife in his hand which is the equivalent to a dagger. Neither will have coins on them. There is a small locked chest behind the counter with 25 copper pieces and 23 silver pieces in it.

9. Magistrate

This structure is a rather wealthy looking home. It is the home of the local magistrate Hamish Wells. Hamish is a relatively wealthy former merchant that was appointed to manage the government of this village. Hamish no longer engages in his former business and spends all of his time managing the affairs of the village.

He will welcome any newcomers to the town and will be greatly interested in stories from adventurers passing through. He will mention that the village has had many problems lately with bandits. In particular these bandits have been harassing the merchants traveling to and from the village and interrupting commerce. Where these bandits are hiding is not known to him.

Hamish Wells: F3: AC 10; HP 21; **broad sword +1/+2 versus orcs;** AL CG.

Hamish lives in this home with his wife and three daughters who are all 0 level npcs. He has a locked chest which he keeps hidden beneath the floor of his home with 123 gold pieces and 200 silver pieces.

10. Baker

The smell of fresh bread can be detected from distances of over a hundred feet from this establishment. Bread and other baked goods are constantly being made from morning until dusk. There are often lines from this building so patrons should allow themselves time to make their purchases.

Layton Lewis and his wife and two sons run this establishment. A small locked chest is kept behind the counter for proceeds from the business. At any time this chest will have 4-40 copper pieces and 2-20 silver pieces inside of it. All other monies are kept buried in a safe place that only Layton and his wife know of.

11. The Rusty Axe Tavern

This busy tavern is a common stop for travelers on their way through the village. Most of the locals prefer the other tavern across town. The Axe is run by a surly old adventurer named Oscar Moss.

Oscar lost his left eye in combat with a troll long ago. While he and his fellow adventurers finally slay the beast they failed to set it ablaze. And it rose again and slashed his eye with it's sharp claws before they put it down for good. After that Oscar decided to retire from the adventuring life and run buy a tavern with his loot.

Oscar Moss: F2: AC 10; HP 12; AL N; battle axe (kept behind the bar).

The brew here is watered down. He sells beer for 1 silver and ale for 2 silvers to strangers. To locals the price is half for either. No food is offered here. Behind the bar he keeps a small chest with 25 silver pieces, 112 copper pieces and 11 gold pieces.

At any given time there will be 3-18 patrons sitting at the tables or at the bar. These individuals can be rolled randomly from the table provided at the end of the village key.

12. Boat Maker

The river is an important part of local commerce. Many fishermen prefer to use small boats to ply their trade and purchase them here. Xavier Thomas, his wife and two sons can be found here building small boats day and night. Business is brisk.

He charges 50 gold pieces for construction of a small boat for fishing. He keeps all of his proceeds buried in the woods near the village. He never keeps any coin in the house other than for immediate needs.

At any given time there will be 1-4 boats leaned up against the building where work is being done.

13. Blacksmith

The sounds of hammer and anvil can be heard day and night when anyone gets within fifty feet of this building. The building itself is a simple structure. It is little more than a roof over the fire and anvil.

Simon Adams and his son Amos run this business. Both can be found here hammering metal any day of the week. Normal blacksmith services can be had here for reasonable prices. Simon can produce any non magical armor or weapon if provided sufficient time to do so. Generally such commissions will require at least three months at a minimum as he has many customers waiting for such items.

He keeps a small chest locked and hidden beneath his anvil. Moving the anvil requires both him and his son so he believes this to be a safe place for it. Inside are 25 gold pieces, 142 silver pieces and a pearl worth 250 gold pieces.



14. Abandoned House

This house on the edge of town appears abandoned. If villagers are questioned about it they will say that it is haunted, that a murder took place here long ago and that no one goes there.

Actually the house is not haunted at all. There was once a murder here but there are no spirits hanging around. But villagers have heard strange sounds here from time to time. And children who have entered the house to test their bravery have sometimes run away terrified after hearing strange noises within.

Actually there are several giant rats which have nested in this house. Should the GM wish to give the adventurers an easy starting adventure one could draw up an easy mansion floor plan and place these rats.

2-7 **Rats, Giant:** AC 7; Mv 12/6; HD 1-4 hp; # AT 1; Dmg 1-3; SA disease; AL N; MM page 81.

15. The Weary Traveler's Inn

Visitors to Kolmar can find a bed cheap at this inn. Greyson Barnes and his wife Mildred run this inn with the help of their six children. A single room costs 2 silver pieces for a night. A single bed in their common room costs 1 silver. Most nights this inn has but a few vacancies.

16. Homes

These houses are homes of individual members of the village. Most are simple structures of wood with straw or wood roofs. Most individuals in the village would gladly invite people into their homes but will not be pleased if someone enters uninvited.

17. Farm

This is the home of Myles and Lauren Andrews and their five children. The house has a small barn. The fields are planted with corn and wheat.

18. Angry Wizard Tavern

This tavern is a quiet place to enjoy an ale. It is the favorite of most of the locals and provides both food and ale at reasonable prices. Behind the bar is a wise looking old gentleman wearing a robe and a pointed hat. He has a long flowing white beard. And he has an owl sitting on his shoulder.

His name is Stanley Pearson and he is the proprietor of the tavern. While he has the appearance and mannerisms of an old wizard he is actually not a magic user at all. He is just an old man

playing a part. But the locals all believe that he is a real wizard and greatly fear him. This tends to keep the tavern a quiet place.

Ale costs 1 silver piece. A fine meal will cost another silver. No other drinks are offered here.

The typical crowd in the tavern is 2-7 locals which can be rolled from the random table at the end of this section.

Stanley Pearson is a zero level npc. He keeps a locked chest with the day's proceeds behind the counter. It will generally have 4-40 silver pieces in it.

19. Bowyer

This establishment is run by the only demi-human living in the village. Virion Ulavaris is a half elf. And he came to the village as a boy after his elvish family abandoned him on the edge of the woods.

He makes the finest bows in this part of the realm and they are always in demand. Prices for these bows are usually double the price of a normal one but are known to be accurate to an additional 50% of the normal range for such weapons. He usually has long bows in stock but should one wish to buy a composite or short bow he will have to make one and this will take 2-3 weeks.

Virion Ulavaris, Half Elf: F2: AC 10; HP 7; Long Bow; Long Sword; AL CG. He keeps a small chest hidden in the rafters of his home and business with 142 gold pieces and 22 silver pieces in it.

20. The Temple of Light

This temple is devoted to a god or goddess of light (or the sun) or some similar deity in your campaign. If you do not have such a god or goddess then Zudohr, the god of light will suffice. This is a good aligned deity but those of lawful, neutral or chaotic good alignments are welcomed.

The temple has nothing for sale but does offer limited healing for a small donation to the church.

Mariam Rogers: C5: AC 2; HP 25; **mace +1/+2 vs bugbears**; plate mail; shield; white robes over the armor; AL LG; Spells Memorized: **cure light wounds x2, bless, hold person, slow poison, chant, cure disease.**

Jeremiah Gibson: C2: AC 4; HP 10; mace; chain mail; shield; white robes over the armor; AL LG; Spells Memorized: **cure light wounds, protection from evil.**

Mollie Jordan: C1: AC 5; HP 3; flail; scale mail; shield; white robes over the armor; AL CG; Spells Memorized: **sanctuary**.

Marley Holmes: C1: AC 5; HP 5; flail; scale mail, shield; white robes over the armor; AL NG; Spells Memorized: **command**.

21. Fletcher

This business has several barrels with finely made arrows filling them. The fletcher is constantly in motion making new arrows to increase his inventory. These arrows go for the normal book price but if bought in bulk he will give a discount. Any order of more than 100 at a time will earn a 10% discount to the price.

Solomon Brown: R3: AC 6; HP 18; **long sword +1/+2 versus giant classed creatures; long bow +1/+2 versus goblins and orcs; 12 arrows +1; leather armor +1; shield; AL CG.**

22. Armorer

This shop has several suits of finely made chain and scale male on display. These sets of armor are located on wooden dummies so that the purchaser can see them as they would look in use. Armor is sold here at normal book prices. He will also purchase such armor (at 50% book price) if it is brought to him in reasonable condition. He has no plate mail in stock at the moment but can make such armor if given time to do so. It will take him 1-3 weeks to produce such a set of armor.

Grayson Ryan: F4: AC 10 (he wears no armor in the shop); **bastard sword +1/+2 versus cold breathing or dwelling creatures; AL N.**

23. Farmer

Troy Owen, his wife and two sons farm the fields south of this house. This is a small farm with a few chickens, pigs and other farm animals in addition to fields planted with corn and peas. They are 0 level npcs.

24. Carpenter

The sound of wood being hammered or sanded can be heard at all hours of the day and night here. Milo Evans is the carpenter and is constantly employed by the locals to repair structures and do other important woodworking jobs. He has a son and a daughter but lost his wife recently to the bandits on the roads. He has no idea whether she still lives and is desperate for any information about her. He is a 0 level npc as are his children.

25. Farmer

Simon Rogers and his family run this farm. They have several fields planted on the edge of town with wheat, corn and other vegetables. They also are raising several farm animals. The Rogers are 0 level npcs.

26. The Whispering Willow Inn

This inn is the more upscale of the village's two inns. This one has no common area. All rooms are private with one or two beds. A one bed room costs 10 silver pieces per night and a two bed room costs 1 gold piece per night.

Walter and Bethany Robinson run this inn with their two daughters and two sons. All are 0 level npcs.

27. Village Watch

The locals here have managed to hire some men at arms to keep some law and order. The watch force consists of 11 men. Ten are mere 0 level men at arms. The last is a paladin named Darius Russell.

Darius Russell: P3: AC 2; HP 20; plate mail; shield; **flail +1/+2 versus chaotic aligned creatures; potion of frost giant strength;** AL LG.

Men at arms (10): F0; AC 5; HP 4 each; scale mail; shield; halberd; AL LN.

At night two members of the watch will typically patrol each side of the village leaving the balance at the guard post in the cast of emergency. There are two jail cells at the watch post which are empty at the moment.

28. Stables

A young stable boy will usually be found here at the stables. The owner of the stables rarely visits it and lets the boy manage the daily affairs of it. Nate Carr is the stable boy and he will cheerfully welcome all strangers to the village.

Cost for boarding horses here is 1 copper a day. Nate is a 0 level npc.

29. Dry Goods

Normal food as well as iron and standard rations can be purchased here at book prices. Ruby Cunningham runs the store. She lost her husband recently to a raid on the village by goblins from the forest. She is a 0 level npc.

30. The King's Guard

Men at arms who guard the bridge retire here when not on duty. This is the guard barracks. The king's soldiers provide limited protection against invasion from bandits or raiders. There are 20

men at arms here at all times. These men are awaiting orders to be relieved soon. Generally they serve only six months and are then rotated with fresh troops.

Lieutenant Ambross: F3: AC 2; HP 22; plate mail; shield; **+1 long sword**; AL LN.

Men at arms (20): F0; AC 5; HP 4 each; scale mail; shield; halberd; AL LN.

31. Supplies

Most standard dungeoneering equipment and supplies can be bought here at book prices. Conor Turner runs this shop and he is a former explorer himself. And he will gladly tell this to anyone who visits his shop. If asked about the local woods he will advise new adventurers to visit the caves to the north of town. There are usually monsters that inhabit these caves and one can often find valuable treasures in those caverns. He will also warn adventurers to avoid the wizard and his black tower. He knows that it is somewhere in the woods to the north but does not know the exact location of it.

If the adventurers have already visited the caves he will tell them to try the ruined keep east of town or the ruined old monastery west of it. He does not know what might be found there now but he once explored those ruins with some friends. Most of those friends died badly in those ruins but he is convinced that there are valuable treasures to be found there.

Conor Turner: F3: AC 10 (does not wear armor in his shop but keeps a rusty old suit of plate mail hidden away somewhere); HP 22; **battle axe +1; +2 versus kobolds**; AL NG.

32. Warehouse

This building is kept locked and guarded at all hours of the day. It has food storage for the village in the case of famine or other emergency. Four men at arms stand guard outside the building and a fifth hides inside. There are bags of grain, kegs of ale, casks of meat and crates of other dried foods.

Men at Arms (5): F0: AC 5; HP 4 each; scale mail; shield; broad sword; AL LN.

RANDOM VILLAGERS FOR POPULATING TAVERNS, INNS AND OTHER PLACES

If no statistics are given then consider the person an 0 level npc with AC 10 and HP 3 and AL NG. Some are local villagers and others are as described. Some might make good hirelings if the party needs help.

- 1, **Edward McDonald, wanted criminal.** He is on the run from the king's men and has come to the village seeking shelter before moving on further away from the authorities who chase him. He is a F2: AC 3; HP 13; splint mail; shield; long sword; AL CE. He has 10 gold pieces. He might accept an offer to hire on with a group but if he does he will betray them at the first opportunity to get away with the loot.

2. **Sean Davies**, local farmer. His farm is outside of the village to the south. He is in town to have some of his goods milled.
3. **Serena Turner**. She is a member of the bandits group who is in town spying. She is looking for any sign of retaliation by the men at arms guarding the village. She is an I2: AC 10; HP 5; dagger; AL CE; Spells Memorized: **change self, color spray**.
4. **Lucas Scott**, Merchant. He is in town selling goods to the local supply and dry goods store. He is a F2: AC 4; HP 14; chain mail; shield; battle axe; AL N. He is in town with four men at arms and a wagon.
5. **Maxwell Campbell**, Tax Collector. Although the king and his men may rarely visit the village the tax man is a frequent visitor. He is here collecting taxes for the king and has a force of ten men at arms who are staying at one of the local inns.
6. **Gabriel Kelly**, Mason. He was hired by the village to do some minor repairs to the bridge.
7. **Ryan Lee**, adventurer. He is in town looking for a group to hire on with. He has heard stories about a barrow mound south of the village which may hold the resting place of a two powerful warriors. He is a F1: AC 4; HP 6; S14 I10 W10; D11; C 12 CH 9; AL NG; 22 gold pieces.
8. **Kiara Hunt**, adventurer. She is in the village looking for a bandit who killed a close friend. She might be willing to hire on with anyone interested in hunting those bandits. She believes that the bandits might be in the woods east of the village as they seem to raid the roads near there more frequently than other places. She is a R1: AC 4; HP 11; chain mail; shield; long bow; 12 arrows; short sword; AL CG. She has 12 gold pieces. S14 I13 W14 D10 C14 CH12.
9. **Isabel Parry**, adventurer. She is looking for a group to hire on with as she recently left her temple to go into the world and do good deeds for her deity. She is a C2: AC 3; HP 10; S9 I10 W15 D10 C12 CH10. She is AL LG and has 16 gold pieces. She wears splint mail and has a shield and a mace.
10. **Victor Baker**, merchant. He is here in the village buying grain from one of the local farmers.
11. **Thomas Fisher**, Fisherman. He is a local fisherman who has a small boat and extensive experience with the river. If questioned he may reveal that he once saw a dark tower far to the north west of the river.
12. **Brian Harvey**, King's Army. He is one of the guards who watch the river bridge and take tolls. F0; AC 5; scale mail; shield; spear; HP 4; AL LN. He will tell anyone that he meets,

if asked, that he has heard voices from the woods east of the village while on patrol.

13. **Monty Hamilton**, Man at Arms. He is in town with a merchant that he did guard duty for. He is F0; AC 5; scale mail; shield; flail; HP 4; AL N. He has heard tales that an evil wizard owns a dark tower in the woods somewhere to the north and frequently has gargoyles flying overhead.
14. **Walter Gray**, spy. He is in the village because he works for another realm and is investigating the military defenses of the realm this village is located in. He is an A3: AC 10 (he wears simple robes to avoid suspicion); dagger (poisoned with type A insinuative); HP 10; AL NE.
15. **Jay Moss**, hunter. He hunts meat in the woods and sells them to the local butcher. He is a R2: AC 8; HP 14; short sword +1/+2 vs gnolls; long bow; 12 arrows; leather armor; AL CG. He is not particularly interested in hiring on but will accompany anyone hunting the bandits that plague the area until the bandits have been dealt with. If asked about things in the woods he will warn adventurers to stay away from the burial mounds south of the village as they smell terrible and something is moving around in those mounds. S14 I13 W14 D10 C14 CH9.
16. **Lyla Graham**, widow. Her husband was recently killed as his river boat capsized and he drowned. She believes that a monster lives in that river and caused the wreck to happen. She is mistaken. Her husband was just drunk.
17. **Patrick Spencer**, Adventurer. He is a wandering druid who loves the woods. He has come here to see the standing stones to the north east of town. He believes that the great druid Jamus Smittenby might be buried beneath those stones. He is a D2: AC 7; HP 7 S12 I10 W15 D12 C10 CH15; AL N; leather armor; wooden shield; scimitar; 12 gold pieces; Spells Memorized: animal friendship, locate animals, cure light wounds.
18. **Lawrence Fox**, adventurer. He is a fledgling wizard whose master died and left him to learn the ways of magic on his own. He has heard legends that a powerful wizard has a tower near here and may have magical spell scrolls and books that would help him in his quest to become a great wizard himself. He is a MU1: AC 10; HP 3; S10 I17 W12 D10 C10 CH9; dagger, wooden staff, **robe of useful items**; AL N; Spells Memorized: **sleep**. He has a spell book with the following spells written into it: **sleep, magic missile, read magic, write, shield**. He has 15 gold pieces.
19. **Jax Saunders**, adventurer and thief. He has been picking pockets here in the village while looking for a group to hire on with. He is a T2: AC 6; HP 7; short sword; leather armor; S9 I12 W12 D16 C10 CH11; AL N. He has 27 gold pieces. If encountered he may (50% chance) try to pick the pockets of one of the player characters. He has heard stories of a monster living in the lake to the east of the village.
20. **Abraham Stone**, adventurer. He is a paladin who is looking to pursue the holy cause of

his deity. He wants to find evil and smite it for his god and will hire on with any explorers who seem to be of good alignment and who are seeking adventure and glory. He is a P1: S 12 I10 W13 D10 C10 CH17; AC 3; HP 9; banded mail; shield; long sword; AL LG; 10 gold pieces.

The Wild Woods

The woods themselves are normal enough. They are mostly pine and other common trees. There are no evil spirits in them as some of the locals may suggest. There are, however, several important landmarks which are noted on the Game Master Map of the woods.

Keys to the Wild Woods

A. The Village of Kolmar

As described above this village is in a remote location along a river and a small trail which serves as a trade route.

B. Bridge

This is the king's bridge as described in the Kolmar Village above.

C. The Thundering River

The river is named for the rapids which are upriver of the village. Those rapids have sunk more than a few of the village fishing boats. The river itself is a normal one about fifty feet wide at it's widest point.

D. The Road

This road criss crosses the woods and around the village. There are a few bridges at various points where the road crosses the river. Bandits have been a serious problem as of late along the roads and travelers should be careful.

E. The Standing Stones

For as long as any of the villagers can remember these stones have been left neglected in a clearing in the woods north east of Kolmar. The stones are in poor condition now. No one has taken care of them for ages. One of the stones has fallen on it's side. Others appear to have lost the stone that sat atop it.

Who used this outdoor temple is lost to time. None of the villagers knows or has heard any stories of who this temple belonged to.

The stone temple once belonged to a band of druids that lived in these woods long ago. One of these druids rose to the rank of Great Druid and was brought back to this temple for burial over a century ago.

Key to the Standing Stones

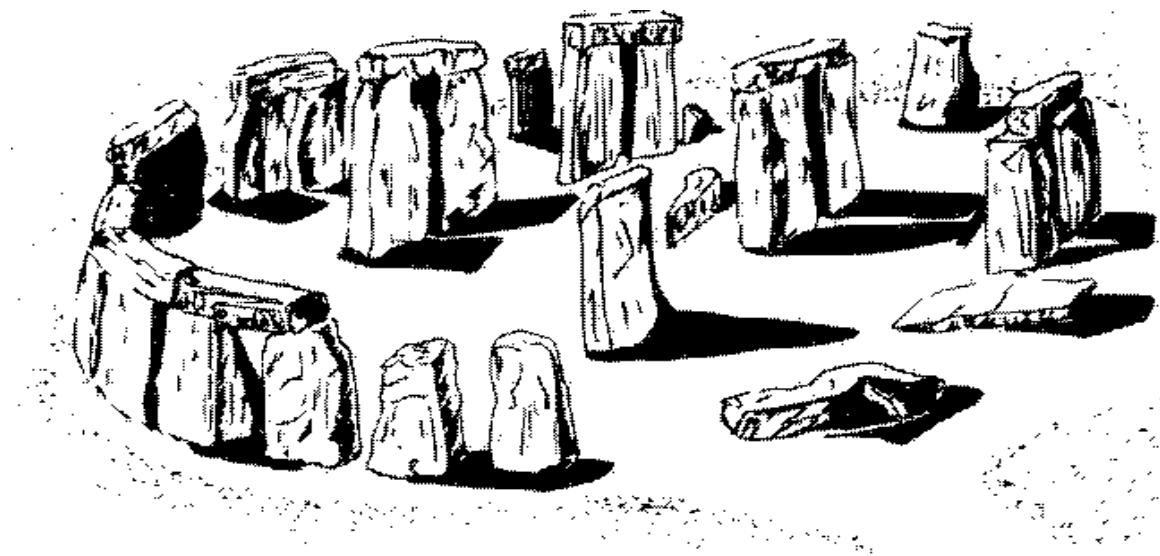
The stones are in a clearing which is now not so clear any more. The woods are growing closer to the stones and will soon overrun them entirely.

1. Stones

Each stone is about twenty feet tall and must weigh ten thousand pounds or more. No one man could possibly move one. Not even ten men could. Who placed these stones here is a mystery.

2. Fallen Stone

This stone has fallen on it's side. Close inspection of the stone may reveal that it covers a depression in the ground. Should anyone dig near this stone they will soon uncover the entrance to a tunnel beneath this stone. This tunnel leads to area 1 for the map "Beneath the standing stones."



3. Center of the Standing Stones

Anyone standing in the middle of these stones can feel a strange tingling sensation as if power is being channeled through them from the stones themselves. The stones do not radiate magic. Yet clearly there is something magical about them.

Key to Beneath the Standing Stones

This set of caves is the burial place of Jamus Smitteny. Jamus was a Great Druid from long ago. He rests here beneath the temple where he first began his journey as a druid. At that time there was a small order of druids that protected these woods and worshiped them. But they moved on long ago to other places in the realm.

The caves are cool and moist. The sound of water dripping can be heard in the distance.

There will be no random encounters in cavern as the stone has kept out any visitors for a very long time. But some creatures do live and thrive in these tunnels nevertheless.

1. Entrance

Once the stone has been dug out one can enter this tunnel into the burial chambers of Jamus Smitteny. No one has seen this place in nearly a hundred years.

2. Gray Ooze

This gray ooze has been locked down here in this cave since the druid was buried here. It was intentionally placed here by the druids that buried Jamus to discourage grave robbers. It rests here in the chamber all alone but will attack anyone that it finds.

Gray Ooze (1): AC 8; MV 1; HD 3+3; HP 14; # AT 1; Dmg 2-16; SA corrodes metal; SD immune to spells; SD immune to cold and heat; SD weapons and lightning do full damage; AL N; This one does not have psionic abilities; MM page 49.

3. False Crypt

When this cave is entered a sarcophagus can be seen in the far west end of the chamber. This is just a permanent illusion. When approached this sarcophagus illusion will be dispelled and a 10

foot deep cave pit will be revealed. Anyone not disbelieving the illusion who walks towards the sarcophagus will fall in and take 1D6 damage.

4. Unstable Ceiling

This area has been intentionally set up to collapse by the druids who left this place so long ago. They anticipated that grave robbers would try to raid the caves to find whatever treasures belonged to Jamus and they set this trap. Anyone walking through this area has a 1 in 6 chance of triggering a cave in here. Such a cave in would do 2D6 damage to all within the area. Each should be entitled to make a saving throw of a D20 rolled against their dexterity to see if they manage to escape harm from the cave in should it occur. This cave in could occur any time anyone passes through here. Should a cave in occur it will take 1-4 hours of digging in order to clear this area for passage again.

5. Altar of Stone

The druids left a stone altar here and a brazier filled with coals. Should anyone touch the altar the brazier will suddenly burst into flames and light up the entire chamber. Etched on the walls of this cavern are strange runes in some dead druidic language. If anyone could read these runes it will explain that this is the burial place of Jamus and that all should leave these caves at once or face the wrath of nature for their trespass here.

Anyone desecrating the altar will be cursed by Nylene, Goddess Of The Land who was worshiped by this order so long ago. The curse will be the reverse of a bless spell and will last until a remove curse spell has been cast upon the person.

6. Burial Chamber of Jamus Smitteny

A stone sarcophagus lies in the center of this chamber. The container is sealed shut and the lid looks quite heavy. It would take at least two people with a combined 20 strength to move it.

The sarcophagus is not trapped. Inside are the bones of Jamus Smitteny. And he will not rise from the grave. His soul is at peace. Beside him in his crypt are a **scimitar +1/+2 versus fire breathing creatures (intelligent weapon AL N with speech, abilities: detect evil/good in a 5" radius twice daily and detect secret doors once daily in ½" radius, speaks centaur and Satyr) and ring of feather falling.**

In a secret compartment below the bones of the druid are a small aquamarine gem worth 250 gold pieces and a **Ioun Stone (incandescent blue) (+1 point of wisdom)**.

F. The Barrows

The barrows are the resting place of two powerful warriors who were once bodyguards of Lord Falzel. Amos and Andros were twin brothers and both died together in the same battle defending their lord to the end. Both were buried here long ago. The mound appears only as a large pile of

rocks. Should these stones be cleared away an entrance tunnel will be discovered after about two turns worth of clearing. There is a 1 in 6 chance per turn of a random encounter which will consist of 1-4 giant bats.

Bats, Giant (variable): AC 8; MV 3/18; HD 1-4 hp; HP 2 each; # AT 1; Dmg 1-4; SD anyone with a dexterity of less than 13 who fires a missile at one will do so at -3 to hit; SA 1% chance of a bite causing rabies; AL N; FF page 14.

1. Entry Tunnel

Once enough stones are cleared away the tunnel opens up into a passage about fifteen feet wide by eight feet tall. Two sconces in the wall sit empty as the torches that once occupied them have long since turned to dust.

2. Skeletal Remains

The bones of four men lie on the floor of this cave. All of them still wear tattered armor and have their weapons in their hands. It would appear that they were buried here alive so many years ago.

But these skeletons are not quite dead yet. They are still guarding their masters even now. They will rise after 1-3 rounds or when any of the remains are disturbed.

Skeletons (4): AC 7; MV 12; HD 1; HP 5 each; # AT 1; Dmg 1-6; SD edged weapons do only one half damage to them; SD immune to sleep, hold, cold; SD holy water does 2-8 damage to them; AL N; MM page 88. The skeletons all have short swords and battle axes.



3. Unstable Ceiling

The floor here is covered in bat guano. But no bats are present at this time.

This room is trapped. Should anyone enter this area they may notice that there are wooden supports that keep the ceiling of the cavern from caving in. Some of these supports are severely weakened now by age. Any movement in this cavern has a chance of bringing the whole thing down. There is a 10% chance (cumulative) per round of time spent in the cave.

Should the cave roof collapse it will do 1-6 damage to each person in the cave at the time (save versus paralysis for one half damage) but will take 1-4 turns to dig out.

Each round spent in searching the cave, however, gives a 10% chance (cumulative) of finding a **short sword +1/+2 versus undead** which was dropped here long ago by one of the brothers retainers and has been covered up by bat guano.

4. Bats Lair

This large cave is filled with giant bats. These bats are mostly hanging from the ceiling upside down but one or two might be flying around when the adventurers arrive.

Bats, Giant (12): AC 8; MV 3/18; HD 1-4 hp; HP 2 each; # AT 1; Dmg 1-4; SD anyone with a dexterity of less than 13 who fires a missile at one will do so at -3 to hit; SA 1% chance of a bite causing rabies; AL N; FF page 14.

One of the brothers retainers must have wandered into this chamber and died. His skeletal remains lie on the floor here. Unlike the others in area 2 this one is not undead. A search of the body will reveal that he carries a **potion of extra healing** in a small leather pouch at his side.

5. Pool of Murky Water

A pool of murky water lies in the center of this chamber. Water drips occasionally from a spot in the ceiling. Some of the area around the pool seems to be slick with some kind of green substance. If a light source is shined at the ceiling of the cavern it will also appear to have this green substance over a large part of it. This substance is a green slime and should anyone walk directly below it the whole thing will drop on the victim.

Green Slime (1): AC 9; MV 0; HD 2; HP 10; # AT 0; Dmg 0; SA sensitive to vibrations; SA will turn a creature it lands on into a green slime in 1-4 rounds; SA eats through wood and metal; SD can be scraped off quickly if scraper is discarded; SD cure disease spell kills it; AL N; MM page 49.

Should anyone actually enter the water they will not be harmed by it. However drinking from the water will require a save versus poison. Failure will indicate that the adventurer will be sick with nausea for 2-20 rounds and incapacitated.

Anyone searching the water (from inside the water itself) may find a **ring of warmth** which was lost in this cavern decades ago. There is a 10% (cumulative) chance per round spent searching to find it.

6. Snake Den

This cave has a number of broken pieces of armor and weapons scattered about the cave. Some of these are covered in bat guano which makes it difficult, at first, to notice the movement among these pieces of refuse. For the men who buried the twins here left some guardians here to keep out potential grave robbers. There are some poisonous snakes moving in and about the debris here and which will attack anyone attempting to cross this chamber to area 7.

Snakes, Poisonous, Small (5): AC 6; MV 15; HD 2+1; HP 10 each; # AT 1; Dmg 1; SA bite causes poison (save applies) which will incapacitate the victim for 1-4 days; AL N; MM2 page 111.



7. Tomb of the Brothers

The twin brothers lie here side by side. There are two sarcophagus here. If either is disturbed, however, the other brother will rise to defend it's twin. Both crypts are inhabited by wights. There is a 10% chance (cumulative) per round that one or both of the wights will rise out of their crypt and attack.

Sarcophagus #1

Amos, Wight: AC 5; MV 12; HD 4+3; HP 25; # AT 1; Dmg 1-4 or by weapon; SA energy drain if opponent is touched; SD silver or magic weapons to hit; SD not affected by sleep, charm, hold, cold, poison or paralysis; SD holy water does 2-8 damage to them; SD raise dead spell destroys; SA this one holds a **battle axe +1/+2 versus elementals**; AL LE; MM page 100.

Should anyone search this crypt they will find a Golden Medallion etched with the markings of Lord Falzel worth 250 gold pieces. There is also an onyx ring worth 325 gold pieces lying in the bottom of the crypt.

Sarcophagus #2

Andros, Wight: AC 5; MV 12; HD 4+3; HP 18; # AT 1; Dmg 1-4 or by weapon; SA energy drain if opponent is touched; SD silver or magic weapons to hit; SD not affected by sleep, charm, hold, cold, poison or paralysis; SD holy water does 2-8 damage to them; SD raise dead spell destroys; SA this one wields a jeweled broadsword (worth 250 gold pieces); AL LE; MM page 100.

A pair of golden wrist bands with pieces of amber decorating them lies in the bottom of this sarcophagus worth 150 gold pieces each.

A pile of rocks blocks the passage to area 8.

8. Treasures of the Twins

The brothers belongings were buried with them in this tomb. Four locked treasure chests lie on the floor of this cave. All of the chests are wooden and banded with steel. Each has an iron lock on it. Should one try to force them open they will find it easy to do so (+1 to an attempt). However some of them are trapped.

Chest #1

Trapped. Sleep gas. Save or sleep for 1-12 rounds. Inside of this chest are 100 gold pieces, 100 silver pieces and a small ivory statue of Bahamut worth 200 gold pieces.

Chest #2

Inside are 500 copper pieces, 100 electrum pieces, 50 platinum pieces and a metal scroll tube with a MU scroll: **hold portal**.

Chest #3

Trapped. Poison darts fire from the lid of the chest. The poison has long since dried up but the darts do 1-3 damage each (3 darts fire as a 8HD monster at the person opening the chest). Inside the chest are ten pieces of malachite worth 10 gold pieces each, 10 pieces of blue quartz worth 10 gold pieces each and one jasper worth 50 gold pieces. There is also a **tower shield +1/+4 versus missiles**.

Chest #4

This chest has three fox pelts which are remarkably well preserved and are worth 30 gold pieces each, a metal scroll tube with a cleric scroll: **neutralize poison**. There is also a pair of silver candlesticks worth 50 gold pieces each.

G. Ruins of Falzel Keep

Lord Falzel was a minor noble that once ruled this part of the realm. Falzel, however, was not a good man. He was cruel to his subjects and was not loved by his people. His keep was overrun by enemies of the realm long ago and it is believed that his body lies somewhere beneath the ruins.

The ruins lie to the east of the village near the river. The keep overlooked part of the river to ensure that neither pirates nor invaders could move down river without coming under fire from the walls of the keep. A bridge crosses the river near the ruins. This bridge is in poor condition and may collapse (1 in 10 chance) any time it is crossed. This will cause only 1-4 damage but will put the victim in the river where they could drown if heavily armored.

All that remains of the once proud keep is a single tower and two small sections of wall. The rest of the keep is but a pile of rubble. There are three ways into the dungeon below the ruins. A trap door partially covered by rocks in area 3 provides one of these entrances. The tower at area 1 provides the second. Or one could enter the ruins from the portcullis just below the surface of the river.

The Ruins

1. Watch Tower

This weathered old tower looks unstable and dangerous. The stones are covered in green moss as the woods seem to be encroaching on these ruins after being abandoned for so long. There is a metal door to the tower which can be reached from inside of the keep walls. This door is locked and barred from the inside and cannot be picked or forced. Whoever was defending this keep at the end must still be locked up inside of this tower.

Should one climb the walls to the roof level they can descend the tower. The spiral stairs goes all the way down into area 3 on the “Under the Ruins of Falzel Keep” map. The skeletal remains of the defenders will be found in the second level of this tower. It appears that they starved while trying to wait out the siege of the keep.

2. Piles of Rubble

The other towers and walls of the keep are piles of rubble.

3. Ruined Buildings

Piles of rubble and debris lie where buildings within the keep once stood. Close inspection of the area will reveal that there is a metal grate partially buried by rubble which leads to an area beneath the ruins of the keep. This area could be cleared away in 1-4 turns. The grate can be lifted by a combined strength of 20. This leads to area 1 on the “Under the Ruins” map.

4. Collapsed Wall

This portion of the keep wall collapsed from the impact of a large boulder thrown by a catapult. Close inspection here will reveal some damaged weapons as well as a few serviceable ones. Three battle axes and two long swords can be found here along with a flail. One of the swords is still usable as is one of the axes. The flail looks rusty and old but is actually a **footman's flail +1**.

5. The Thundering River

The keep was built near the fork in the river to protect against anyone moving down the river. Close inspection of the river may reveal the presence of a portcullis below the water level which is a secret entrance into the keep. This leads to area 2 on the “Under the Ruins” map.

Under The Ruins of Falzel Keep

Beneath the ruins of the keep is the dungeon. This dungeon saw much use while Lord Falzel was commanding it. He was known to have been a cruel man and he enjoyed torturing his enemies here. No rooms in this dungeon are lit unless specified in the text below. No doors are locked unless specified. No doors are stuck unless specified.

These rooms are all dusty from disuse. No one has visited this place in more than a hundred years.

Random Encounters

A roll of 1-3 on a D12 will indicate an encounter. Encounters should be checked every turn.

- 1-3. **Skeletons (2-5):** AC 7; MV 12; HD 1; HP 5 each; # AT 1; Dmg 1-6; SD edged weapons do only one half damage to them; SD immune to sleep, hold, cold; SD holy water does 2-8 damage to them; AL N; MM page 88. The skeletons all have short swords and battle axes.
- 4-6. **Zombies (1-4):** AC 8; MV 6; HD 2; HP 9 each; # AT 1; Dmg 1-8; SA always attack last in a round; SD immune to cold, hold, charm; SD holy water does 2-8 damage to them; AL N; MM page 103.
- 7-10 **Gelatinous Cube** (if this has already been destroyed then roll only a D6): AC 6; MV 6; HD 4; HP 15; # AT 1; Dmg 2-8; SA paralyzation; SA surprise on 1-3; SD cold has no effect if the creature makes a saving throw but if it fails it will take only 1-4 hp of damage and be slowed 50%; SD immune to sleep, electricity, hold, paralyzation, polymorph, fear; AL N; MM page 43. During it's travels it has picked up 3 gold pieces, 11 copper pieces and a bent metal dagger.

Key

1. Circular Entry Chamber

The covered gate in area 3 of the upper ruins leads to this circular room. This room is decorated with many murals depicting the deeds of Lord Falzel in battle. Falzel is shown in one image riding a black horse into battle with his viser up. In another scene he is shown wielding a two handed sword in combat alone surrounded by orcs.

Many doors lead from this room. The ceiling is about fifteen feet above the floor.

2. Water Trap/Secret Entrance

Anyone entering this room from either the hallway or from the river must be careful. For this room is a trap. Should anyone step on a trigger stone in the floor (25% chance per cumulative chance per round spent here) water will begin pouring into the room from vents in the wall as a metal door slams in front of exit to the room. The room will fill completely in one turn.

Of course, one coming from the river, could easily just return the way that they came. But one coming from the hallway may find that the river exit is the best way out....if they can lift or bend the portcullis blocking that way.

The portcullis itself is rather old and the bars are rusty and brittle. Any attempt to bend them can be performed with a bonus of +25% to the chance of success. Should two people work on the bars at the same time an additional 10% chance should be applied.

3. Tower Entrance

The spiral stairs from the watch tower lead to this area. The skeletal remains of one of the fallen defenders of the keep lies on the floor here. Should anyone search this skeleton they will find a serviceable suit of banded mail.

4. Lord Falzel's Tomb

Murals decorate all of the walls of this large chamber. One image shows Falzel charging into a battle at the head of his cavalry with his sword waving. Another image shows the lord taking an arrow in his arm while hacking an ogre with his two handed sword. A third image shows the master accepting a sword of surrender from some ancient enemy lord long forgotten.

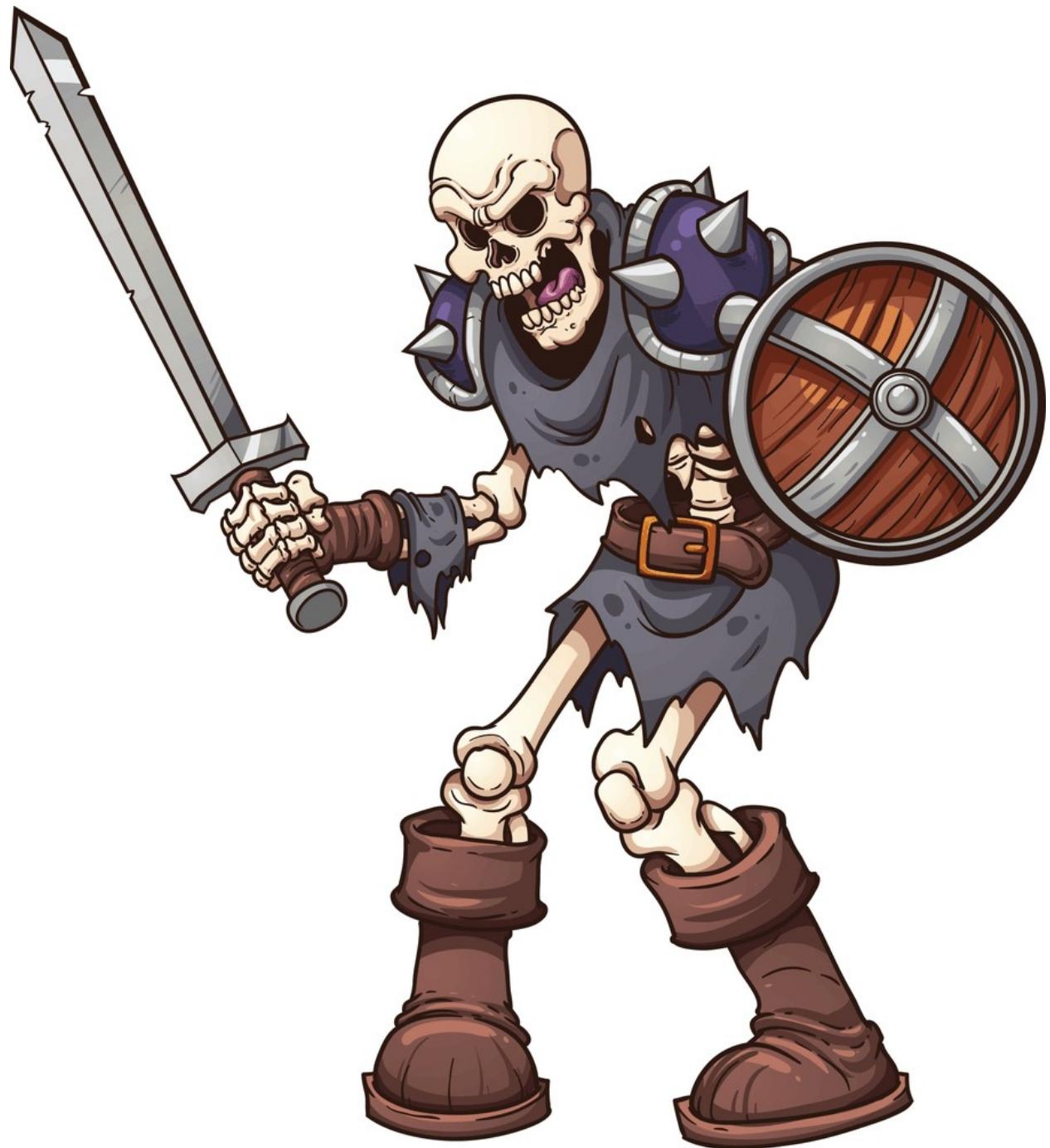
Skeletal remains of several of the elite guards lie on the floor near their master's crypt. All wear tattered armor and have weapons at their side. A sarcophagus lies in the western end of the room. If this sarcophagus is approached the skeletons will rise and the lid of the crypt will also rise revealing the master of the keep himself.

Skeletons (4): AC 7; MV 12; HD 1; HP 5 each; # AT 1; Dmg 1-6; SD edged weapons do only one half damage to them; SD immune to sleep, hold, cold; SD holy water does 2-8 damage to them; AL N; MM page 88. The skeletons all have short swords and battle axes.

Lord Falzel, Skeleton: AC 7; MV 12; HD 3; HP 15; # AT 1; Dmg 1-6; SD edged weapons do only one half damage to them; SD immune to sleep, hold, cold; SD holy water does 2-8 damage to them; AL N; MM page 88 modified. He wields a **two handed sword +1/+2 versus flying creatures.**

Sarcophagus

Inside the master's crypt are a small golden crown with moonstones and jasper decorating it worth 350 gold pieces and a ring made of gold with a malachite in the center of it worth 75 gold pieces.



5. Pantry

During the siege of this keep the pantry stores were depleted over time. There are many kegs here which are now empty (evaporated beer, ale and water). There are a several casks. Some are empty. Others still contain some remnants of something that was once meat. A few are covered in some kind of yellow dust.

This yellow dust is actually mold.

Yellow Mold (1): AC 9; MV 0; HD -; # AT 1; Dmg 1-8; SA poison spores may be released into the air on contact (50% chance per contact); SA anyone within the area of effect (cloud of 1" by 1") must save versus petrifaction or die (cure disease must be cast within 24 hours to survive); SD only affected by fire based attacks; AL N; MM page 71.

6. Throne Room

This was once the throne room of Lord Falzel. It was from here that he ruled this part of the realm so long ago. Now this dusty room seems abandoned. A throne made from marble sits against the north wall. It has plush cushions and is decorated with four bloodstones and four carnelians. These gems, if pried out of the throne, would be worth as much as 50 gold pieces each.

A cold brazier filled with coals sits unlit in the center of the room. Two rotting corpses lie on the ground. If the throne is approached these corpses will rise up and attack. They are zombies. But these zombies are not alone here. For Lord Falzel's wife still lurks in the shadows of this room. In fact....she is one of the shadows....

Lady Falzel, Shadow (1): AC 7; MV 12; HD 3+3; HP 15; # AT 1; Dmg 2-5; SA strength drain; SD +1 or better weapons to hit; AL CE.

Zombies (2): AC 8; MV 6; HD 2; HP 9 each; # AT 1; Dmg 1-8; SA always attack last in a round; SD immune to cold, hold, charm; SD holy water does 2-8 damage to them; AL N; MM page 103.

A secret door leads to area 11.

7. Chapel

An altar stands against the southeast wall of this chamber. Sconces in the walls here once lit this room for those that needed the spiritual guidance of their deities. This chamber was never visited by Lord Falzel himself as he was not a holy man.

Anyone defiling this altar might offend the deity it served (pick one) and bring a curse on the person doing so (reverse of bless spell which is permanent until remove curse is cast). There is a 5% chance of this occurring.

Anyone searching this altar may find a concealed panel in the rear of it which contains two **potions of healing** and a scroll of clerical spells: **cure disease, silence**.

8. Spider Webs

Cob webs cover several places around this room. Some of these webs hang from the ceiling. Several passages leading away from this room can be seen. Hiding in these webs are several large spiders that are waiting to pounce on anyone passing through this room.

Spiders, Large (5): AC 8; MV 6/15; HD 1+1; HP 5 each; # AT 1; Dmg 1; SA poison bite (save at +2 versus poison or be paralyzed for 2-5 rounds); AL N; MM page 90 (modified).

9. Armory

The door to this room is locked. It is also stuck. Even if the lock is picked it must be forced open. The noise from this will bring a random encounter check.

Inside of this room is the keep's armory. Six short swords, four long swords, one two handed sword, one silver bladed bastard sword, two battle axes and a halberd are located in a weapons rack against one wall. Twenty arrows sit in a bucket near the weapons rack. A mace and a glaive are hanging on another wall with a bent up old shield bearing the seal of Lord Falzel.

The twenty arrows in the bucket are **+1 arrows**. The glaive is a **glaive +1**. None of the other items have any magical attributes.

10. Smithy

During the siege of the keep this room was modified to become a smithy so that armor and weapons could be repaired. A large iron anvil stands in the center of the room and a large fire pit has been dug out of the floor behind it. A bellows hangs from the ceiling over the fire pit. Piles of dusty old coal sit on both sides of the room to feed the fireplace. The fireplace is cold now as no fire has been made in this pit in over a hundred years. A suit of chain mail rests atop the anvil. It was clearly the last thing being repaired when the keep fell.

The chain mail is **+1 chain mail** and is human sized.

11. Torture Chamber

This area is still stained with the blood of enemies of Lord Falzel. A rack and an iron maiden are the primary features of the room but on one end is a small brazier with a metal poker resting in it. The brazier has no fire in it but does still have coals.

The doors to eight different cells can be seen. Each of the doors has a small metal viewing door which can be slid away to either see the prisoner or offer them food. All of these doors are locked

from this side. A set of iron keys to these doors still hangs from the wall on the west end of the room.

Brazier

The coals and the pokers are ordinary objects with no special value. But buried beneath the coals is a finely polished topaz worth 500 gold pieces.

Rack

Rusty manacles still rest atop this device of misery. Each of them still has dried blood stains on them. A winch on the side of it provides the entertainment.

Iron Maiden

This device sits with the door open. Inside the dried bloodstains and the spikes shows that it saw much use when the keep was still manned.

Cells

- A. This cell seems empty. But it is not. For a small chest sits on the floor here which has been permanently cast as invisible. Anyone entering the cell will certainly bump into it and discover it. The chest is not locked. Inside of it are 400 gold pieces, a metal scroll tube with MU spells: **find familiar, charm person** and a wooden scroll tube with druid spells: **purify water, fire trap**.
- B. Empty cell
- C. Skeletal remains of a long dead prisoner who starved here. Close inspection will reveal that he wears a small golden medallion around his neck signifying that he was once a member of Lord Falzel's guard. This medallion is worth 15 gold pieces.
- D. Empty cell
- E. This cell has cracked stone work. Large cracks can be seen in the walls. What caused these cracks is unknown. But if anyone enters the cell they will discover that something has entered this cell from outside these walls. 3 centipedes are here and will attack anyone entering the room.

Centipedes (3): AC 9; MV 15; HD 1/4; HP 1 each; # AT 1; Dmg 0; SA poison (save at +4 versus poison or be paralyzed for 2-12 rounds); SD centipede makes all saving throws at -1; AL N; MM page 14 (modified).

- F. Empty cell

G. The skeletal remains of the interrogator. When the keep fell he was thrown in this cell to starve and die by the captors. He was a rather large man and wears a black hood over his skull even now. By his side is a small hand axe. It is a normal axe.

H. Empty cell

12. Treasure Chamber of Lord Falzel

Two large iron chests are located here. Both are covered in dust and cobwebs. But there are nothing but a few small normal spiders in these webs which are of no danger. Both chests are locked.

Chest #1

This chest is trapped. Anyone lifting the lid of this trap will see a magical glyph on the inside lid. Anyone else watching the chest being opened will also see this glyph. All those individuals seeing the glyph must save versus magic or be teleported 500 feet in a random direction from the keep. This is a Glyph of Teleportation. Inside of this chest are a fine red robe with fur trimming (sable) worth 350 gold pieces. Wrapped up in this robe is a **long sword -2, cursed**. Lying in the bottom of the chest is a small gem. It is a **periapt of proof against poison (+1)**.

Chest #2

This chest is trapped. Anyone picking the lock of this chest will be pricked by a poison needle for 1 hit point of damage. The poison is no longer as effective as it once was and will only do 1D6 damage (save vs poison avoids). Inside of the chest are 250 gold pieces, 300 silver pieces and a **potion of healing**.

H. Bridge over the Thundering River

This bridge is in bad shape. It has holes in several places and part of the stone work side rails have fallen into the river. Anyone walking over the bridge must roll a D20 against their dexterity (roll equal to or below dexterity to save) or fall into the river below. This save may be made with a bonus of -3 if others are assisting in some manner such as using a rope.

I. Troll Bridge

This is the best kept bridge over the thundering river in this part of the realm. It is also guarded by a single troll who lives beneath it and will climb to the top of the bridge anytime he hears anyone approach it. He will demand a toll of 5 gold pieces each for anyone crossing the bridge (Each time they cross). Otherwise he will attack and eat the individuals refusing to pay. If they do pay the toll there is a 25% chance that he will demand an additional 10 gold pieces per person. There is a 10% chance that he will just immediately attack after being paid.

Zulkis, Troll: AC 4; MV 12; HD 6+6; HP 23; # AT 3; Dmg 5-8/5-8/2-12; SA strong sense of smell; SA infravision; SD regeneration; SD re-attachment of limbs; SD must be burned by fire or acid or it will eventually regenerate completely; AL CE; MM page 97.

GM NOTE: This is an extremely difficult encounter for a low level party. But the troll has only a low chance of immediately commencing combat after being paid. Should a party intentionally seek combat with him then they take their chances. The stone bridge will not burn so fire may be applied without fear. The water around this bridge is rather high and crossing the river instead of the bridge is likely to be hazardous.



J. Bridge

This bridge is in relatively poor shape. There are parts of the guard rail that have fallen off into the river. But there are no obvious holes in the bridge and it can be crossed safely.

K. Lake Kolmar

This lake is not a large one. It is actually more like a large pond. At its deepest it is 25 feet deep. Despite the rumors about a huge lake monster there is no horrible monster hiding in it. The water is pure and is drinkable. Anyone getting close to the water's edge may notice a few glints of

metal in the water. These are coins which have been thrown by locals into the lake for good luck. Searching the lake shore will result in finding a coin every 1-4 turns. Coins should be rolled on the following table:

01-50	Copper
51-80	Silver
81-90	Electrum
91-99	Gold
00	Platinum

L. Fork in the Thundering River

This part of the river really is thundering. There are rapids just west of this fork in the river and many a fisherman has lost his boat on those rapids. Occasionally pieces of river boat will float by this point.

M. Bandit Camp

The bandits have made a permanent camp in the woods to the east of the village of Kolmar. If approached from the south (near the Falzel Ruins) there is a small clearing in the woods which leads directly to the camp. This trail can easily be picked up if there is a ranger in the party. Tracks can be seen which clearly lead towards a clearing in the woods. The woods in this part of the forest are thick. Two guards always stand a post at area 7 which is on the path.

The camp itself is just a bunch of large and small huts and tents.

Random Encounters for the Camp and for the Caverns Below the Camp

A roll of 1-4 out of 10 will indicate an encounter. Rolls should be made every turn or every time something loud occurs which might draw interest from the bandits. All encounters will consist of 2-5 bandits.

Bandits (2-5): AC 8; MV 12; HD 1-6 hit points; HP 3 each; # AT 1; Dmg by weapon (armed with short swords); leather armor; AL CE; MM page 66.

Key to the Camp

1. Mess Tent

Meals are cooked and eaten in this tent. A couple of long tables with benches serve as the dining tables. If this tent is visited at a meal time there will be 1-6 bandits here eating and drinking. Otherwise there will only be two cooks.

Some food and ale are stored here in barrels. None of it is particularly valuable.

Bandits (2) (cooks): AC 8; MV 12; HD 1-6 hit points; HP 2 each; # AT 1; Dmg by weapon (armed only with butcher knives (daggers)); leather armor; AL CE; MM page 66.

2. Barracks

This hut has 2-7 bandits in it at all times. There is a 50% chance that all will be sleeping when anyone arrives here. There are bunks here for up to twenty four bandits. All others must be out on patrol or elsewhere on raids.

Bandits (2-7): AC 8; MV 12; HD 1-6 hit points; HP 2 each; # AT 1; Dmg by weapon (armed with short swords and spears); leather armor; AL CE; MM page 66.

3. War Room

When the adventurers arrive there is a 85% chance that a meeting will be in progress here. Mad Dog Gilford runs this gang with a little help from his most trusted lieutenants Willie the Shark and Shaxon the Red. They have a map of the village on a table. It appears that they intend to raid the town itself soon. And they are making plans for it.

If these men are not found here they will be found in the caves below the camp which can be reached from a concealed trap door in the floor beneath this table. This trap door is not well concealed and anyone searching for it gains a bonus of +2 to their rolls for finding it.

Mad Dog Gilford, Bandit Leader: F3: AC 5; HP 17; chain mail, **battle axe +1/+2 versus reptiles**, AL CE; MM page 66 modified.

Willie the Shark, Bandit Lieutenant: F2: AC 7; HP 11; leather armor; shield; broadsword; AL CE; MM page 66 modified. Willie has tattoos on both arms depicting the jaws of a shark.

Shaxon the Red, Bandit Wizard: MU3: AC 6; HP 7; **bracers of defense AC 6**; wooden staff; AL CE; Spells Memorized: **magic missile, burning hands, strength**.

If all of these men are slain the camp will disband in 1-4 days and the bandits will move on to other bands.

4. Storage Hut

Food and supplies are stored in this hut for support of the camp. There are barrels of ale and beer, a few small kegs of wine (five worth 50 gold pieces each), many bags of flour and grain, several casks of salted meats and four small barrels of oil. There are stacks of torches here as well as a few hundred feet of rope.

5. Quarters for Shaxon the Red

This hut has a nice bed and a small desk with a chair and candle. Parchment and ink as well as a quill pen lay on the desk. A leather bound book with a lock on it is hidden beneath the mattress. This is the spell book of Shaxon the Red. In it are the following spells: **magic missile, burning hands, shield, spider climb, dancing lights, strength, rope trick, fools gold, audible glamer.**

6. Small Huts and Tents

These hovels belong to individual bandits. There is a 35% chance of any of them being occupied at any given time. If it is occupied there is a 50% chance that it will only have the wife and children of the bandit it belongs to present. These will be 0 level npcs with AL CE.

If a bandit is present he will have the following stats:

Bandit: AC 8; MV 12; HD 1-6 hit points; HP 3 each; # AT 1; Dmg by weapon (armed with short swords); leather armor; AL CE; MM page 66.

7. Guard Post

Two guards stand a post by the path through the woods which leads to this clearing.

Bandits (2): AC 8; MV 12; HD 1-6 hit points; HP 4 each; # AT 1; Dmg by weapon (armed with short swords); leather armor; AL CE; MM page 66.

Underneath the Bandit Camp Key

If the trap door in the war room is raised it leads to a tunnel into these caves. The adventurers will arrive at area 1 on the Underneath map.

1. Entrance

This tunnel leads downward at a 30 degree angle and winds southward. Two torches are lit in sconces on the walls as the passage widens into area 2.

2. Guard Post

Two guards stand watch here at all times to protect the loot of the bandit camp from possible thieves or the law.

Bandits (2): AC 8; MV 12; HD 1-6 hit points; HP 4 each; # AT 1; Dmg by weapon (armed with short swords); leather armor; AL CE; MM page 66.

3. Camp Fire and Guard Post

The guards here are mostly asleep or playing dice for coins. A camp fire here burns brightly at all times as these caves are rather cool. There will always be 2-7 bandits here. 50% will be asleep. None will be particularly alert. And if the guards in area 2 are taken down quietly they will not become alert easily. But if the two guards at area 2 have time to react then these guards will become alert and begin moving towards area 2 to join any combat going on there.

Bandits (2-7): AC 8; MV 12; HD 1-6 hit points; HP 2 each; # AT 1; Dmg by weapon (armed with short swords); leather armor; AL CE; MM page 66.

There are sleeping mats here which are usually inhabited by sleeping bandits.

4. Prisoners

The bandits occasionally take prisoners if they feel that a ransom might be paid. Currently they have four prisoners tied and bound in this cave lying in the darkness.

Prisoner #1 Lucian Pearce. He is a fisherman who was captured by the bandits and brought here for ransom. He has little money and has no hope of being ransomed.

Prisoner #2 Lyrna Evan. She is the wife of Milo Evan the carpenter of Kolmar. She was kidnaped while traveling on the road and has been kept captive here for many days. Milo will pay a reward of 200 gold pieces for her rescue.

Prisoner #3 Shalendra Caixina. She is an elf wizard who was captured on the road as she was traveling back to her home in the woods far west of here. She is a MU3: AC 10; HP 8; AL CG; Spells memorized: **shocking grasp, protection from evil, web.** Her traveling spell book was taken from her when she was captured.

Prisoner #4 Erika Harper. She was a bar maid at one of the taverns and got too chummy with some of the bandits thinking that she could make money from them. Instead when she came to their camp with them they tied her up and threw her in this cave with the others. She is a T2: AC 9, HP 8; AL NE; S10 I11 W8 D15 CH14. She is unarmed except for a small dagger she has hidden in a boot which was not discovered when she was searched.

5. Treasure Cave

This cave entrance is blocked by rocks and boulders. Clearing the way into this cave will be loud (bringing random encounter checks each round) and will take 3-18 rounds to complete. If all of the lower levels have been cleared then no random encounters will take place.

The cave is filled with treasures and loot taken from raids and ransoms. There are two barrels filled with coins. These coins are 488 silver pieces, 231 gold pieces and 1231 copper pieces.

There is a fine suit of banded mail and a shield painted with the crest of Lord Falzel. Neither are magical. There are three crates here filled with fine clothing worth 50 gold pieces each. Another crated filled with small animal furs is worth 50 gold pieces.

Traveling spell book of Shalendra Caixina (prisoner) this has the following spells: **Shocking grasp, protection from evil, feather fall, ventriloquism, knock, forget, web.**

6. Quarters for Mad Dog the Bandit Leader

A fine bed with an owlbear skin comforter is close to a blazing campfire. The comforter is worth as much as 50 gold pieces. If mad dog is not found in the war room earlier he will be located here.

There is a small desk here with a chair. On that desk is a candle in a silver dish. The dish is worth 15 gold pieces. The drawer to the desk is locked. It is also trapped. Anyone picking this lock will be pricked by a poison needle and must save versus poison or fall asleep for 1-4 turns. Inside of the drawer are a **potion of healing, a potion of invisibility and a potion of hill giant strength**. Should anyone attempt to force this drawer open there is a 50% chance that these potions will be broken when the drawer is forced. There is also a small silver ring with a red garnet gem center worth 175 gold pieces. There is also a metal scroll tube with illusionist spells: **color spray, gaze reflection.**

Hidden inside of the mattress of his bed is a spell book for Mad Dog's wife who is in the village of Kolmar currently spying on the merchants and businesses there. She is an illusionist named Serena Turner. The Spell book is a locked leather bound book with a glyph of warding on the inside cover for those with prying eyes (save vs magic or be blinded (as per the spell)). The spells in this book are illusionist spells: **color spray, change self, detect illusion, magic mouth, blur.**



N. Ruins of the Monastery of the Red Order

This order of monks was stamped out long ago by soldiers of the realm. Once the king realized that these monks were an evil order he had his army strike hard and raze the structure to the ground. This occurred nearly fifty years ago and no one has seen, nor heard, from these monks again. But unbeknownst to the king, and even the locals, the red order still lives. And they still inhabit these ruins. But now they live below ground in caves dug out below the ruins themselves. They are still practicing their dark rituals even today.

All monks of the red order wear red robes with a strange insignia of their long forgotten order sewn into them.

Random Encounters

Above ground the monks stay out of sight. There will be no encounters. Below the ruins encounters should be rolled every turn. A roll of 1-4 out of 10 will indicate an encounter.

1-6. Novices of the Red Order

Individual monks are often running around and doing mundane tasks for the Red Order. These encounters will be with one single monk (75% chance), two monks (20% chance) or three monks (5% chance).

Novices: M1: AC 10; MV 15; HP 5 each; # AT 1; Dmg by weapon or 1-3 open handed (90% will be unarmed); AL LE

7-9. Initiates of the Red Order

Sometimes monks slightly higher in the Red Order will be found doing more important tasks for the order. These will be found in groups of one monk (90% chance) or two monks (10% chance).

Initiates: M2: AC 9; MV 16; HP 7 each; # AT 1; Dmg by weapon or 1-4 open handed (90% will be unarmed); AL LE.

10. Brothers of the Red Order

Sometimes a higher level monk in the order will be found alone contemplating or meditating or perhaps just walking.

Brothers: M3: AC 8; MV 17; HP 9; # AT 1; Dmg by weapon or open handed 1-6 (90% chance unarmed); SA Speak with animals; AL LE.

Once Alarm Has Been Raised

If the monks are aware of the presence of intruders (warned from the tower or because of combat) all future random encounters will consist of a monk defense force as follows:

Novices (3): M1: AC 10; MV 15; HP 5 each; # AT 1; Dmg by weapon or 1-3 open handed (armed with bo sticks); AL LE

Initiates (2): M2: AC 9; MV 16; HP 7 each; # AT 1; Dmg by weapon or 1-4 open handed (armed with spears); AL LE.

Brother (1): M3: AC 8; MV 17; HP 9; # AT 1; Dmg by weapon or open handed 1-6 (armed with a halberd); SA Speak with animals; AL LE.

Key to the Upper Ruins of the Monastery

These ruins are mostly a pile of rubble. There are a few fragments of wall still standing and almost one complete wall still stands facing the west. Two of the monastery watch towers are still upright but both have holes in them made by catapults from the king's army. One of them appears to have little roof left. The other is more intact. The forest is beginning to overgrow these ruins. Trees and weeds are already appearing close to the walls.

1. Watch Tower

This watch tower has almost no roof left over it. It was made of stone and had a conical straw roof which was struck directly by a boulder during the attack. The door to this tower lies on the ground beside it. It has two intact levels but the stairs have fallen apart.

Ground Level

Water is pooled up on the bottom level of the tower. Thick webs cover the ceiling area and the hatch over where the stairs have collapsed. One could still climb up to the second level with a ladder or a rope. Or a thief could perhaps climb up.

Beneath the pool of brackish water here is a trap door leading downward to the dungeon level and arrive at area 1 on the "Under the Monastery Map".

Upper Level

Hiding in the upper level is a single huge spider. This level is covered in thick webs. The bones of two dead monks in red robes lie on the floor here. A glint of metal can be seen beside the bones but the remains are deep within the webs.

Huge Spider: AC 6; MV 18; HD 2+2; HP 10; # AT 1; Dmg 1-6; SA poison bite (save vs poison or take 1 point of poison damage each round for 2-5 rounds); SA can leap up to 3" and will do so if it has to chase a victim to the ground level; AL N; MM page 90 modified.

Skeletal Remains

One of the two dead monks has a **dagger +1/+2 vs lycanthropes** by his side.

2. Watch Tower

This watch tower also looks as if it has taken a beating. There are holes in the side of it high up on the wall. Close inspection of this opening may reveal (15% chance) a flash of movement within the tower.

This tower is being used by the red order to watch for potential visitors to these ruins. There are always two very alert monks on duty watching the ruins and the approaches. There is a 90% chance that they will spot anyone arriving. One monk will go below to notify the master of this development. The other will stay on the upper level of the tower.

Ground Level

A trap door leads downward to area 2 on the “Under the Monastery” map. It is dusty but shows signs of recent use. Stairs lead up to the second level from here. A wooden hatch blocks the stairs leading up. This hatch is locked from the other side. The hatch is only wood and could easily be forced.

Upper Level

Two monks stand watch here at all times. One may have been sent to alert the master if they have noticed that the adventurers have arrived at the ruins (90% chance).

Initiates (2): M2: AC 9; MV 16; HP 7 each; # AT 1; Dmg by weapon or 1-4 open handed (both have heavy crossbows and 10 bolts but will fight unarmed at close ranges);; AL LE.

If one monk has been sent to warn the others the one remaining will attempt to ambush visitors by surprise from above if they force their way to the upper level.

3. Large Pile of Rubble

Many old structures of the monastery lie in rubble here. No amount of searching will reveal anything valuable as the monks have already searched it all many times.

4. Ruined Watch Tower

This pile of rubble is an old watch tower that took too many direct hits from catapult boulders. No amount of searching will reveal anything valuable as the monks have already searched it all many times.

5. Ruined Watch Tower

This pile of rubble is an old watch tower that took too many direct hits from catapult boulders. There is nothing of value in this rubble but if dug out one could dig out to the trap door leading down to area 3 on the “Under the Monastery” map.

Under the Ruins of the Monastery

The Red Order has returned to these ruins and now inhabit the dungeon beneath. These rooms are made from white stone. No trace of dust can be found which should seem odd for a place long abandoned. None of the rooms or passages are lit unless otherwise specified. No doors are stuck. No doors are locked unless specifically stated in the text. None of the passages or entry staircases are lit. All of the other rooms have torches in sconces in the walls which are lit.

1. Watch Tower Entrance

The order is aware that the tower above this entrance is unguarded. So they have trapped the stairs here and have barred both of the doors from the other side to prevent anyone from easily entering here. Anyone forcing these doors can do so but it will cause noise and bring a random encounter check on a 1-6 out of 10.

Trapped Stairs

Anyone descending these stairs will find themselves falling as they collapse entirely. The fall will cause 1-6 damage and result in a great deal of noise. This noise will bring a random encounter check on a 1-6 out of 10.

2. Watch Tower Entrance

This entrance is always guarded by two monks.

Novices: M1: AC 10; MV 15; HP 5 each; # AT 1; Dmg by weapon or 1-3 open handed (armed with bo sticks); AL LE

3. Watch Tower Entrance

The monks do not consider this entrance a risk as it is covered by rubble above. They leave it unguarded at all times.

4. Stream

This stream comes from the Thundering River which is nearby. One passage is intersected by this stream which also crosses through area 12. The water is but a small current and is of little risk. Once in a while pieces of debris from the river float through this stream and through the ruins.

5. Class Room

Three novices are here receiving instruction from a disciple of the order.

Novices (3): M1: AC 10; MV 15; HP 5 each; # AT 1; Dmg 1-3 open handed; AL LE.

Disciple (1): M4: AC 7; MV 18; HP 12; # AT 5/4; Dmg 1-6 (open handed); SA speak with animals; SA mask to ESP; AL LE.

6. Trapped Hallway

Near the center of this small passage is a trigger stone that all of the monks of the order are aware of and easily avoid when walking through here. Visitors, however, will be unaware of it and are likely to trigger the trap.

If the trigger stone is stepped on (90% chance unless one is aware of it) it will cause sleep gas to fill the passage and both doors will slam shut. The sound of the doors being slammed shut will bring a random encounter check. The doors will lock shut but can be easily forced. Anyone in the passage when the gas trap goes off must save versus poison or sleep for 2-7 rounds.



7. Kennel

Brother Kleo manages the kennel for the monastery. If the monks know that they have been invaded they may choose to release these dogs to hunt down their enemies. Kleo is a portly monk with a bald head and a thin beard.

Brother Kleo: M3: AC 8; MV 17; HP 12; # AT 1; Dmg open handed 1-6 ; SA Speak with animals; AL LE.

War Dogs (3): AC 6; MV 12; HD 2+2; # AT 1; Dmg 2-8; AL N. Each dog wears a collar studded with topaz chips and bearing a medal with the insignia of the Red Order. These collars are worth 75 gold pieces each.

8. Armory

The door to this area is locked. It is also barred from the inside and guarded by two monks waiting inside. This door can be forced but doing so will bring a random encounter check due to the noise.

Novices (2): M1: AC 10; MV 15; HP 5 each; # AT 1; Dmg by weapon or 1-3 open handed (armed with bo sticks); AL LE

A rack against the west wall is filled with bo sticks. A rack against the east will has six spears and one halberd. One of the spears is a **spear +1/+2 vs lizard men**. A third weapons rack against the south wall has three light crossbows and two heavy crossbows. A barrel in the center of the room is filled with normal crossbow bolts but has **six +1 crossbow bolts** mixed with the others. There are also twelve silver tipped crossbow bolts in the barrel.

9. Training Room

Monks will be found here training both night and day. The monks of the order are serious about their training. This room is always in use. At any given time there will be 1-6 novices here instructed by a Brother. There is a 50% chance that they will be practicing open handed combat. There is a 25% chance that they will be practicing with bo sticks. There is a 20% chance that they will be practicing with spears. There is a 5% chance that they will be using halberds.

Novices (variable): M1: AC 10; MV 15; HP 5 each; # AT 1; Dmg by weapon or 1-3 open handed; AL LE

Brother (1): M3: AC 8; MV 17; HP 9; # AT 1; Dmg by weapon or open handed 1-6; SA Speak with animals; AL LE.

There are always at least ten bo sticks, six spears and six halberds in the training room for practice. These are not in perfect condition but are still serviceable.

10. Chapel

The monks of the Red Order worship Uvysus, Goddess Of The Underworld (or feel free to use an evil deity in your own campaign instead). This chapel is dedicated to her. A priest in red robes leads four novices in prayer here. The priest stands before an altar made of black granite.

Novices (4): M1: AC 10; MV 15; HP 5 each; # AT 1; Dmg by weapon or 1-3 open handed; AL LE

Zandros, High Priest of the Red Order Monastery: C4: AC 4; HP 17; banded mail; **mace +1/+2 vs unicorns and centaurs;** AL LE; Spells memorized: **bless, cure light wounds, cause fear, hold person, chant.** He has **two potions of healing** and a scroll with clerical spells: **dispel magic, augury.**

Altar of Uvysus

This altar will show an aura of both evil and magic if these are detected for. Magic is detected because there is a secret panel behind the altar which contains a **potion of diminution, a potion of flying and a potion of antidote (neutralizes poison)**. But the altar is dedicated to an evil goddess. Anyone defiling this altar may incur enmity with this goddess (5% chance) which will follow them all of their days.

11. Meditation Chamber

This quiet space has a permanent silence spell cast over it. No sounds can be made within this room unless the silence is dispelled. There is a 25% chance that Master Laroon will be present here meditating when the chamber is entered (see area 15 for statistics). Otherwise it will be found empty. No other monks of the order dare use this room for fear of angering their master.

12. Great Hall of the Red Order

This large chamber is dedicated to the Red Order and to their Goddess. Murals on the walls here depict their deity ruling the underworld. There are five statues in this area representing different masters of their order. At any given time there is a 50% chance that 1-6 novices are here examining the murals or the statues.

Novices (variable): M1: AC 10; MV 15; HP 5 each; # AT 1; Dmg by weapon or 1-3 open handed; AL LE

13. Barracks

Several modest bed rolls are found here on the floor where the monks rest. There are not enough bedrolls for all monks in the order to have one so they take shifts sleeping here. At any given time there will be 1-6 novices, 1-3 initiates and a chance of one brother being present (25% chance).

Novices (variable): M1: AC 10; MV 15; HP 5 each; # AT 1; Dmg by weapon or 1-3 open handed; AL LE

Initiates: M2: AC 9; MV 16; HP 7 each; # AT 1; Dmg by weapon or 1-4 open handed (90% will be unarmed); AL LE.

Brother (1): M3: AC 8; MV 17; HP 9; # AT 1; Dmg by weapon or open handed 1-6; SA Speak with animals; AL LE.

14. Kitchen/Mess Hall/Food Stores

The monks eat their meals here. Generally it consists of some kind of gruel. There are always two novices here preparing meals or doing other cooking related duties. There is usually a large kettle here where the gruel is prepared.

There are bags of grain and flour here stored here. There are casks of water and wine. And there is a simple table with wooden bowls and wooden tankards for the monks meals.

Novices (2) (Cooks): M1: AC 10; MV 15; HP 5 each; # AT 1; Dmg 1-3 open handed; AL LE

At meal times there will be 1-6 other novices present eating.

Novices (variable): M1: AC 10; MV 15; HP 5 each; # AT 1; Dmg 1-3 open handed; AL LE

and a 25% chance of an initiate being present

Initiate: M2: AC 9; MV 16; HP 7 each; # AT 1; Dmg 1-4 open handed (90% will be unarmed); AL LE.

And a 10% chance of a brother being present

Brother (1): M3: AC 8; MV 17; HP 9; # AT 1; Dmg open handed 1-6; SA Speak with animals; AL LE.

15. Master of the Red Order

This enormous chamber serves as the home of the master of the Red Order. The master rarely leaves this room except to meditate. There is a 75% chance that he will be found here and a 25% chance that he will be in the meditation chamber at area 11. Regardless of whether he is here his initiates always will be. These initiates serve as his body guards and servants.

Initiates (2): M2: AC 9; MV 16; HP 7 each; # AT 1; Dmg 1-4 open handed and armed with halberds); AL LE.

Master Dramus: M7: AC 6; MV 20; HP 16; # AT 3/2; Dmg 3-9; SA speak with animals; SA mask ESP; SA immune to disease; SA feign death (self induced catalepsy); AL LE; is armed only with a walking staff. He wears a **periapt of wound closure** on a leather string around his neck.

A large bed, a dining table with only one chair and a small writing desk are the only furniture in this room. Murals on the walls here depict the glory of the goddess of the underworld that the order is dedicated to.

Desk

The desk has a drawer which is locked. It is also trapped. Should it be opened without disarming the trap gas will spray out of it causing paralysis for 2-8 rounds. Inside the desk are a clerical scroll: **cure serious wound, cure blindness** and a **potion of heroism**.

Bed

Hidden inside of the mattress is a very old illustrated book about the Red Order. It is worth up to 500 gold pieces to a sage interested in history of the realm.

A secret door leads to area 16.



16. Treasure Chamber of the Red Order

This area holds the treasures of the Red Order. A fine robe made of silk with fur trimming and the insignia of the Red Order hangs from a coat rack near the entryway. This robe is the master's ceremonial robe and is worth 250 gold pieces. Two large chests lie on the floor. Neither is locked or trapped.

Chest #1: 500 silver pieces, 250 gold pieces, 50 platinum pieces, a small stone statue of Tiamat worth 50 gold pieces, a **sling +1/+3 versus giants** and a small portrait of some long dead king worth 75 gold pieces.

Chest #2: 1500 copper pieces, 200 electrum pieces, a pair of silver candlesticks worth 50 gold pieces each and a finely carved elvish long bow with strange runes and etchings all over it (but no magical properties) worth 75 gold pieces.

O. Bandit Pass

This pass in the woods is an ambush point for the bandits that are raiding the roads in the Wild Woods. Hiding in the woods near this pass are several bandits. They are always watching the pass and will attack anyone that might potentially have treasure to take.

Bandits (2-8): AC 8; MV 12; HD 1-6 hit points; HP 3 each; # AT 1; Dmg by weapon (armed with short swords and light crossbows); leather armor; AL CE; MM page 66.

P. Warrens of the Bloody Skulls

A small tribe of goblins have made these caves their home. They raid the merchants and travelers on the roads from time to time but mostly keep to themselves. None of these caves are lit unless otherwise specified in the text.

Random Encounters in the Warrens

A check should be made each turn. A roll of 1-3 out of 12 will indicate that an encounter has taken place.

- 1-4 **Goblins (3):** AC 6; MV 6; HD 1-7 hp; HP 4 each; # AT 1; Dmg 1-6 or by weapon (these are armed with short swords); AL LE; MM page 47. This is a patrol that wanders through the caves.
- 5-6 **Goblins (1):** AC 6; MV 6; HD 1-7 hp; HP 4; # AT 1; Dmg 1-6 or by weapon (armed with short sword); AL LE; MM page 47.
- Wolf (1):** AC 7; MV 18; HD 2+2; HP 10; # AT 1; Dmg 2-5; AL N; MM page 101.
 This is a patrol that walks the warrens looking for anyone who does not belong here.
- 7-8 **Rats, Giant (1-4):** AC 7; MV 12/6; HD 1-4 hit points; HP 2 each; # AT 1; Dmg 1-3; SA disease; AL N; MM page 81.

Once an Alarm Has Been Sounded

All encounters will be with a reaction force of goblin defenders who are well armed and looking for enemies of the tribe to kill.

Goblins (6): AC 6; MV 6; HD 1-7 hp; HP 4 each; # AT 1; Dmg 1-6 or by weapon (these are armed with short swords and slings); AL LE; MM page 47.

1. Main Entrance

A cave opening on the side of the hill allows access to these warrens. No attempt to hide this entrance has been made. Two goblins stand guard here and have a gong nearby that they will ring to warn the tribe of invaders.

Goblins (2): AC 6; MV 6; HD 1-7 hp; HP 4 each; # AT 1; Dmg 1-6 or by weapon (these are armed with spears); AL LE; MM page 47.

2. Alternate Entrance/Exit

Unlike the primary entrance this one is well hidden and exits on the far side of the hill. It is camouflaged by small rocks and branches from trees. The goblins use this as an escape tunnel in the event of an invasion of the caves by others. It is left unattended because the goblins do not believe anyone will find it outside the caves.

3. Junction

A random encounter check should be made every time this area is visited.

4. Kennel

A single goblin is here feeding wolves that serve as guard animals for the tribe. He is the Kennel Master Frix and he loves these wolves dearly. The other goblins treat him poorly. These wolves are his only friends. Two of his wolves are out on patrol at all times. A fifth recently died and he is deeply saddened by it's loss.

Frix, Goblin Kennel Master: AC 6; MV 6; HD 1-7 hp; HP 6; # AT 1; Dmg 1-6 or by weapon (armed with short sword); AL LE; MM page 47

Wolves (2): AC 7; MV 18; HD 2+2; HP 10 each; # AT 1; Dmg 2-5; AL N; MM page 101.

5. Alarm System

The goblins avoid this cave and leave it as a warning device in case unwelcome visitors enter the caves unnoticed. There are five large mushrooms in this cave. They are Shriekers.

Shriekers (4): AC 7; MV 1; HD 3; HP 9 each; # AT 0; SD shrieking noise brings random encounters; AL N; MM page 87.

6. Tribal Cave

This is the primary cave where the tribe members live. Nasty matted furs line the ground near all of the cave walls. These furs serve as bedding for the families of goblins that live here. At any given time there will be 1-6 male goblins here. They are the only ones that will fight.

A campfire in the center of the room provides warmth and light.

A large stone idol to the goblin deity Bargrivyek stands here. The idol seems to leer at anyone who looks at it. It stands nearly twelve feet tall and has large red garnet gems for eyes. Each is worth 100 gold pieces. Hidden behind this large idol is the passage to area 8. The statue is heavy but can be moved with a combined strength of 20.

Goblins, Male (1-6): AC 6; MV 6; HD 1-7 hp; HP 3 each; # AT 1; Dmg 1-6 or by weapon (armed with short sword); AL LE; MM page 47.

Goblins, Female (2-20): AC 6; MV 6; HD 1-7 hp; HP 2 each; # AT 0; AL LE; MM page 47.

Goblins, Children (3-30): AC 6; MV 6; HD 1-7 hp; HP 1 each; # AT 0; AL LE; MM page 47.

7. Captives

Three prisoners are kept here. None are gagged but all are bound.

Captive #1 **Clayton Cook.** Clayton is a 0 level NPC. He is a merchant that was bringing grain from Kolmar to market at a bigger town but was captured and brought here.

Captive #2 **Kaleb Palmer.** Kaleb is actually an ally of the goblins. They place him with the other prisoners from time to time to spy on them and pick up information about possible wealthy targets to raid. He listens and engages other captives in conversation and then reports to the goblin chief what he learns. They split the proceeds of their ill gotten gains. He is an A2: AC 10; HP 7; unarmed; AL NE. If the captives are released he will offer to aid the adventurers and will betray them when an opportunity arises.

Captive #3 **Elora Keaneiros.** She is a half-elf ranger that was captured in the woods while hunting. She is part of an elf village that is west of the Wild Woods. R1: AC 10; HP 10; Unarmed; AL CG. She will gladly assist any adventurers who help her escape until the goblins are defeated.

8. Storage Area

Two large crates which were taken from a merchant caravan are kept here. Each is filled with bags of grain and flour. There are several casks of some kind of salted meat here as well as four kegs of some special goblin brewed ale.

9. Trapped Passage

All of the goblins are aware of the snare trap in this passage and know how to avoid it. The trap is here in the event of someone sneaking into the caves from the hidden entrance at area 2. Anyone walking through here who is unaware of the trap has a 25% chance of being snared and pulled upside down and hung by their feet. This will make a great deal of noise and bring a random encounter check. One will find great difficulty in cutting themself down without help from others.

10. Rot Grubs

This chamber appears to be a dung heap. The smell here is awful.

A single rotting goblin corpse lies on the floor of this cave. Should anyone approach to investigate it they may wish that they had not. For the corpse is infested with rot grubs.

Rot Grubs (3): AC 9; MV 1; HD 1 hp; HP 1; # AT 0; SA burrow into flesh and kill victim in 1-3 turns unless fire is applied (take 1-6 damage from the fire); AL N; MM page 83.

The goblin corpse has a short sword with a silver blade. He also has a pouch with a moss agate gem worth 15 gold pieces.

11. Home of the Goblin Chief Gririag

Gririag is here attended by his trusted shaman and two body guards. A campfire here provides warmth and light. A small leather throne sits against the north wall of the cave. A pile of rocks blocks passage to area 12.

Gririag, Goblin Chief: AC 6; MV 6; HD 3; HP 10; # AT 1; Dmg 1-6 or by weapon (armed with **mace +1/+2 vs orcs**); AL LE; MM page 47 modified. He wears a silver tiara inlaid with pieces of blue quartz worth 150 gold pieces (he thinks it is a crown) and two electrum arm bands worth 25 gold pieces each.

Vreenga, Shaman: She is a C3: AC 6; MV 6; HP 9; # AT 1; Dmg 1-6 or by weapon (armed with mace); AL LE; MM page 47 modified. She has the following spells prepared: **command, cure light wounds, silence 15' radius.** She carries a silver ceremonial dagger with a red garnet in the pommel worth 50 gold pieces. She wears a **ring of swimming.** She also wears a single coiled silver arm band worth 20 gold pieces.

Goblins, Bodyguards (2): AC 6; MV 6; HD 1-7 hp; HP 7 each; # AT 1; Dmg 1-6 or by weapon (armed with short sword); AL LE; MM page 47.



12. Treasures of the Bloody Skulls

The collected loot from their recent raids is hidden away here. Three large chests which are locked are kept in this cave.

Chest #1: Trapped. If the lid of this chest is raised poison gas will spray from the lid and fill the chamber quickly. All those within 5' of the chest must save vs poison or be paralyzed for 2-12 rounds. Inside of the chest are two silver bracers worth 10 gold pieces each, a pewter candelabra worth 15 gold pieces, a muskrat cap worth 50 gold pieces, an ivory statuette of a griffin worth 25 gold pieces and six rocks. The six rocks are actually sling **bullets +1**.

Chest #2: This chest is filled with coins. There are 982 copper pieces, 312 silver pieces and 216 gold pieces. There are also a steering wheel from a ship (worthless), a damaged portrait of the current king of the realm (worth 30 gold pieces since it is badly damaged) and a bottle of fine perfume worth 15 gold pieces.

Chest #3: This chest has ten pieces of turquoise worth 10 gold pieces each, a copper urn worth 5 gold pieces, a small seal skin pelt worth 5 gold pieces with two potions wrapped up inside of it to keep them from breaking (**potion of levitation** and **potion of speed**).

Q. Caves of the Chasm

Between hills is large deep canyon. A single cave can be seen on a narrow ledge about twenty feet below the rim of the north side of the chasm.

From the north side of the canyon (within 30' of where the cave is located) one searching the area might find a coil of 30' of rope. This rope has one end tied tightly around a heavy boulder that is imbedded in the ground near the canyon edge. Someone is using this rope to climb up and down the canyon to the ledge.

Random Encounters in the Cave

A check should be made each turn. A roll of 1-3 out of 12 will indicate an encounter.

- 1-4 **The Ogre Viktor:** AC 5; MV 9; HD 4+1; HP 22; # AT 1; Dmg 1-10; AL CE; MM page 75. He wears a golden ankle bracelet with a banded agate worth 150 gold pieces and a necklace made of small gold squares worth 50 gold pieces.
- 5-8 **Bats, Giant (1-4):** AC 8; MV 3/18; HD 1-4 hit points; HP 2 each; # AT 1; Dmg 1-4; AL N; FF page 14.

Key to the Caves of the Chasm

These caves are all unlit. The sound of dripping water can be heard from within them.

1. Entry Cave

Something or someone lives here. Human and humanoid skulls line the entrance to this cave as if to warn others of the danger of visiting this place.

2. Junction

Roll a random encounter each time this area is visited.

3. Pooled Water

This cave has a small pool of fresh water. A drip from the cave ceiling falls every round or so.

4. Guano Filled Cave

This cave is filled with guano and the sounds of fluttering wings. There will always be 3-12 giant bats here. Most will be hanging upside down sleeping. A few will be moving around the cave.

Bats, Giant (3-12): AC 8; MV 3/18; HD 1-4 hit points; HP 2 each; # AT 1; Dmg 1-4; AL N; FF page 14.

5. Home of Vikor the Ogre

Vikor calls this cave his home. He was kicked out of his tribe for trying to take it over from the chief. He was lucky to escape alive. Many of his friends and supporters did not.

This cave has some nasty matted furs in one corner that serve as the bed for Vikor and which conceal his treasures.

Vikor, Ogre: AC 5; MV 9; HD 4+1; HP 22; # AT 1; Dmg 1-10; AL CE; MM page 75. He wears a golden ankle bracelet with a banded agate worth 150 gold pieces and a necklace made of small gold squares worth 50 gold pieces.

Hidden beneath the matted furs are the following items: a silver tankard worth 15 gold pieces, a golden decanter worth 35 gold pieces, a silver ladle worth 5 gold pieces and a dwarf sized suit of **chain mail +1**.

R. Lair of the Dull Axe Tribe

Some orcs are sharper than others. These ones are not sharp at all. This set of caves serves as the home of a small band of orcs that have moved into these woods recently and have been warring with the goblins that live nearby. So far they have not fared well in their warfare.

These caves are not lit unless otherwise specified in the text.

Random Encounters in the Lair

A roll of 1-3 out of 12 will indicate an encounter.

1-4 **Orcs (4):** AC: 6; MV 9; HD 1; HP 5 each; # AT 1; Dmg 1-8 or by weapon (spears); AL LE; MM page 76.

5-6 **Screaming Devikin (1):** AC 2; MV 12; HD 3; HP 9; # AT 1; Dmg 1-6; SA scream; AL LE; FF page 77. This creature lived in the caves before the orcs came along. The orcs have let it alone as it seems like a good early warning system in case of intruders in the lair. The devilkin has gotten used to the orcs being here and no longer screams unless they come close enough to threaten it. If the orcs hear the screams of this creature a group of 4 (above) will come investigate within 1-4 rounds.

Key to the Lair of the Dull Axe Tribe

1. Main Entrance

This entrance is easily spotted on the side of a hill facing to the south. Anyone approaching the cave will notice goblin skulls mounted on short posts leading up to the cave. While these skulls are intended to strike fear in their enemies it also announces the existence of their cave to all who see them.

Two orcs stand guard just inside of the cave entrance.

Orcs (2): AC: 6; MV 9; HD 1; HP 5 each; # AT 1; Dmg 1-8 or by weapon (halberds); AL LE; MM page 76.

Just a few feet past the guards is a bear trap covered with straw to make it difficult to spot. Anyone crossing this passage has a 25% chance of setting it off doing 1-3 damage and trapping the leg of the unfortunate individual. The noise of the trap going off should cause a random encounter check. A person can easily be freed by another person if trapped here.

2. Hidden Exit

The orcs are aware that it is a good thing to have a back up plan. They have this exit tunnel well hidden. It comes out on the side of the hill and is covered by rocks, branches and straw to make it difficult to spot from outside.

3. Hidden Exit

This is another emergency exit from the caves. This one comes out on the side of the hill and is well concealed to make it difficult to find from outside the caves. This passage is protected by a swinging blade trap that all of the orcs are fully aware of and will avoid. Anyone passing through

here has a 25 % chance of setting it off and being struck by a blade hidden in the wall for 1D8 damage (swings as a 6HD monster).

4. Junction

A random encounter check should be made every time the party visits this area.

5. Kennel

A single orc is here feeding and taking care of two worgs that serve as guard dogs for the orcs. The orc is named Umhra and he is not really well versed in handling animals. In fact....he hates animals. And these worgs hate him just as much. They are both chained here and if Umhra releases them there is a 50% chance they will attack him before attacking anyone else.

If strangers arrive here Umhra will release the worgs expecting them to do their duty.

Umhra, Orc Kennel Master: AC 6; MV 9; HD 1; HP 5; # AT 1; Dmg 1-8 (or by weapon); He is armed with a whip which does 1-4 damage; AL LE; MM page 76.

Worgs (2) (Chained): AC 6; MV 18; HD 3+3; HP 12 each; # AT 1; Dmg 2-8; AL NE; MM page 101.

6. Food Stores

Bags of stolen grain and flour are stacked on the floor here. Several casks of salted meat are stacked in one corner (half of them are rotting). Three large kegs of ale and a keg of mead are located here as well. Two crates of fruit and vegetables recently stolen from a caravan are also found here.

7. Covered Pit Trap

A cave pit covered with a straw mat stands in the middle of the passage. This trap is not difficult to avoid but in the darkness one could still miss it. The orcs all know that it is there and will avoid it. The pit is ten feet deep and a fall will do 1D6 damage.

8. Common Area

A large camp fire here provides warmth and light. This area has many nasty furs lining the ground which serves as bedding for the orcs who live here. At any given time there will be 1-6 males present here and 3-18 females and 4-24 young. The rest of the males will be on patrol, out on raids or guarding specific places in the lair.

Orcs, Male (1-6): AC 6; MV 9; HD 1; HP 5 each; # AT 1; Dmg 1-8 (or by weapon); AL LE; MM page 76.

Orcs, Female (3-18): AC 6; MV 9; HD 1; HP 3 each; # AT 0; AL LE; MM page 76. The women will not fight unless their children are threatened. They will fight savagely if this occurs even unarmed.

Orcs, Young (4-24): AC 6; MV 9; HD 1; HP 1 each; # AT 0; AL LE; MM page 76.

9. Captives

Four goblins are held captive here from the orcs skirmishes with the tribe living nearby. These are waiting to be executed and will be thrilled if released. They will not aid any adventuring party but will gladly tell them that the orc chief lives somewhere to the west of this cave and that he is a big and stupid brute guarded by two other large orcs.

Goblins (4) (tied up): AC 6; MV 6; HD 1-7 hp; HP 4 each; # AT 1; Dmg 1-6 (unarmed); AL LE; MM page 47.



10. Orc Chief Squagan and Friends

Orc Chief Squagan: AC 6; MV 9; HD 3; HP 15; # AT 1; Dmg 1-10 (or by weapon); AL LE; MM page 76 modified. He is armed with a **battle axe +1** and wears a silver neck band worth 50 gold pieces.

Orc Witch Doctor, Qog: AC 6; MV 9; HD 3; HP 9; # AT 1; Dmg 1-8 (or by weapon); AL LE; MM page 76 modified. He can cast spells as a 3rd level magic user and knows the following spells: **charm person, shield, stinking cloud**. He wears a ring on each hand made of gold and set with a zircon. Each is worth 25 gold pieces. He has a bone scroll tube with a magic user scroll inside of it with the following spells: **unseen servant, tenser's floating disc, darkness 15' radius**.

Orcs, Bodyguards (2): AC 6; MV 9; HD 1; HP 8 each; # AT 1; Dmg 1-8 (or by weapon); AL LE; MM page 76. These are armed with halberds.

11. Guard Post

This room is a guard post. There are always six orcs here. Generally they will be playing dice (50%) or sleeping (25%) or eating (25%).

Orcs Guards (6): AC 6; MV 9; HD 1; HP 5 each; # AT 1; Dmg 1-8 (or by weapon); AL LE; MM page 76. These are armed with long swords.

If these orcs hear the sound of combat in area 10 they will come running in 1-4 rounds to join the battle there and defend their chief.

12. Blocked Passage

A passage here is blocked by large rocks. It could be cleared in 3-12 rounds but this will make noise and will cause a random encounter check.

13. Treasure Horde of the Dull Axe Tribe

Four chests are located here which contain loot taken from raids. These chests are not trapped. All of the chests are locked. However one of these chests is not a chest at all. It is a mimic and it is living here at the encouragement of the orcs to protect their treasure from thieves. It merely pretends to be a chest until it is touched and then it will reveal itself. It does not particularly like orcs but as they have been friendly and have provided it food it is willing to live up to its part of the bargain.

The sound of combat here will cause any orcs left in area 14 to come running to defend it.

Chest #1 This chest is filled with 647 silver pieces, a suit of fine splint mail and a broadsword with a tiger eye gem in the pommel worth 75 gold pieces.

Chest #2 This chest is filled with 241 gold pieces, a copper candlestick worth 10 gold pieces, a silver serving plate worth 25 gold pieces and a marble bust of the king of the realm worth 35 gold pieces.

Chest #3: This chest is actually a **Mimic**: AC 7; MV 3; HD 7; HP 22; # AT 1; Dmg 3-12; SA glue; SD camouflage; AL N; MM page 70.

Chest #4 This chest is filled with 841 copper pieces, a ratty looking old robe (which is actually a **robe of useful items**) and a broken stick which looks like a wand but is actually just a stick.

The **robe of useful items** has the following patches: 2 x dagger, 2 x mirror, 2 x lantern, 2 x 10' pole, 2 x 50 foot rope, 2 x large sack, 1 x scroll: **slow**, 1 x window, 1 x war dog pair, 1 x rowboat, 1 x ladder, 1 x mule with saddle bags, 1 x **potion of extra healing**.

14. Guard Post

Two guards man this post. They usually can be found sleeping (30%) or playing dice (25%). The rest of the time they are actually alert and paying attention.

15. Well

The orcs have dug a well here which is 25 feet deep and has fresh water in it coming from an underground stream.

S. Pass Between the Trees

This pass is unguarded. Most of the creatures of the forest greatly fear the wizard and give him and his tower a wide berth.



T. The Dark Tower of Odrurius

Odrurius the Dark has been living in the Wild Woods for over a hundred years or more. He was here when the Red Monks were crushed by the king's army. He was here when Lord Falzel's keep fell to the enemies of the realm. He was here when many of the trees of this forest were but tiny saplings.

He was once a rich and powerful adventurer. He once explored a ruined castle farther inside the realm with Lord Falzel and Jamus Smitteny and other powerful adventurers of that time. But his

heart grew darker after those adventures were over. He retreated from adventuring life and built his own dark tower far from civilization to pursue his own magical studies.

The Dark Tower stands tall above the trees of the Wild Woods. On a very clear day one can barely see the top of the tower from as far as the Thundering River. The tower is made of dark granite and rises nearly seventy feet tall. It consists of four levels including the roof and the ground floor. At night there have been rumors of gargoyles flying around the top of this tower but there are no gargoyles here. There is only an Imp that serves as the wizard's familiar.

Random Encounters Within the Tower

Encounters should be checked every time the adventurers change levels of the tower. The tower is not as large as it might seem from the outside. It would be difficult to go far in this tower without meeting someone or some thing. A roll of 1-4 out of 6 will indicate an encounter.

1-4 **Drebro, Imp, Familiar:** AC 2; MV 6/18; HD 2+2; # AT 1; Dmg 1-4; SA can polymorph self into animal form at will; SA animal forms it knows are ravens and goats; SA poison tail (save or die); SA detects magic and good at will; SD regenerates 1 hp per round; SA invisible at will; SA suggestion once daily; SD +1 or better weapons to hit or silver weapons; SD immune to cold, fire, electricity; SD saves as a 7HD creature; SA confers special attributes to it's master (25% magic resistance/additional xp level/regeneration of 1 hp per round); SA can call upon lower planes for advice and answers to questions; Magic Resistance 25%; AL LE; MM page 54.

This imp will stay invisible at all times. He prefers to stay that way even when it is just him and his master here. Once he spots intruders here he will follow behind them invisibly and watch them for his master. If his master is attacked he will sit by and watch until his master is close to death and then he will attempt to strike the adventurers from behind and by surprise.

5-6. **Odrurius the Dark, Wizard:** MU6; AC 6; HP 15; he wears a dark robe with a fringed collar made from unicorn mane which has been dyed black; He wears **bracers of protection AC 6** and carries a wooden staff. On his side is a scabbard with a **dagger +1/+2 vs Kirin and Lammasu**. He is AL LE. He has the following spells memorized: **charm person, feather fall, spider climb, push, rope trick, web, blink**. He carries a **wand of magic missiles** that has 11 charges left on it (3 missiles for 2-5 damage).

As long as his familiar lives he has magic resistance of 25%, regenerates 1 hit point per round and is 6th level.

If he is encountered on the top level of the tower he may use his push spell to force an opponent to fall from the top of the tower. Or he may use spider climb to escape from enemies attacking him there. Or he may just jump and use his feather fall to escape. Or he might use his rope trick to climb up and escape.

Key to the Tower

The Wizard and his familiar can only be found via random encounter. It is entirely possible for someone to walk up to the top of the tower and back again and see neither. Of course the familiar is invisible. So they would not likely see him anyway. The wizard constantly moves between levels and is working on his projects and is not particularly aware of his surroundings. He may well not even notice that anyone is in his tower until he actually sees them.

1. Ground Level of the Tower

The two metal doors to the tower will open automatically anyone approaches within 10' of them. A spiral staircase rises from the floor and through the ceiling in the center of the room. A statue of a wizard stands against the north wall. A cuckoo clock announces the time every fifteen minutes with a tiny griffin and hangs on the west wall. On the east wall is a portrait of the wizard Odrurius. His eyes seem to follow as anyone moves around the room. On his shoulder in the painting is a devilish looking imp smiling.

Behind the painting is a scroll that Odrurius has lost and forgotten. It has the following spells on it: **light, jump, magic mouth**.

The statue is a stone guardian and it will do nothing unless intruders attempt to go up the stairs uninvited. It will then attack.

Stone Guardian (1): AC 2; MV 10; HD 4+4; HP 20; # AT 2; 2-9/2-9; SD edged weapons do only 1/4 damage; SD normal missiles are ineffective; SD cold, fire and electricity do only ½ damage; SD immune to poison, hold, charm, paralyze, fear; SD killed instantly by stone to flesh, transmute rock to mud, stone shape, dig (no saving throw); AL N; MM2 page 115.

There are no magical properties to the cuckoo clock or the painting. The painting will detect magic because of the scroll hidden behind it.

2. Laboratory and Reading Room

This level has a book case against the west wall and a lab table against the south wall.

On the north wall hangs another portrait of Odrurius. In this one he appears to be casting a spell with one hand while holding a spell book in the other. He is facing away from the viewer and seems to be facing some unseen enemy. From the angle of the person viewing the painting one can see the book that he is holding and the words on the page that he is reading from. In fact...they can actually read the runes that he is reading. This is effectively a scroll that could be copied from the painting or cut from it. The spell is: **hold person**.

Against east wall is a coat rack with a dark robe hanging from it. This is not a magical robe but is made from the fur of jackalweres and is quite warm. It is worth as much as 125 gold pieces. In the pocket of this robe is a **ring of weakness**.

Lab Table

Dozens of vials of powder, liquid and unexplainable things can be found on this table. Some of them seem to be boiling even though no heat is being applied to them. None of these containers is marked in any way and all are impossible to identify without personally testing them.

Should anyone dare to mix any of these chemicals roll on the following table to determine the result:

- 01-70 Failure - potion does nothing at all
- 71-95 Success - roll potion randomly on the table in the DMG on page 121
- 96-00 Explosion - these chemicals cause an explosion in the room damaging all of the remaining chemicals and containers and doing 2d6 damage to all in the room at the time (including the imp if he is present and watching)

There are also six liquids in potion bottles which appear to be completed potions but none of these are identified either. These potions are as follows:

1. Gaseous form
2. Poison - save versus poison or take 1 hit point of damage per round for 1-8 rounds.
3. Invulnerability
4. Fire resistance
5. Sweet water
6. Longevity

Book Case

Reading books are one of Odrurius favorite past times. Many of these old books look worn from use. The pages are falling from many of them. The covers and bindings appear damaged from over use. All of these tomes might have value if taken to a sage or a library. The titles to be found on this book case include:

Journey to The Illuminated Halls of Terror by Earl Noli Goldbrow the Umbral

A Folio of Hexes by Christine Carter the Resplendent.

Lady Azetbor the Demented's Hermetic Doctrine of Dark Transformation.

The Vade Mecum of Demented Magics by Prioress Kandel the Telestic
he Large Journal of Exotic Animals and Invocation. There are clearly pages missing from this recent violet guide.

The Manual of Demented Sorcery by Filin the Forlorn. The cover of this well-preserved lexicon indicates that it was edited by Fifur Silvermace.

A Handbook of Darkness by Turrellas the Telestic. Wedged between the pages of this book is a scroll with the following spells: **locate object, tongues**.

The Small Book of Diabolism and Transmutation

An Expedition to The Trifold Manse of Necromancy by Margaret Cook the Dark

Chaos and Necromancy: a Tome by Russell Jones the Trifold

3. Odrurius Living Quarters

Even an old wizard must eat and sleep.

A small bed lies here with a Hell Hound Fur comforter (an evil priest or wizard might pay as much as 200 gold pieces for this luxury item as it seems to heat itself). Hidden beneath the mattress is a bone scroll tube with a cursed scroll inside of it (polymorph reader into a bugbear who will immediately attack all those present who are not bugbears).

A table and chair serves the wizard for eating his meals. A silver plate and tankard sit on the table. Each is worth 25 gold pieces.

A small stove sits on the east side of the room. A small stack of wood is located next to it.

A large wooden chest lies in the north end of the room. This chest is wizard locked (6th level) and contains the spell book of Odrurius with the following spells: **charm person, feather fall, spider climb, push, burning hands, sleep, protection from good, rope trick, web, pyrotechnics, leomund's trap, detect good, blink, suggestion, protection from good 10' radius, protection from normal missiles**. The chest has a leomund's trap spell cast upon it to make the thief detecting for traps believe that the chest is trapped when it actually is not. Also in the chest are 300 gold pieces and 200 platinum pieces. There is also an old pointed wizard cap made of the finest phase spider silk which appears to fade in and out when worn but has no real magical attributes.

4. Tower Roof Top and Observatory

One can see almost the entire Wild Woods from here. Odrurius enjoys the view from here and often comes up here at night to enjoy looking at the night sky. His Imp often likes to come up to this level and fly around the tower. This has led to rumors about gargoyles flying around here. A fall from this level would probably be fatal for most mortal men. It is 70 feet to the ground below and a fall would do 7D6 damage.



U. Owl Bear Lair

This lonely owlbear has lost her mate to orc hunters that live nearby. The mate took many of those orcs with him though. She now lives in this cave alone and waits to give birth. She will aggressively defend her cave and herself. The cave entrance is partially camouflaged by brush and branches which have fallen near the cave mouth. One passing by the cave would either have to be looking for a cave or come very close to notice it.

There will be no random encounters here.

1. Mouth of the Cave

The blood stained skulls of some orcs who made the mistake of coming too close to this cave can be found just inside the cave entrance. These skulls appear to have been crushed entirely.

2. Pooled Water

A small pool of water covers the floor here. Water drips from the ceiling occasionally. The water is brackish looking but is drinkable.



3. Owlbear Lair

A single female owlbear is here. This is her nest. She is pregnant and a few months from giving birth to a litter of baby owlbears. She is afraid and irritable. If anyone enters this cave she will roar and then charge. She is resting in a nest of tree branches and brush in one corner of the cave when the adventurers arrive.

Owlbear (1): AC 5; MV 12; HD 5+2; HP 23; # AT 3; Dmg 1-6/1-6/2-12; SA hug; AL N; MM page 77.

Lying about the floor here are treasures of the owlbear. There are 1249 copper pieces and 1831 electrum pieces piled up and scattered in places along the floor of the cave. There is a silver brooch with a citrine center worth 175 gold pieces lying in a corner. There is a fine woven rug worth 100 gold pieces which seems to have been made part of the nest. There is a vase lying on its side which appears to be high quality craftsmanship and is worth as much as 75 gold pieces. Lying on the floor near the nest is a **longbow +1/+2 versus dragons.**

So ends the Adventures in the Wild Woods.....

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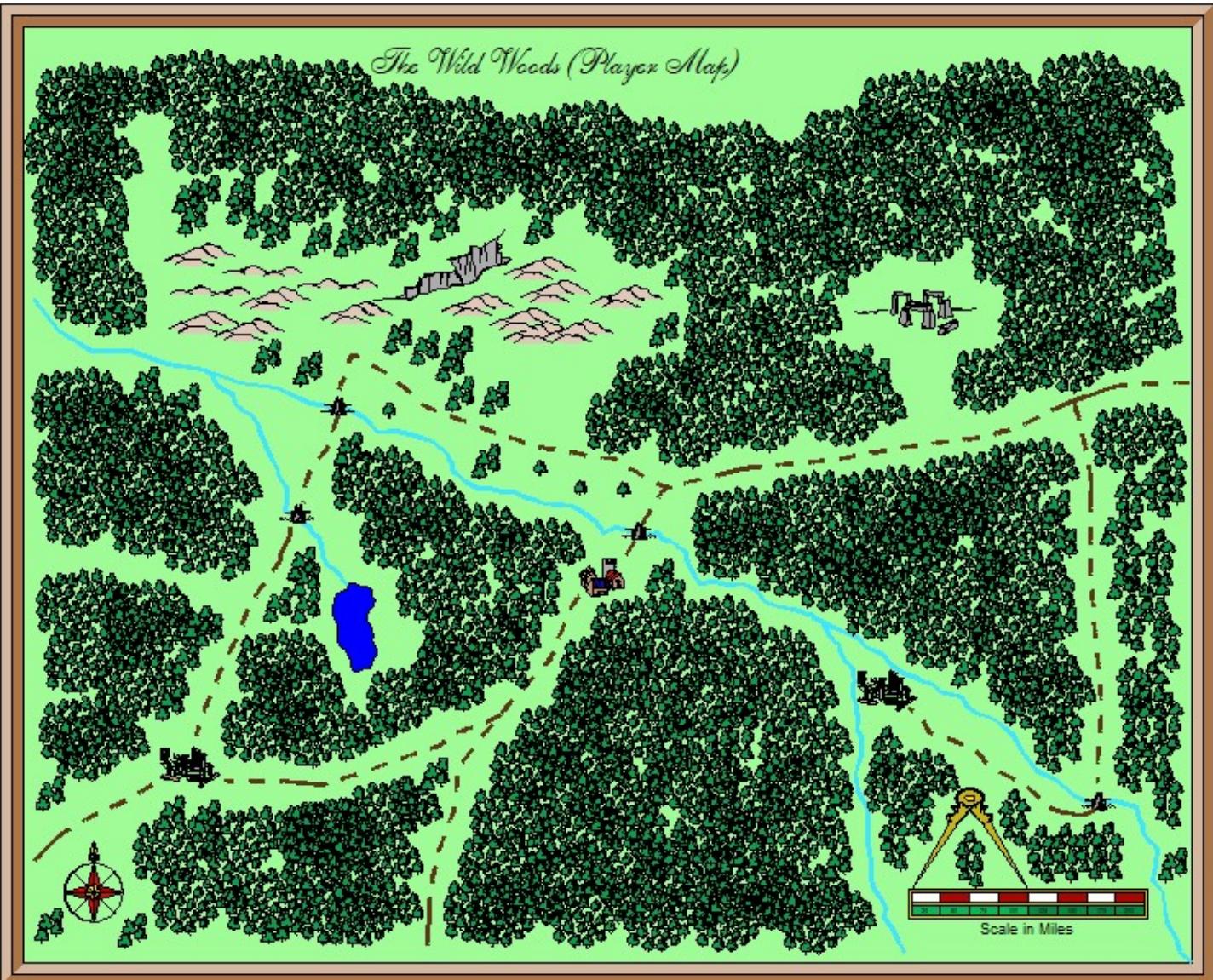
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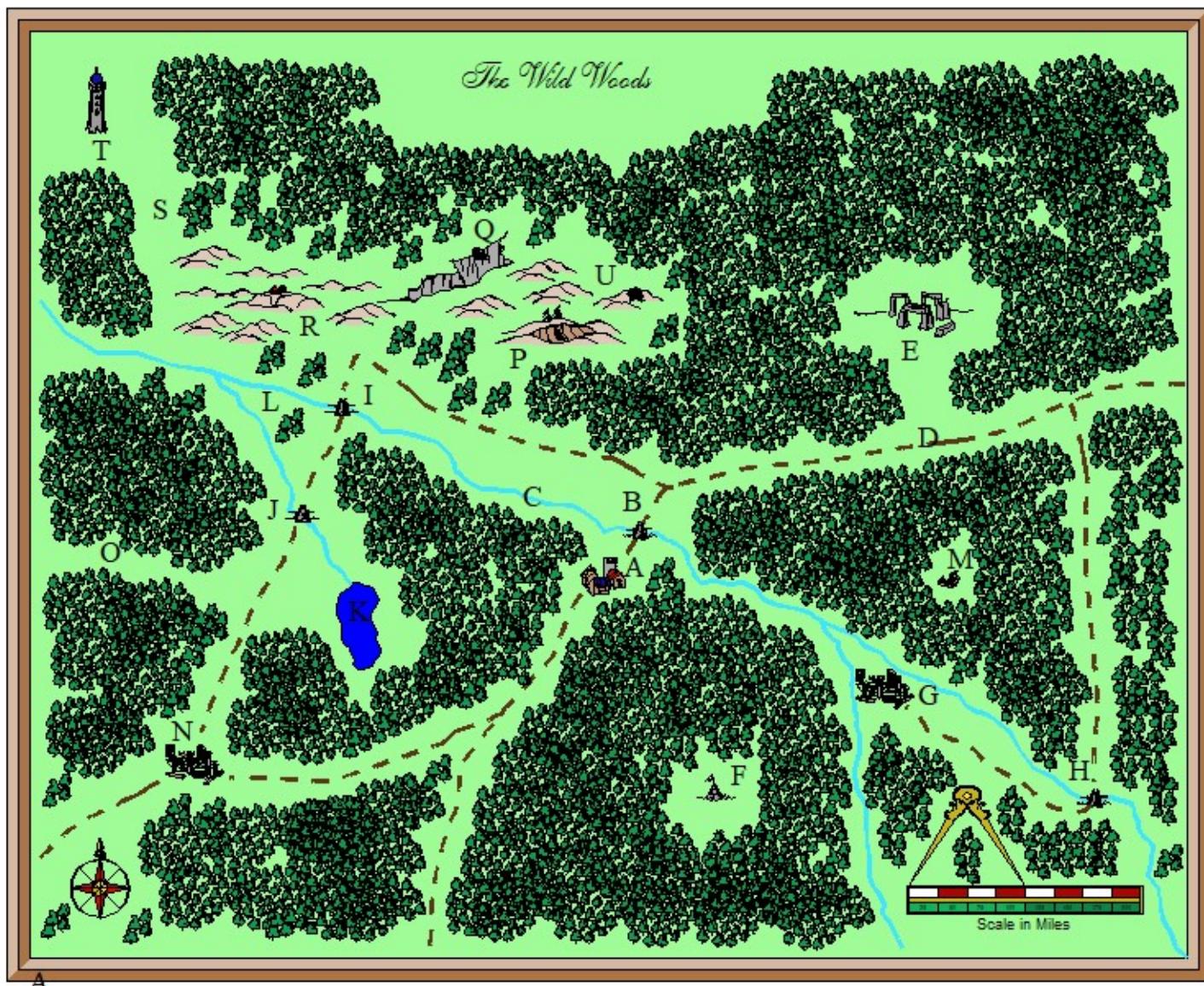
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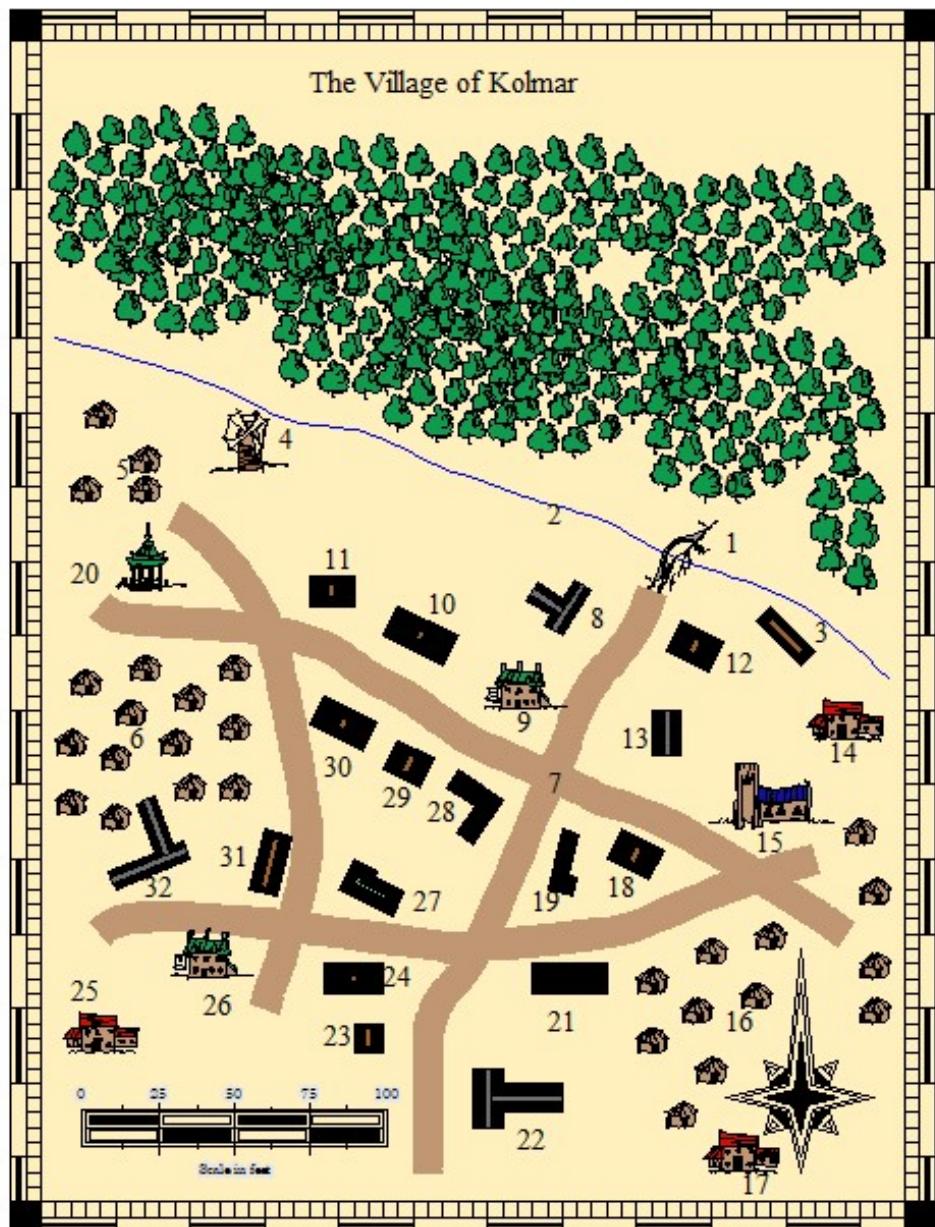


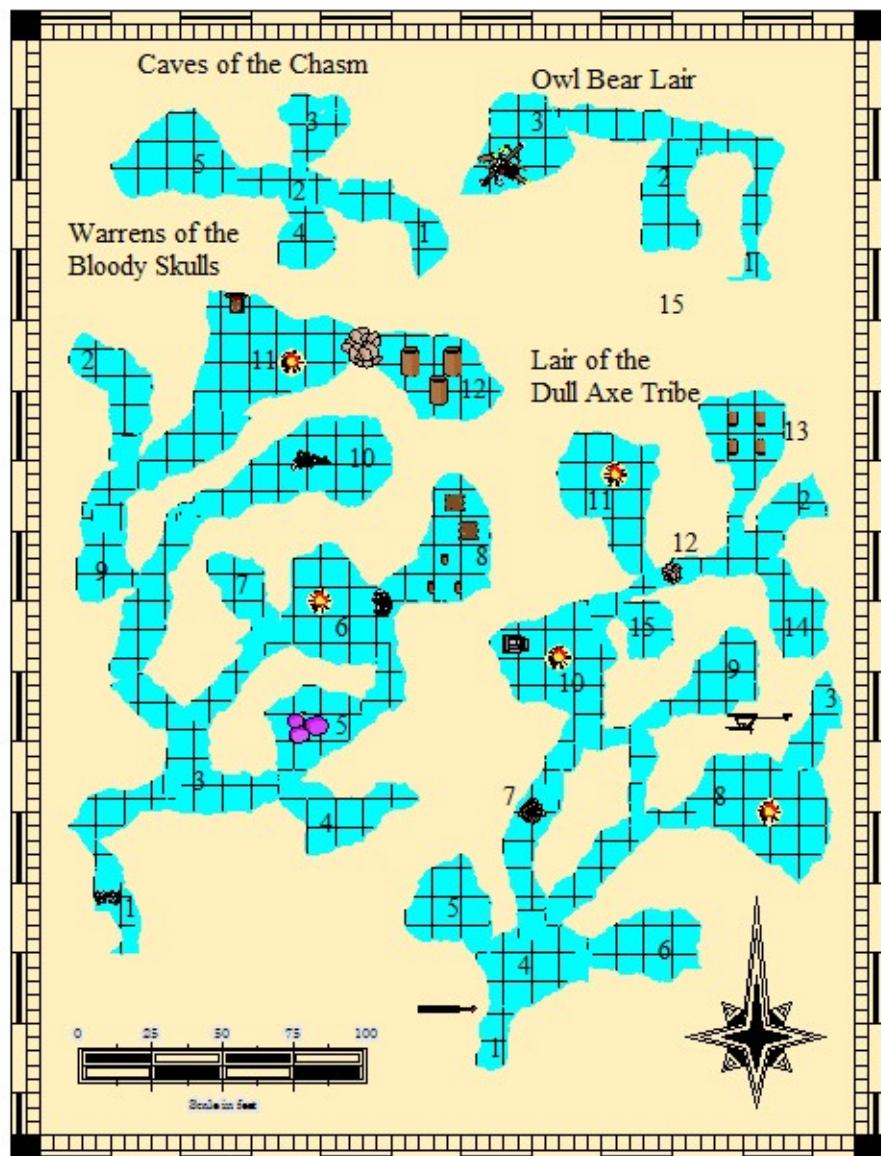
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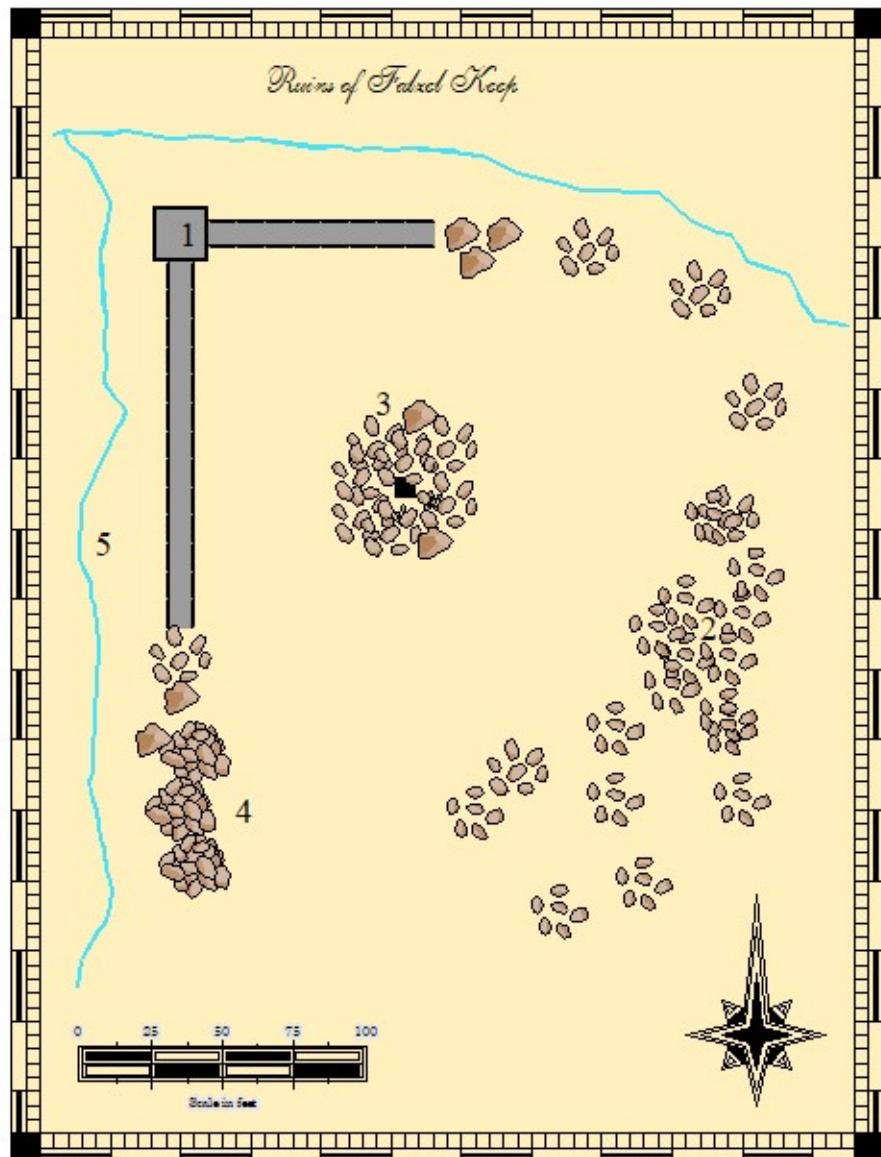
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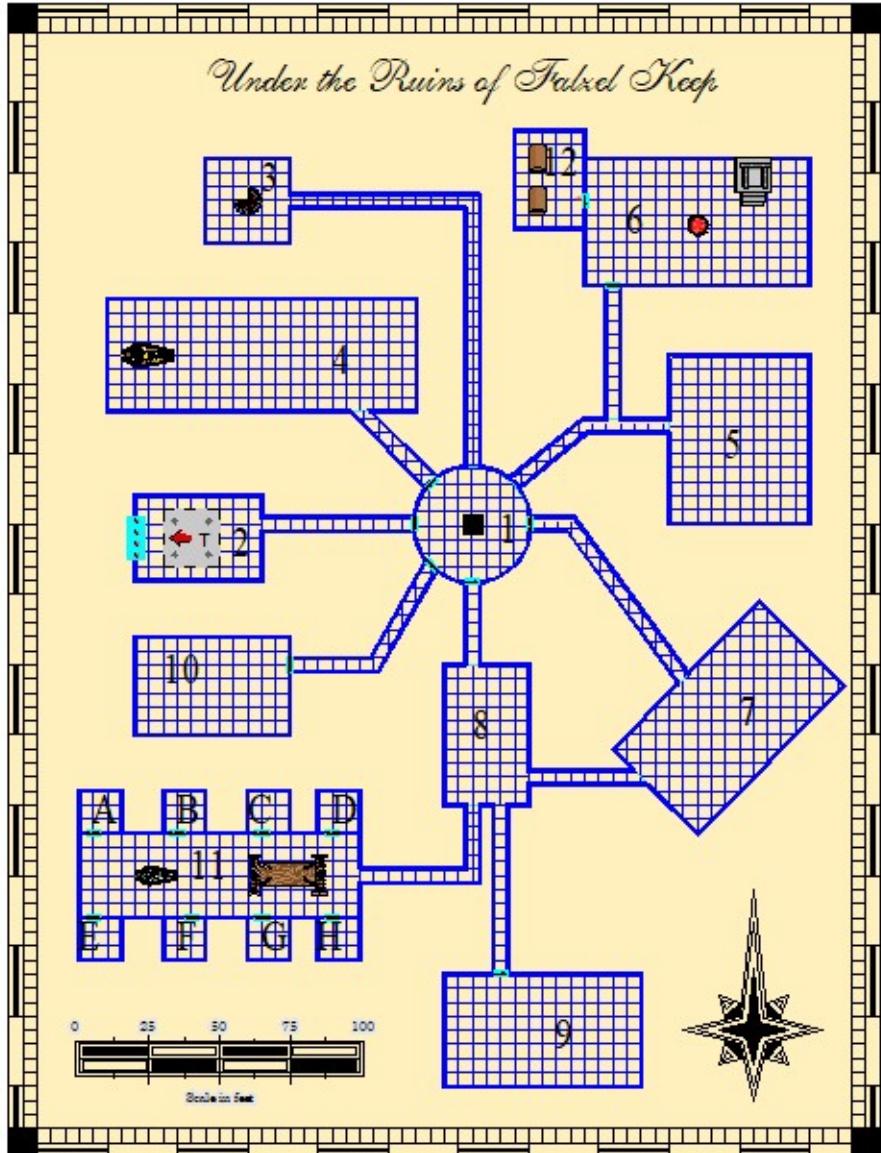




Ruins of Falcol Koop



Under the Ruins of Falzd Keep



Ruins of the Monastery of the Red Order

