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Legacy of the Unknown

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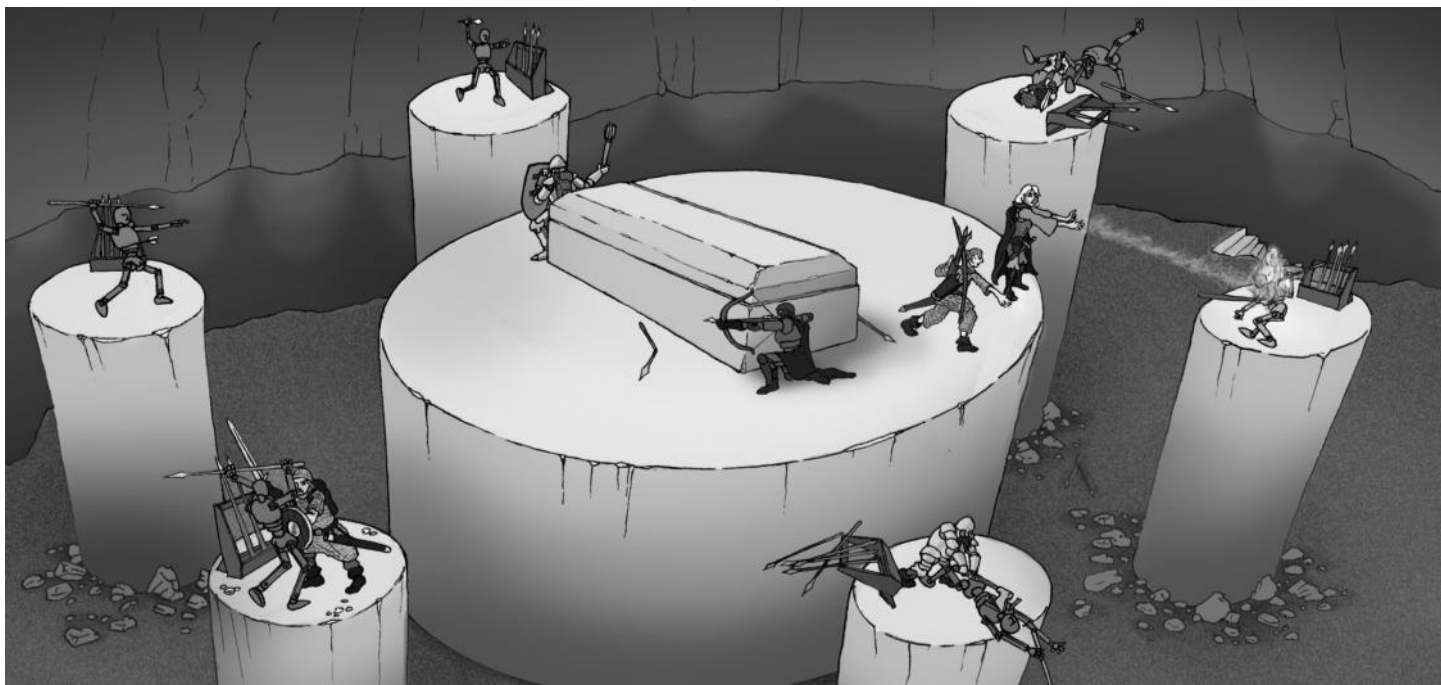
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Prologue—Player Introduction

The Caverns of Quasqueton have been conquered. The former keep of Rogahn the Fearless and Zelligar the Unknown has been cleared of its monstrous denizens and its treasures looted. Your party has succeeded where countless others have failed and perished. The villagers of the valley have hosted a celebration that has lasted for three days. People of valley have descended on the village to see your victorious group and surely to view the treasure that you have brought forth. A large caravan has delayed its journey to join the throng.

But now the people of the valley are returning to their homes and the celebration wanes. You have basked in the glory of your victory and soaked up the adulation of the citizenry. Now some unanswered questions stir in your minds. What was the fate of Rogahn and Zelligar? Why did they leave?

You know the pair built Quasqueton as their sanctuary and they were invaluable in fending off a barbarian invasion. Despite their victory, the pair received only suspicion. Did Rogahn and Zelligar only defend the valley to protect the treasure horde in their secretive keep? Was it greed that motivated the fighter and wizard? And did that very same greed drive them to raid barbarian stronghold? Those questions haunt you now.

While perusing through the treasure horde, several journals recount the last days of Quasqueton. In reading these you have discerned that Rogahn and Zelligar did plan on raiding the homelands of the barbarian invaders. In the battle against the barbarian horde, the wizard and fighter captured two barbarian leaders. Clearly, certain information was gained – perhaps even the location of a vast treasure hidden in the wild northlands. You cannot

be sure. But something led Rogahn and Zelligar away from Quasqueton.

It has been almost 30 years since Rogahn and Zelligar disappeared on their quest. Rumors spread through the valley that the group confronted the last barbarian chieftain and his minions in a great battle. All were destroyed and the barbarians have never returned. It is time to learn truth behind the disappearance of Rogahn and Zelligar. You have decided to follow the path of the two adventurers. You must discover the Legacy of the Unknown.

DM's Background

Rogahn and Zelligar successfully drove off the barbarian attack and captured two sub chiefs – sons of the great chieftain to the north. The cost to build Quasqueton was enormous and with the capture of the sub chiefs, Zelligar used magic, and other less humane techniques, to draw information from his prisoners. Zelligar learned that the barbarians guarded a ruined city from ages past. The barbarians believed that the city was the home of their gods and that a horde of treasure lay within. Zelligar shared the information with Rogahn and the two planned their assault.

Meanwhile, the great chieftain learned of the capture of his sons. But with his army destroyed he was powerless to attempt a rescue. Then fate delivered help in the form of Saugrem the Necromancer. The wizard was captured trying to gain access into the ruined city. Rather than execute Saugrem for his offense, the great chieftain struck a bargain. Saugrem would use his magic to rescue the chieftain's sons and in turn would receive his freedom and access to the ruined city.

Saugrem traveled to the forest surrounding Quasqueton but could find no way to enter the fortress. While watching the keep he noticed a beautiful maiden, Melissa, regularly left to walk in the wood. She was often accompanied by Rogahn, and Saugrem correctly surmised they were lovers. Saugrem waited and watched for an opportunity. It came quickly.

Saugrem simply approached Melissa and charmed her when she was alone. Now, the evil wizard had a spy in Quasqueton. He soon discovered it was too late to save the sub chiefs. Saugrem returned to the great chief and reported the news. The chief was prepared to again execute Saugrem, but the wizard had a plan. He told the chief that Rogahn and Zelligar were planning a raid on the ruined city. Saugrem, with the aid of his charmed and unwitting spy, convinced the chief that with his help, Rogahn and Zelligar could be ambushed and vengeance applied. The chief agreed and Saugrem planned his ambush.

But Saugrem had much more than an ambush to plan. He had designs on a powerful magic artifact hidden in another city directly beneath the ruined city. After all, that is how he came to be captured by the barbarians. Saugrem indeed devised an ambush, but he also planned the destruction of the barbarians.

Rogahn and Zelligar entered the ruined city and faced little resistance. It took Zelligar some time to discover the secret of the Great Tower and longer to scavenge the rings needed to enter. The adventurers finally entered the tower and descended into the dark shaft to the Forgotten City. As the adventurers moved through the buried city, Melissa ran without warning into a large temple. Rogahn followed her heedless of any danger. Zelligar called for restraint, but also followed his life-long friend. Soon after the adventurers and their mercenaries entered the temple, they were beset by a horde of battle-frenzied barbarians bent on vengeance. The battle was waged without mercy – one group fighting for survival, the other for revenge.

The fighting went on for hours and filled nearly every chamber of the temple. Ultimately, splintered groups sought escape. That was when Saugrem sprung his own trap. As remnants of the Quasqueton raiders and the barbarians sought refuge, swarms of undead emerged from within the temple. Saugrem commanded his undead minions to kill any surviving surface dwellers. But Saugrem had underestimated the powers of Zelligar and Rogahn. The evil wizard fled from the battle to secure the object of his desire, the fabled *bone staff of death*. But before Saugrem could make his escape he was trapped by Zelligar. The two wizards remain in the temple, trapped in time, waiting for someone, anyone, to break the deadlock.

Starting the Adventure

This adventure is the sequel to B1 In Search of the Unknown by Mike Carr and produced by TSR, Inc. Playing B1 is not required but certainly advised. *B1 Legacy of the Unknown* is designed for 4-8 characters of 2nd - 4th level (approximately 18 total levels). A group of five or six second level characters will have a very difficult time surviving this module. This adventure is designed using the First Edition Advanced rule system but can easily be converted to the OSRIC game. No particular class is required for play. However, every character should be second level or higher. If played directly after B1, and the characters have not reached 2nd level, run all the optional encounters in the first section of this module. This will allow characters to reach 2nd level if they came up short after B1 In Search of the Unknown. For this reason characters should be allowed to gain a level during play. There is ample time to rest between many of the encounters and the module gets progressively more difficult. Leveling up during the adventure should be allowed.

The players will only have the information supplied in the Player Introduction. Questioning the local inhabitants will not provide any further information. The PCs may purchase standard equipment as well as horses and mules. Weapons and armor may be purchased though may be limited per DM discretion. Additionally, there are several NPCs available for hire (see appendix page XX).

From the documents recovered from Quasqueton, the PCs have determined the location of the ruined city (see Player Map Aid 1). It will take 10 days to reach the ruined city. The path to the city is rarely traveled and certain dangers exist. Each day consult the Outdoor Wandering Monster Chart.

Additionally, there are three preset encounters on the path to the ruined city. These encounters are detailed on the DM Map Aid 1. Additionally, there are two optional encounters. The optional encounters can be included per DM discretion; however, if the party is under strength (levels), run the optional encounters and allow the player characters to gain an experience level during the adventure.

Prior to starting the travel section of this adventure the players must create a party formation and detail if they are mounted or dismounted. Also, if pack animals are included, they must be included in the formation. Items carried by pack animals must be detailed.

Section One: The Mountain Pass

Day 3 Encounter 1: The Rabid Giant

As you enter the wide mountain pass the tall grass of the plains dissolve into rocky ground and sporadic plant life. Scrub trees grow in no apparent pattern and

occasionally a tall pine reaches skyward. There are gentle sloping ridges to each side of the pass; mostly covered with pine tree and other hardwoods. The pass curves to the east almost immediately upon entering the mountainous terrain. Then as you proceed a tremendous crashing noise shatters the still air. A cluster of trees shakes and then splits as what can only be a giant emerges. The giant is frothing at the mouth and his wild eyes find your group. With a incoherent yell, the giant rushes forward.

DM Description: This hill giant is in the final stages of rabies; an unfortunate result of catching and eating a rabid raccoon. Upon sighting the party the giant will rush headlong into battle. It has no fear or regard to its personal safety. The giant starts at a distance of 300' from the party. It will attack the first character it can reach. When in combat, the giant will attack any target it can reach – roll randomly each round. Also, the rabies has severely affected the giant's combat ability and it makes all attacks at -4 to hit and -4 to damage. The giant will fight to the death.

Hill Giant, Rabid (1) AC 4; HD 8 +1d2; hp 31; # AT 1; Dmg club 2d8 -4; SA Hurl boulders 2d8 -4 damage; SD None; MV 12"; Size L; AL NE; THACO 12 (-4); EXP 1,400 +12/hp. The hill giant carries no weapon but has a small sack (belt pouch) containing 90 gp, 110 sp and four gems worth 50 gp each.

Day 4 - Encounter 2: Giant Snakes

DM Description: As the party makes its way into the mountain pass they will be attacked by three giant snakes. The snakes will surprise the party 50% of the time as they are hidden in the tall grass. The snakes will attack the first three members in the party formation. If the PC is mounted, there is a 50% chance the snake will attack the mount or the rider. Each snake will continue to attack its target until it is dead or the snake is killed.

In the belly of one of the snakes are the remains of a dwarf (see encounter 3) and its possessions. The dwarf is almost completely digested, but its possessions remain including: ruined ringmail armor, a belt pouch (ruined) with 31 gp and 75 gp gem, a silver necklace worth 100 gp. The snakes have no other treasure.

Copperhead Snake, Giant (3) AC 5; HD 3 +1; hp 16, 11, 10; # AT 1; Dmg bite 1d4; SA poison bite (2d4 damage or save vs. poison for half damage; SD None; MV 15"; Size L; AL N; THACO 16; EXP 125 +4/hp.

Day 6 - Encounter 3: Evil Dwarf Party

DM Description: This encounter will occur near the end of the sixth day as the party moves through the mountain pass. They will see the smoke of a campfire ahead and several dwarves making camp. The dwarves will see the party at the same time and invite them to share their camp. These dwarves are utterly evil and will attack the party if it lets its guard down. Their plan is to let the party join the camp and attack at the first opportunity.

These dwarves are in the mountain pass looking for a crypt of a long forgotten king. They have a map which shows the crypt is still one more day's travel through the pass. They will share this information with the party if asked, hoping that honesty will build trust with the PCs. They will also use the crypt story to convince the PCs to join forces and explore the crypt together. The dwarves will try everything to get the party to let its guard down. They will prepare a large feast and open several kegs in hoping the PCs will imbibe too much ale...If that fails, the dwarves will attack after the PCs have gone to sleep.

Dwarf Leader, Second Level (1) AC 4; HD 2 +2; hp 14; # AT 1; Dmg battle axe 1d8 +1; SA none; SD None; MV 6"; Size M; AL NE; THACO 20; EXP 35 +3/hp.

Possessions: Chain mail, *shield +1*, *battle axe +1*, pouch with 50 gp, two gems worth 100 gp and 250 gp.

Dwarf Cleric, First Level (1) AC 2; HD 1; hp 5; # AT 1; Dmg mace 1d6 +1; SA spells; SD spells; MV 6"; Size M; AL NE; THACO 20; EXP 65 +2/hp. Spells: *cure light wounds*, *light*, and *bless*.

Possessions: Plate mail, shield, *mace +1*, *clerical scroll with two spells: remove fear, resist cold, potion of healing*, pouch with 20 gp, a gem worth 200 gp, and gold ring worth 75 gp, bone scroll case holding map to crypt.

Dwarf Fighters, First Level (6) AC 6; HD 1+1; hp 9, 7, 7, 6, 5, 4; # AT 1; Dmg battle axe 1d8; SA None; SD None; MV 6"; Size M; AL NE; THACO 20; EXP 20 +2/hp.

Possessions: Scale mail, shield, battle axe and pouch with 3d10 gp.

Optional Encounter 1: Crypt of the Forgotten King

DM Description: This encounter is run at the DM's discretion. If the encounter is not needed, the crypt can be found but it is very small and empty. Otherwise use the Crypt Map and the following descriptions:

C1 The Ogre Cave

Player Description: You have climbed and crawled but finally arrived at the entrance to a carved entrance in a cliff wall. A small clearing gives way to a tall cliff wall

which is flanked by thick woods. A stone archway in the center of the cliff wall must be the entrance to the crypt. In the center of the clearing a fire pit smolders and waits for more fuel. Around the fire pit are piles of wood and bones. Several logs appear to form a chair and are covered with tattered animal hides.

DM Description: The crypt entrance is just off the main mountain pass, but well concealed. It can only be found with the map. The arched entrance leads to a cave (see map #3 Crypt Map). The cave is currently home to a very old ogre. The ogre is old and fairly feeble by ogre standards, but quite clever. It has noticed the PCs approach and is hiding in the woods on the west side of the crypt entrance.

If the party tries to enter the cave, the ogre will trigger a deadfall trap set above the cave entrance. The ogre will wait until at least one party member has entered the cave. Several dead trees and small boulders will fall over the cave entrance. PCs caught under the trap may make a dexterity save (no adjustment) to avoid the trap. Those who make a successful check will find themselves inside the cave. Those failing the dexterity check will suffer 2d4 damage and be pinned under the debris. It will take two rounds to extricate a PC with help from another PC. Unaided PCs will take four rounds to escape. Those trapped in the cave can dig their way out, but it will take 10 rounds. The ogre will attack any PCs remaining outside the cave. The ogre will call its pet bear and attack the remaining PCs. The bear is also very old and suffers combat penalties. In combat the ogre wields a *spear on slaying (animal)* (see **New Magic Items**)

The cave is without decoration with two piles of animal skins that act as beds, and a beat up iron kettle. At the back of the cave is a carved stone door. The ogre has placed several boulders in front of the door as well as a large log that acts as a brace. These can be moved without much trouble to gain access to the door. The door has no locking mechanism and opens easily.

Ogre (1) AC 5; HD 4 +1; hp 14; # AT 1; Dmg spear 1d6 +1 or hand 1d10 ; SA None; SD None; MV 9"; Size L; AL CE; THACO 15; EXP 90 +5/hp. The ogre is very old and it will always lose initiative. The ogre carries a pouch containing 12 gems worth 10 gp each.

Black Bear (1) AC 7; HD 3 +3; hp 13; # AT 3; Dmg claw 1d3-1, bite 1d6-1; SA None; SD None; MV 12"; Size M; AL N; THACO 16 (-1); EXP 85 +4/hp. The bear suffers -1 to hit and damage with all attacks due to its old age. It will also always lose initiative.

C2 – Tomb Entrance

Player Description: The heavy stone door swings open easily releasing cool air into the ogre's cave. A dark hall leads into blackness. From beyond the darkness the faint sound of dripping water echoes through the hall.

DM Description: The hall is 100' long and water drips from the rough ceiling approximately 30' from the entry door. Also the PCs, if using adequate light source, will notice that at 50' the hall appears to steeply descend into the mountain. However, what they will not see is that the floor is actually cantilevered 20' prior to the descending section (see map xx and diagram xx). When the lead characters cross the over the center point of the cantilever, the floor will suddenly shift downward. At this point all the PCs on the cantilever section must make a dexterity check. Failure results in that character losing his footing on the slippery floor and sliding down the hall.

Characters that slide down the hall may strike characters that have successfully made their dexterity check. Characters that are in the path of a sliding character must make a second dexterity check to avoid being struck by a sliding character. Also, non-sliding characters that are successful may attempt to grab a sliding character to stop them from sliding past. To save a sliding character, the non-sliding character must make a strength check. A successful strength check indicates that the sliding character has been stopped. A failed strength check has no effect. Non-sliding characters may make one attempt for each sliding character that passes their position, though no more than two characters may be stopped per non-sliding character.

Characters that have successfully avoided sliding down the hall are not required to make further saves as they descend down the hall to the chasm (area C2).

A character that slides down the hall will fall into a large chasm filled with water. Characters falling into the chasm will drown unless they can drop their carried weight to less than ¼ their encumbrance limit or a maximum of 400 gp weight (+100 gp weight per point of strength over 12). Any items dropped will sink into the near bottomless cavern and can never be recovered. Unencumbered characters can swim at a rate of 1/5th their movement rate. Therefore, a PC that moves 120' unencumbered can swim at a rate of 24' per round.

There is no light in the chasm and a torch or lantern will be extinguished if it is submerged. The water is extremely cold and PCs may only survive a number of rounds equal to half their constitution score before suffering 1d6 damage per round. Characters that die from drowning/hypothermia will sink into the abyss. Characters that are cold resistant in anyway are not subject to

this rule. The characters must either find the ledge (C3) or be aided by PCs that are still in the entry hall.

C3 - Island Ledge

DM Description: PCs that eventually find the ledge may climb out of the water without problem. If a light source is established, the PCs will discover a staircase carved from the stone leading up to the island's elevated plateau.

Halfway up the stair case is a pressure plate that opens two secret doors. The doors are 10' from (down the stairs) the pressure plate. The doors are the only exit from small 10' x 10' chambers. Each chamber contains two wood golems. The golems will emerge and immediately attack anyone on the stairs. The wood golems have been underground for several hundred years and have begun to petrify due to the high humidity and calcite in the small room. Therefore, their armor class is improved. They are also no longer susceptible to fire in that they suffer extra damage or penalized saving throws.

Wood Golems (4) AC 5; HD 2; hp 14, 11, 9, 7; # AT 2; Dmg claw 1d3, claw 1d3 ; SA None; SD None; MV 9"; Size M; AL N; THACO 16; EXP 20+2/hp.

C4 – Crypt of the King

The dark stair emerges onto a large plateau that forms the island's surface. From the plateau you can see a large gap in the cavern wall across the expanse of water. It appears water must pour out creating a spectacular waterfall. Light from the gap barely illuminates some of the plateau which appears flat and featureless. However, at the eastern edge, which is closest to the gap, a structure is evident.

DM Description: The plateau is flat and barren but for the open air crypt of the king on the eastern section. There are six 35' tall columns set in circular formation around a 30' diameter dais. The dais is raised 10' above the plateau. The columns and dais are featureless. A 20' long and 8' wide stone sarcophagus rests in the center of the dais. The sarcophagus is unmarked and plain.

A search of the area will reveal nothing of interest. In fact, there are no markings on any of the stone monuments. Nothing will occur until the PCs remove the sarcophagus lid. It will take a combined strength of 40 to remove the lid. When the lid is removed, the PCs will feel the ground (dais) shake violently and it will thrust up from the plateau an additional 20' and therefore stop 5' beneath the top of the columns. At the same time, the top 5' of the columns will break away revealing a hidden wood golem inside. These golems are perfectly preserved. Next to each golem is a rack containing 20 javelins. The

golems will hurl javelins at the PCs. When the golems run out of javelins they will leap to the dais and continue to attack. If there are no PCs remaining on the dais, the golems will attack those on the plateau.

The columns are 8' in diameter and a PC can leap from the dais to any column and engage the wood golems in combat. The columns are 8' from the dais and a leaping PC must make a strength check (with a -4 bonus) to make the leap. PCs wearing armor heavier than ring mail suffer a +2 penalty to their die roll. A PC failing the strength check may make a dexterity check to grab the top ledge of the column. Again, characters wearing armor heavier than ring mail suffer a +2 penalty to their die roll. Characters that make the dexterity check may climb onto the column platform the next round. However, the wood golem will attack and gain a +2 to hit on that round. There are no combat adjustments after the PC has successfully landed or climbed to a column platform.

Any wood golem or PC that is hit by four or more (to hit roll) while in combat on a column platform must make a dexterity check (no adjustment) or fall off the column. Characters that either miss the jump or fall off a column platform will take 3d6 damage from the fall. For purposes of this encounter, all wood golems have a dexterity score of 10.

The sarcophagus contains the remains of a frost giant king. All that remains is a skeleton and the ragged remains of his clothing and furs. Lying at the giant's feet is a stone chest. The chest is not locked and contains the following treasure: 1000 sp, 100 gp, a large gold necklace – 300 gp, and 10 gems – 100 gp each. Lying next to the giant is a huge battle axe but it is rusted and decayed. A smaller scabbard on the giant's belt holds his dagger (which is actually a *short sword* +1). Finally, the giant wears a silver helmet. It is a *helm of sight* (see **New Magic Items**).

Wood Golems (6) AC 8; HD 2; hp 12, 10, 10, 8, 7, 6; # AT 1 or 2; Dmg javelin 1d6 or claw 1d3, claw 1d3 ; SA None; SD None; MV 9"; Size M; AL N; THACO 16; EXP 20+2/hp.

Optional Encounter 2: Ruined Outpost/Old Keep

The mountain pass seems unending. Around each turn you fully expect to see the mountains dissolve into the hilly plains of the north. Yet, you are disappointed again. However, the pass has widened and now must be at least two miles wide. To the east low hills covered with pines and hardwoods ascend to the mountain ridges. The west side of the pass is a series of tall cliffs and barren rock outcroppings.

Your attention focuses on one such out-cropping. Standing as a lone sentry, a large guard tower and

walled compound command a view of the pass as it dissolves into the northern barbarian realm.

DM Description: A single mountain with a long spur marks the entry of the mountain pass from the north. At the edge of the spur, closest to the mountain pass entrance, a crumbling stone outpost is clearly visible. The outpost is walled with several structures inside including a deteriorating watch tower.

The outpost was once used by the barbarian tribe that inhabited the northern plains. However, after their defeat in the ruined city, the outpost was abandoned. It has fallen into disrepair from neglect. The gates are weather-worn and hang open. The tower and complex is home to a monstrous spider and some of her brood. They are only active at night and cannot be spotted during daylight hours. At night the spiders hunt throughout the general area and often bring their prey back to the outpost.

If the PCs approach during the day, no movement will be detected within the outpost. It appears abandoned and unused. When the PCs enter the complex, the spiders will be alerted and cannot be surprised. The spiders will scurry within the buildings and hide in order to ambush the PCs. The descriptions below assume the spiders have been alerted to the PCs intrusion. If the PCs somehow enter undetected, the spiders will be in the noted locations, but not hidden from sight. However, if a single battle erupts, the remaining spiders will be on alert and hidden for ambush. The spiders will only leave their structures if the monstrous spider in the tower is attacked.

The doors to all the structures are either broken or completely destroyed. All windows are broken and their shutters have fallen off or swing loosely in the wind. Each structure has suffered roof damage and holes are present in numerous locations. Walking on a roof is a dangerous prospect. For each round on any roof, roll 1d6. A result of 1-2 indicates collapse and the PC has fallen into the building. Damage from the fall is 1d6 for all the low level structures and 3d6 at the central tower. Note, this is not a trap and cannot be detected by a thief. It should be obvious that the structures are in complete disrepair and structurally unsound.

Visibility in the structure is normal during daylight hours, but at night an artificial light source is needed to see clearly.

1) Gate Tower

The complex is surrounded by a circular wall that reaches six foot in height. The wall is constructed of stone. A parapet of wood is attached to the inside section of the wall, but it has fallen into ruin. The wall has

collapsed in numerous sections and access to the buildings inside the wall is easy. A gate stands at the entrance. To each side of the gate, a short 10' tall tower offers overhead cover. A single open door provides access from the courtyard area. A short ladder leads to the interior parapet and an archway leads outside to the wall.

DM Description: The small towers are home to a group of small hunting spiders that will attack any who enter. The spiders will lay in wait on the parapet and jump down on intruders. If combat erupts in either tower, the spiders from the opposite tower will emerge and join in the battle. Otherwise, the spiders will only emerge from the towers to pursue a fleeing PC.

The tower floors are covered with tiny bones from various small animals and birds that the spiders have captured. There is no treasure within either tower.

Hunting Spider, Small (5 in each tower) AC 8; HD 1 -1; hp 6, 5, 3, 3, 2; # AT 1; Dmg bite 1d3 + poison ; SA poison bite save at +4 or paralyzed; SD None; MV 12"; Size S; AL N; THACO 20; EXP 45+1/hp.

2) Guard Barracks

This squat, stone building features a single entry and two windows. The door lies in ruin at the threshold and both windows are destroyed. A single barrel lies on its side next to the south wall.

DM Description: A small spider lies in wait inside the barrel and will attack any PC who attempts to investigate. Inside the barracks are a dozen cots, a few table and chair sets. The furniture has fallen into ruin. The bones of hundreds of small animals litter the floor and numerous webs obscure the ceiling. Hanging from several webs are the carcasses of various small animals and birds.

A pair of large hunting spiders live in this building. They are hiding amongst the furniture. They will immediately attack PCs that enter the building.

Hunting Spider, Small (1) AC 8; HD 1 -1; hp 5; # AT 1; Dmg bite 1d3 + poison ; SA poison bite save at +4 or paralyzed; SD None; MV 12"; Size S; AL N; THACO 20; EXP 45+1/hp.

Hunting Spider, Large (2) AC 6; HD 2; hp 10, 8; # AT 1; Dmg bite 1d4 + poison ; SA poison bite save at +2 or paralyzed; SD None; MV 12"; Size S; AL N; THACO 16; EXP 65+2/hp.

3) Guard Barracks

This squat, stone building features a single entry and two windows. The door lies in rubble at the threshold and both windows are gone. A single barrel stands next to the south wall.

DM Description: The barrel is full of rain water, but it smells rank. Inside the barracks are a dozen cots and a few table and chairs sets. The furniture has fallen into ruin. The bones of hundreds of small animals litter the floor and numerous webs obscure the ceiling. Hanging from several webs are the carcasses of various small animals and birds. Also, the corpse of a dwarf is suspended in the center of the room. The dwarf is long dead and has been drained of its fluids. The dwarf has a pouch with 47 gp on his belt.

A pair of large spiders lives in this building. They are hiding amongst the furniture. They will immediately attack PCs that enter the building.

Hunting Spider, Large (2) AC 6; HD 2; hp 11, 7; # AT 1; Dmg bite 1d4 + poison ; SA poison bite save at +2 or paralyzed; SD None; MV 12"; Size S; AL N; THACO 16; EXP 65+2/hp.

4) Commander's Building

The walls of this building appear more solid than the other structures. A single door provides an entrance in the south wall. All of the windows are damaged or completely destroyed.

DM Description: This building served as the commander's residence and office. The front room, which is accessed by the only exterior door, is empty of all furniture. The second room, which was as the commander's quarters, contains a bed, table and chair and a desk. This room is the home of a large spider. The room is littered with animal bones, both large and small. Webs hang from the ceiling and several animal carcasses are evident. The spider will hide in the webs and attack any intruders who enter.

A secret compartment in the desk contains a *ring of onyx* (see **New Magic Items**).

Hunting Spider, Large (1) AC 6; HD 2; hp 9; # AT 1; Dmg bite 1d4 + poison ; SA poison bite save at +2 or paralyzed; SD None; MV 12"; Size S; AL N; THACO 16; EXP 65+2/hp.

5) Stables

Clearly a stable, this building is barely standing. Where most of the outpost is made of stone, the stables are predominantly wood and the weathering and deterioration is substantial. The occasional creaking of wood indicates the entire building is under strain.

DM Description: The stable building is on the verge of collapse. However, unless the PCs intentionally damage the building further it will not collapse anytime soon. When the barbarians left, they emptied the building and nothing remains but empty stalls. No spiders are present in this building. There is no treasure to be found.

6) Tower

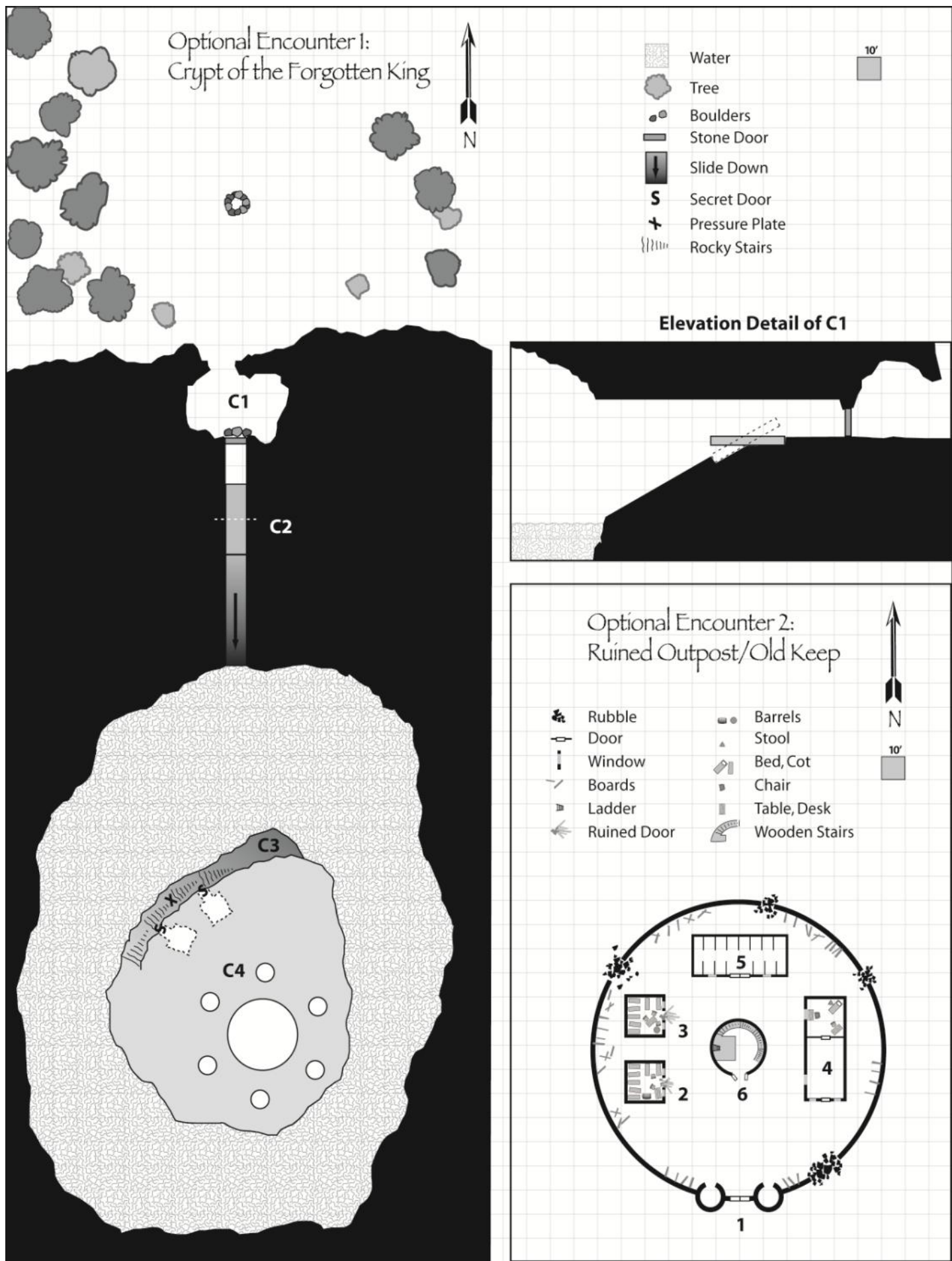
The main structure within the outpost complex is clearly this tower. It is approximately 30' tall and made of stone. A wooden canopy serves as a cover to an open roof area. A pair of solid wood doors hang open and serve as the only entry. There are no windows or arrow slits on the tower.

DM Description: The tower is featureless and served as a lookout post. The interior is stark and the only feature is a winding stair that follows the outside wall. The stair ends at a 10' square platform that provides access to a trap door in the ceiling. A short ladder is built into the wall leading to the trap door. The trap door is not locked and opens to the tower roof which is ringed by a short 3' wall and covered by a wooden roof supported by 10' tall posts.

A gargantuan spider lives in the tower. It will wait on the platform for the PCs to approach. It will attack the first PC to come up the stairs. Only two PCs may engage the spider from the stairs.

Hanging from the tower ceiling are numerous husks of large animals as well as two humans and a dwarf. All are long dead. One of the humans was a magic user and still has his pack. Inside, the PCs will find 31 gp, various first level spell components and a *scroll of two spells: magic missile and shield*. The second human was a fighter and is wearing chain mail (normal) and has a dagger stuffed in his boot. The dagger is normal but has a secret compartment in the pommel that holds four small emeralds worth 50 gp each. The dwarf has no possessions.

Hunting Spider, Gargantuan (1) AC 5; HD 4; hp 19; # AT 3; Dmg bite claw 1d4, claw 1d4, bite 1d6; SA poison bite save or paralyzed; SD None; MV 12"; Size L; AL NE;



Zone 1: Guard Huts

30'



City Wall and Double Doors



Rubble



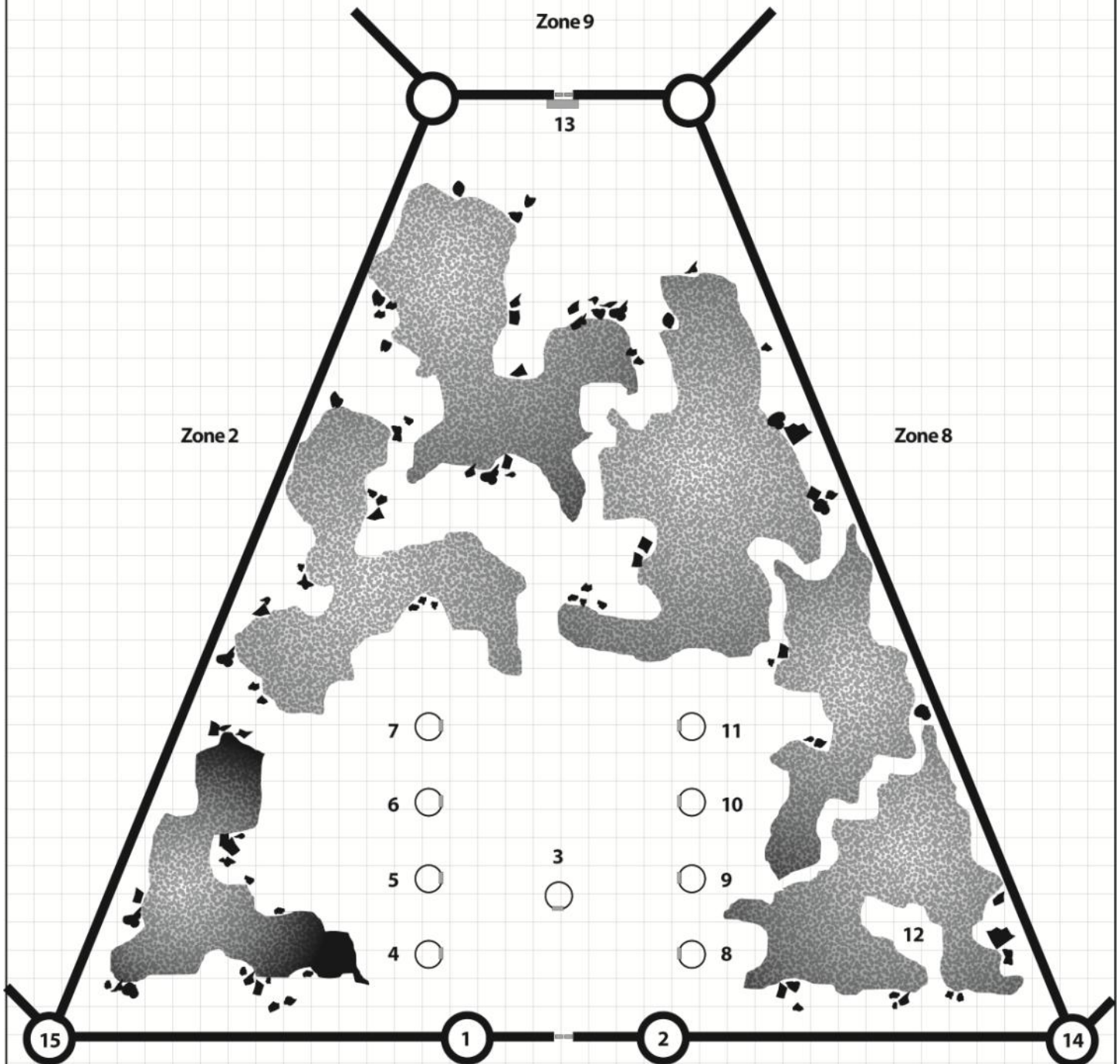
Hut



Giant Wooden Block



Tower

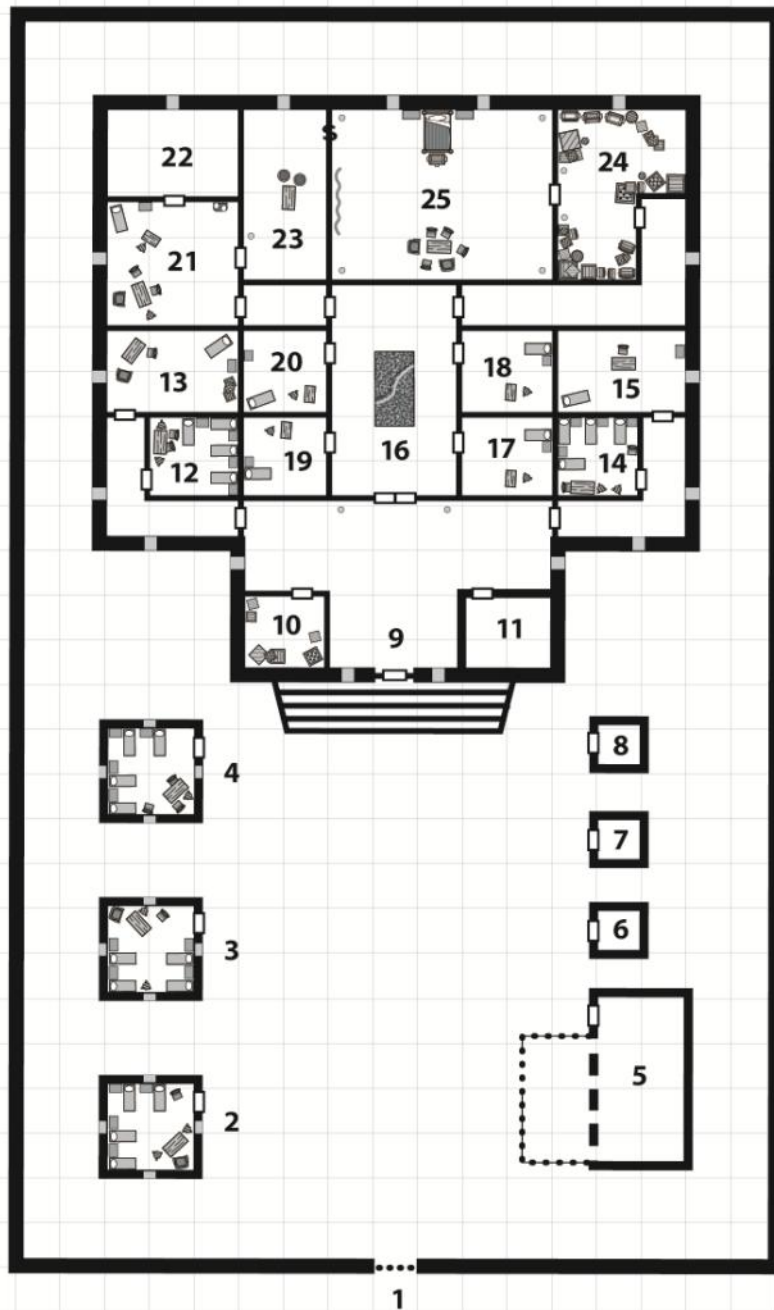


Zone 2: Gnom Compound

10'



- | | | |
|----------------|-------------|-------------|
| Door | Bed, Cot | Crates |
| Window | Chairs | Barrels |
| Rubble | Table | Evil Shrine |
| Wall with Gate | Wall Locker | Brazier |
| Fence | Chest | Canvas |

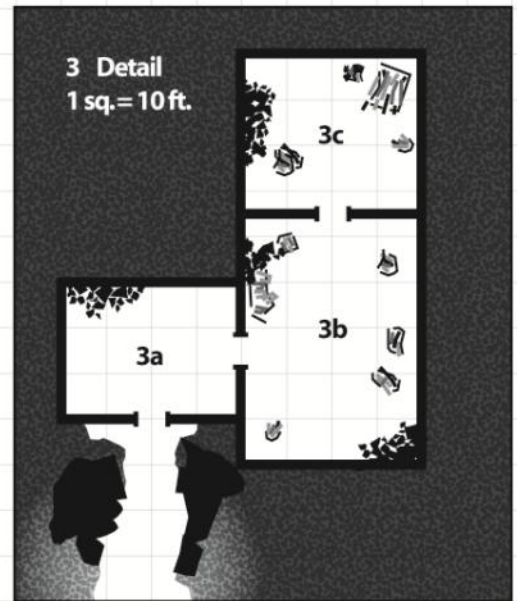


Zone 3: Unoccupied Ruins

30'

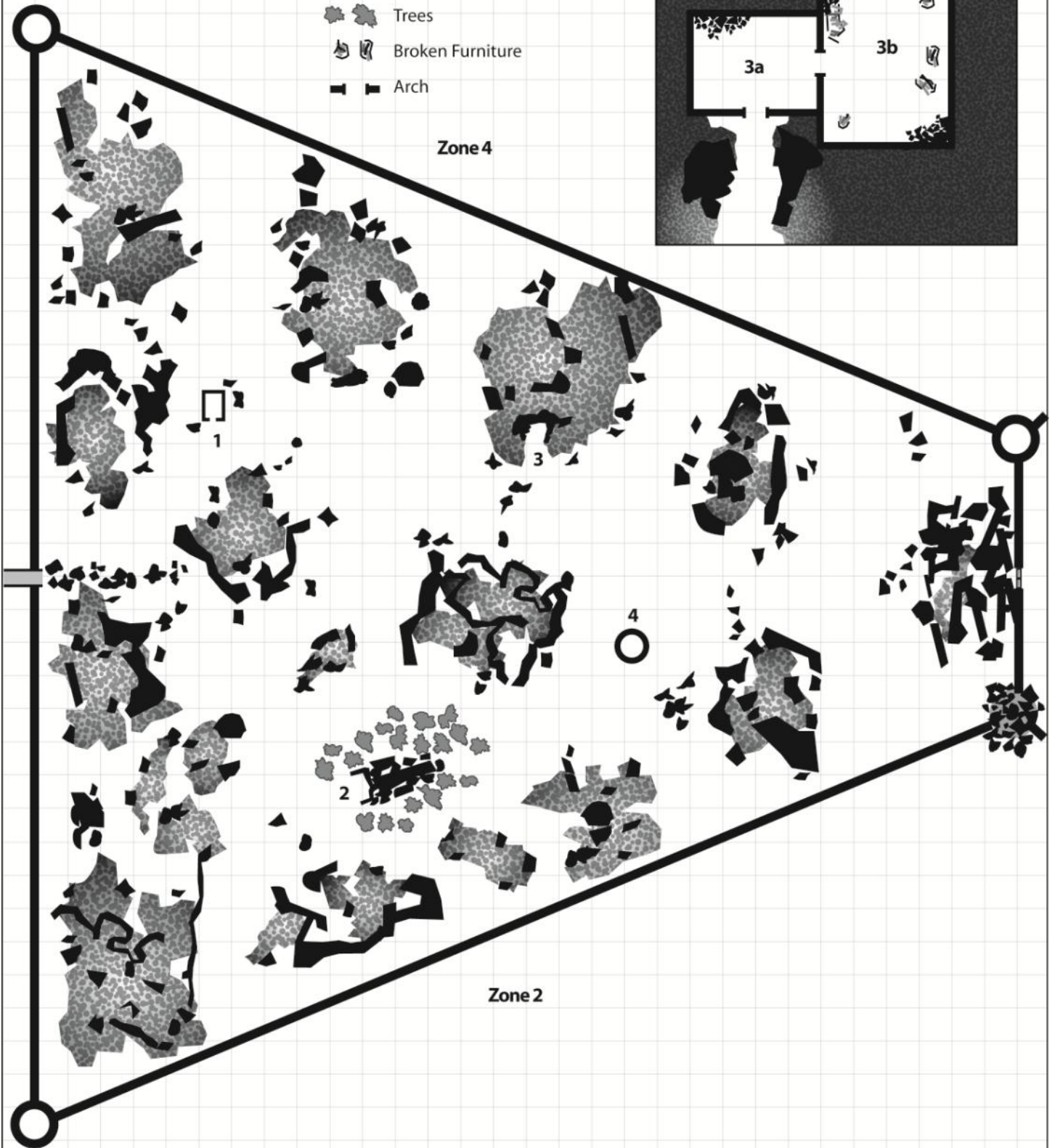


- City Wall and Double Doors
- Rubble
- Intact Tower or Building
- Walkway
- Trees
- Broken Furniture
- Arch

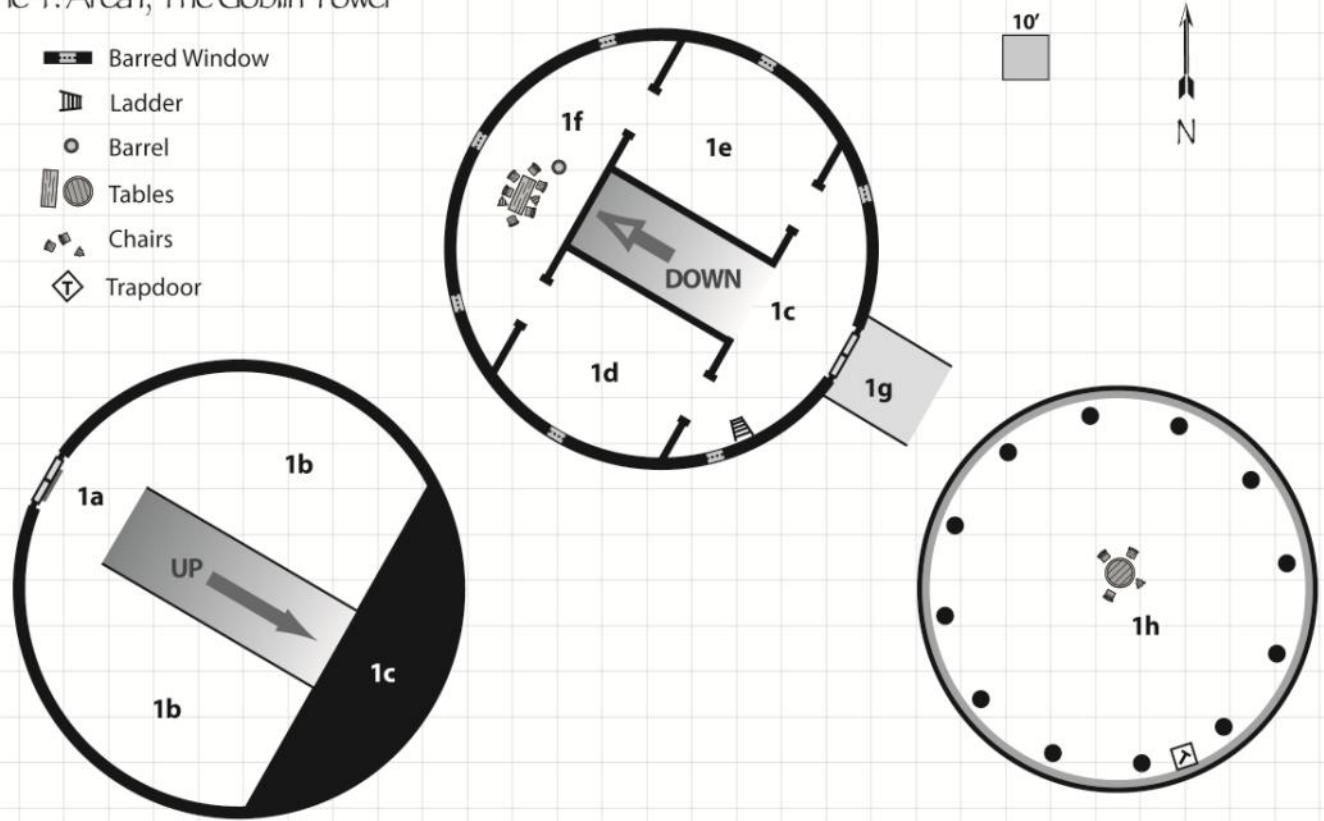


Zone 4

Zone 2



Zone 4: Area 1, The Goblin Tower

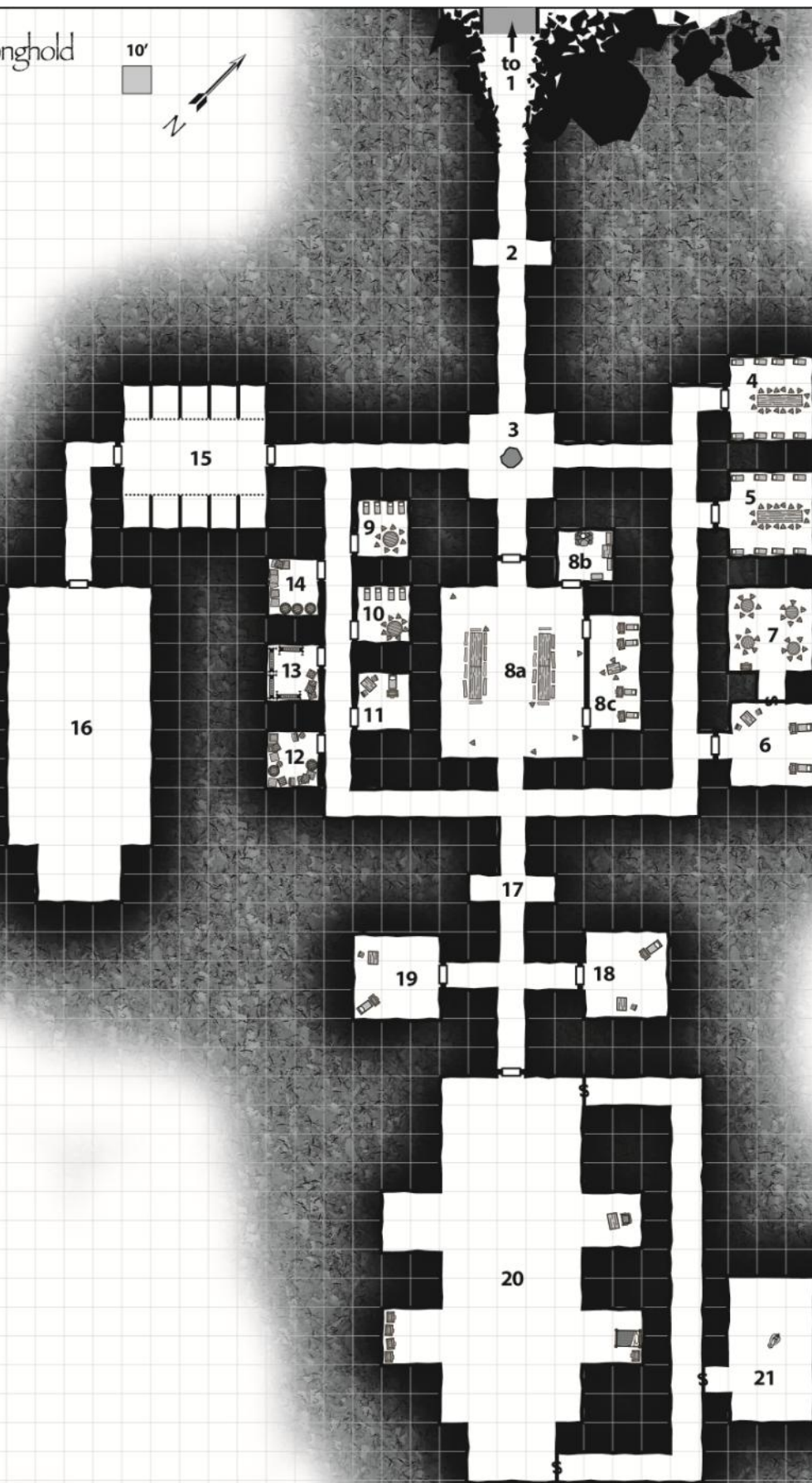


Zone 4: The Goblin Stronghold

10'



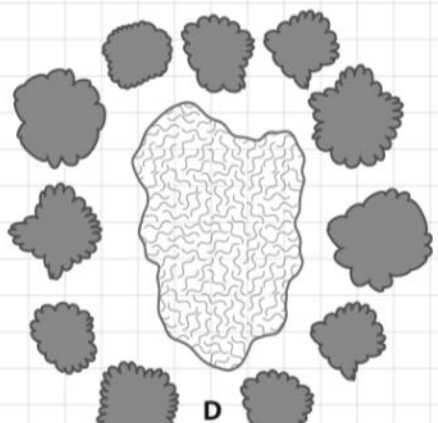
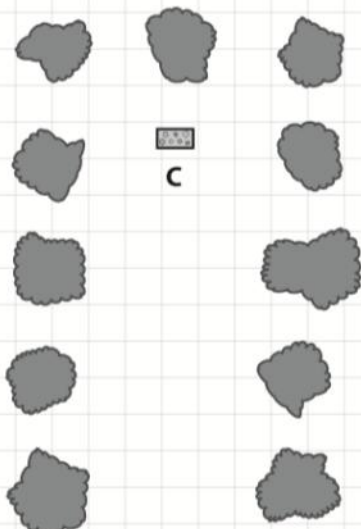
- Rubble
- Red Stone
- Door
- Secret Door
- Worg Kennel
- Stone Oven
- Tables
- Large Table & Benches
- Beds
- Chairs, Stools
- Weapon Rack
- Barrels
- Crates
- Chest
- Statue



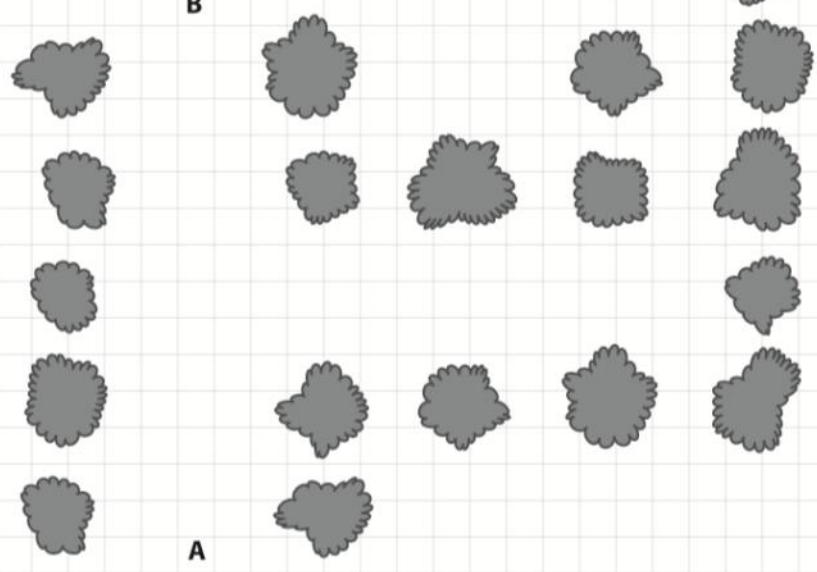
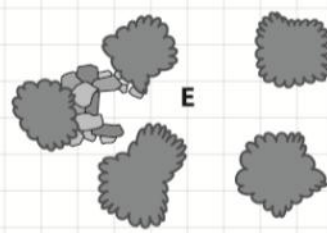
Zone 5: Melissa's Grove



- | | | | |
|--|----------|--|----------------|
| | Water | | Bed |
| | Tree | | Chair |
| | Boulders | | Table, Desk |
| | Door | | Cabinet, Shelf |
| | Window | | Plants |
| | Barrel | | Wooden Stairs |
| | Stool | | |



B



A

Zone 6: Wererat Lair



10'



Rubble

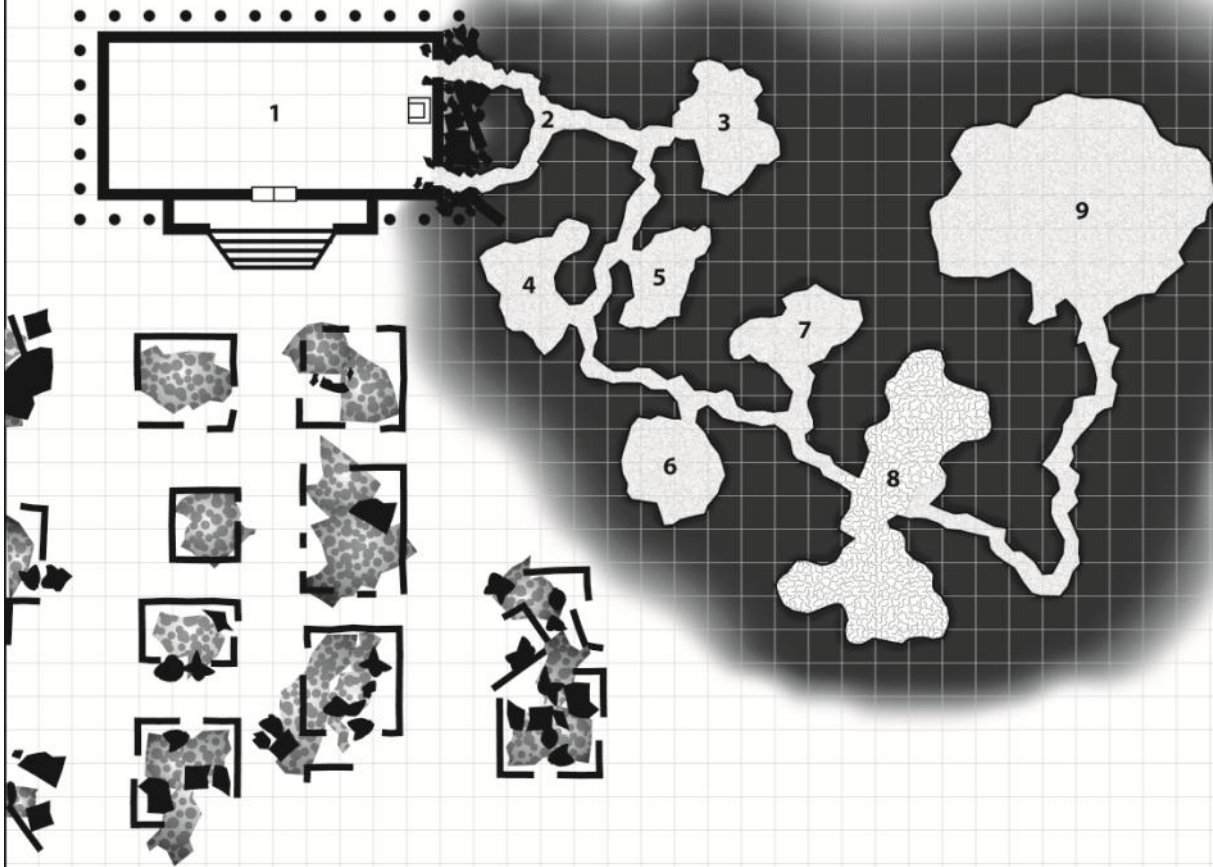
Door



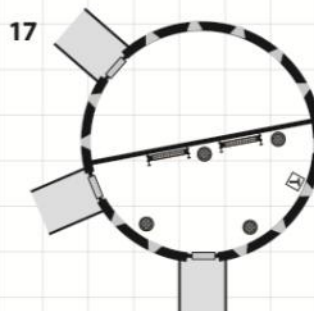
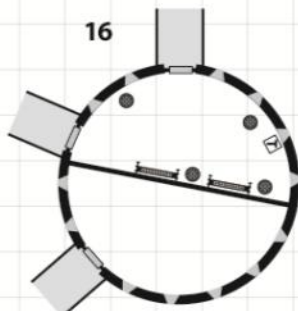
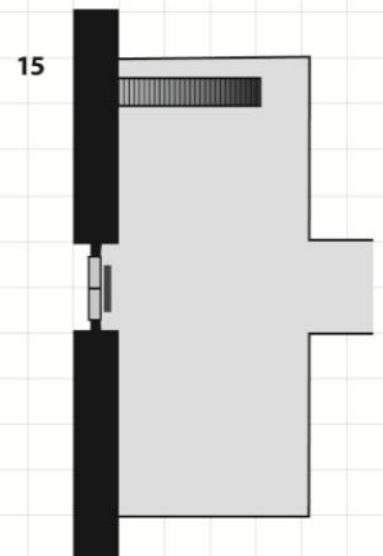
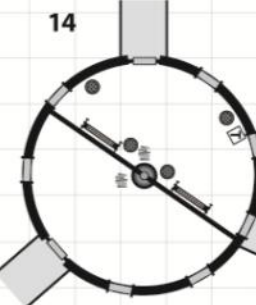
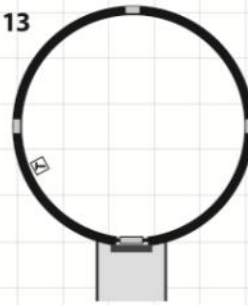
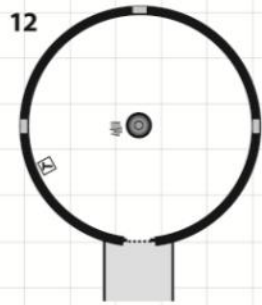
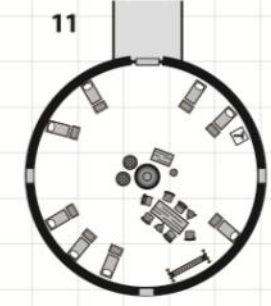
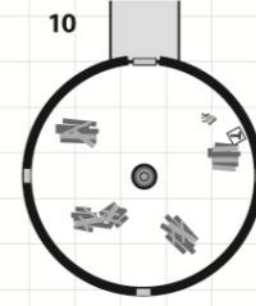
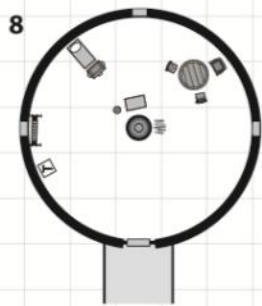
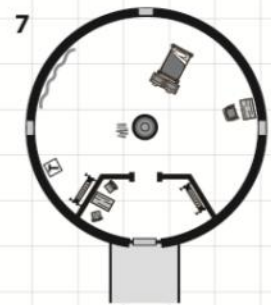
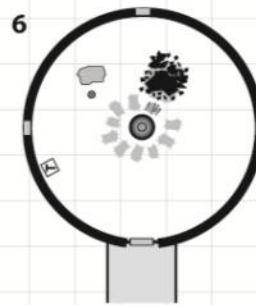
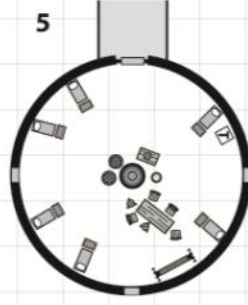
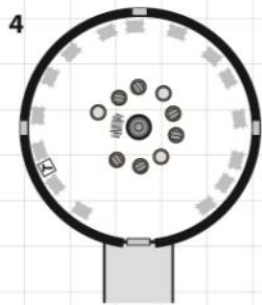
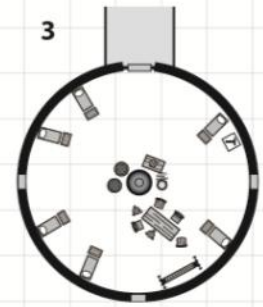
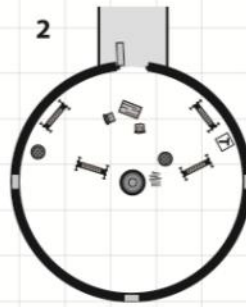
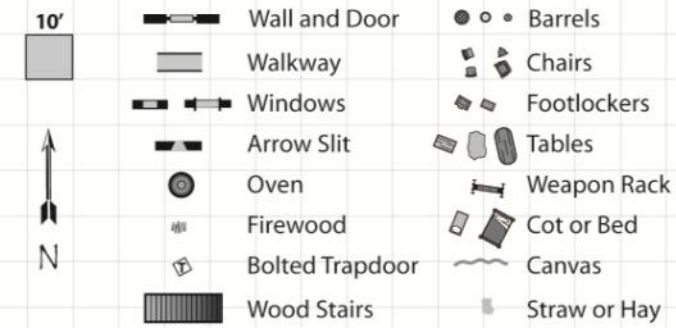
Water



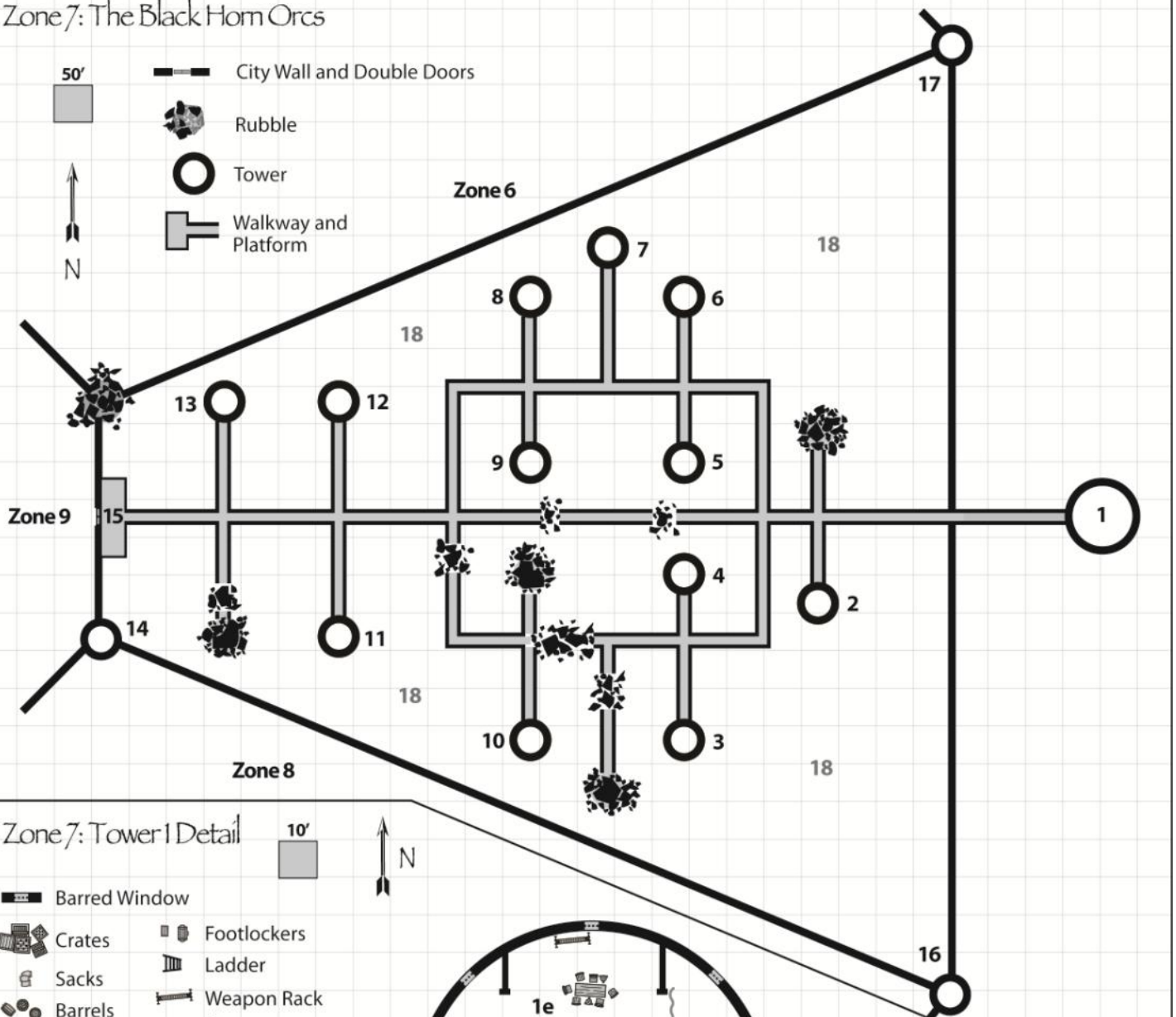
Throne



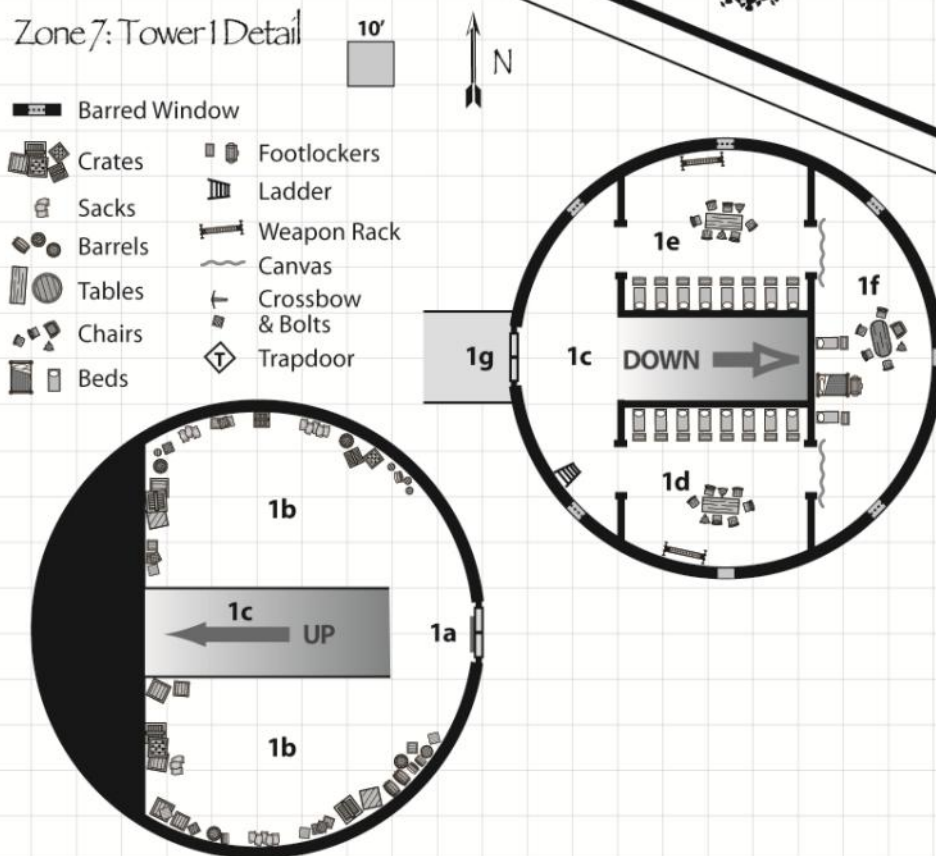
Zone 7: The Black Horn Orcs - Towers



Zone 7: The Black Horn Orcs



Zone 7: Tower 1 Detail

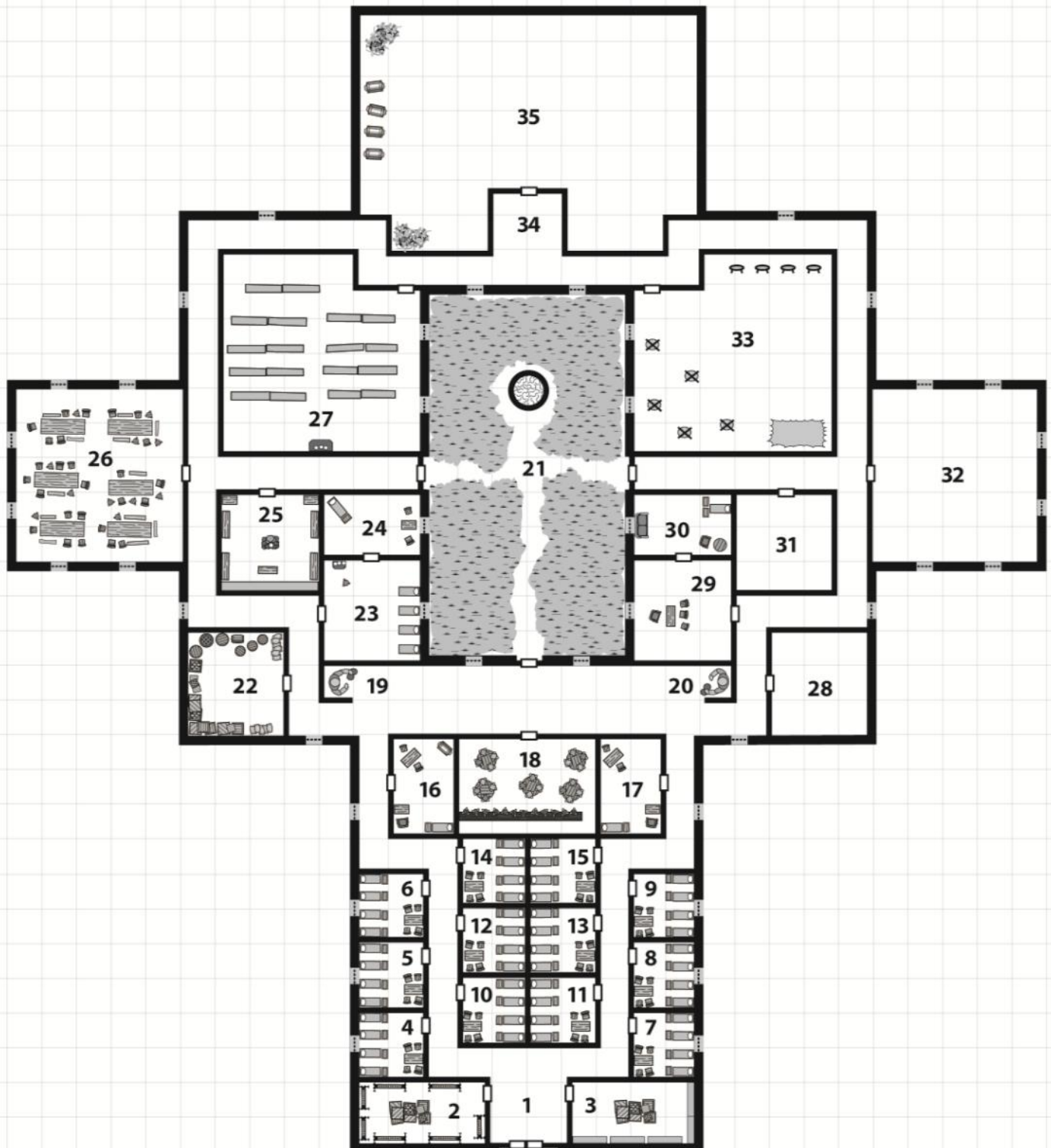


Zone 8: Cultist Compound

10'



- | | | | |
|---------------|----------------------|-------------|--------------------|
| Door | Chairs | Crates | Shelves or Benches |
| Barred Window | Table or Desk | Barrels | Weapon Rack |
| Well | Couch | Sacks | Archery Target |
| Bed, Cot | Chest or Foot Locker | Evil Shrine | Dummy |
| | | Bone Pile | Stone Oven |



Zone 9: Great Tower

10'



Tower Wall and Double Doors



Stone Platform



Circular Stones



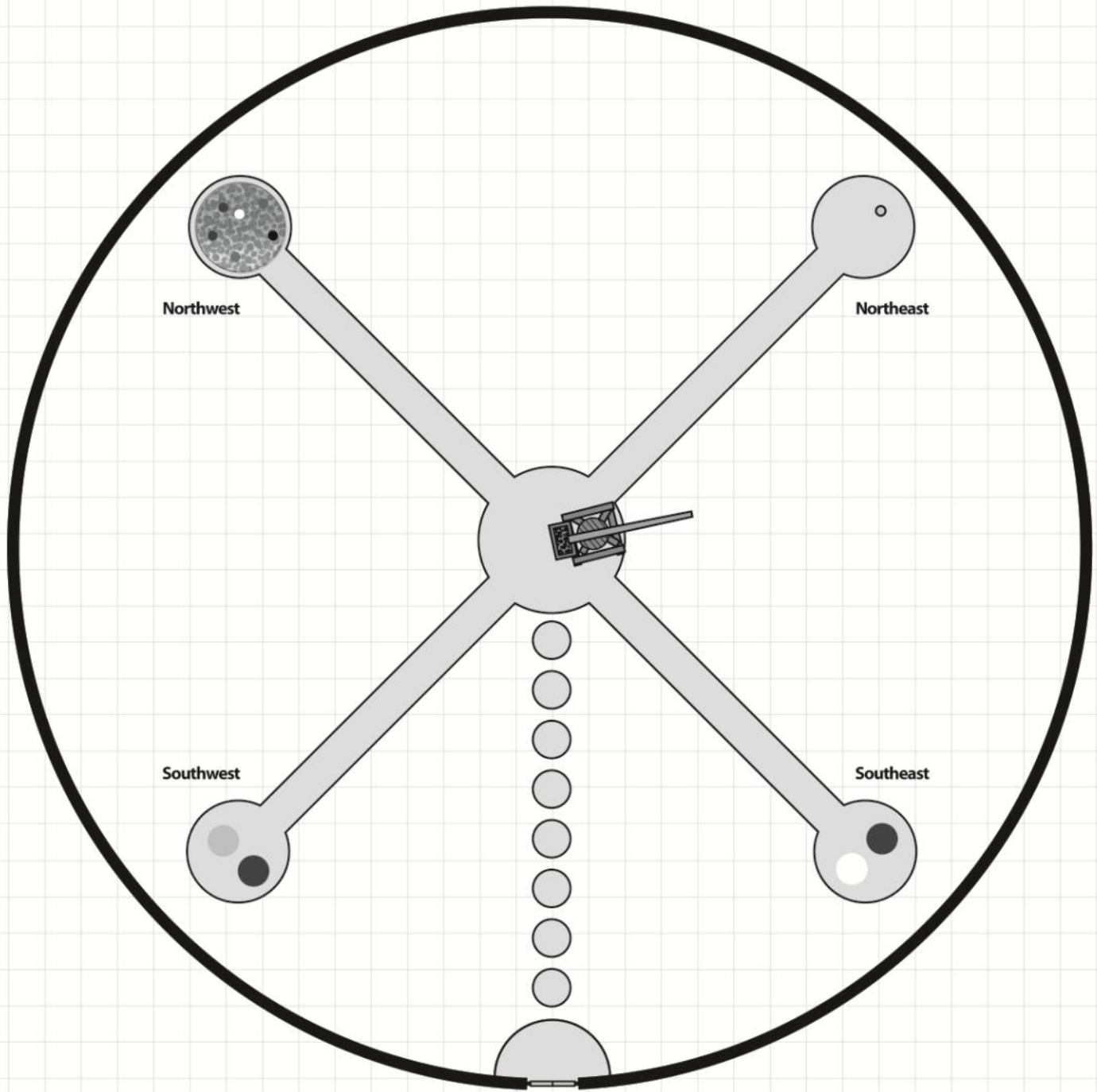
Map

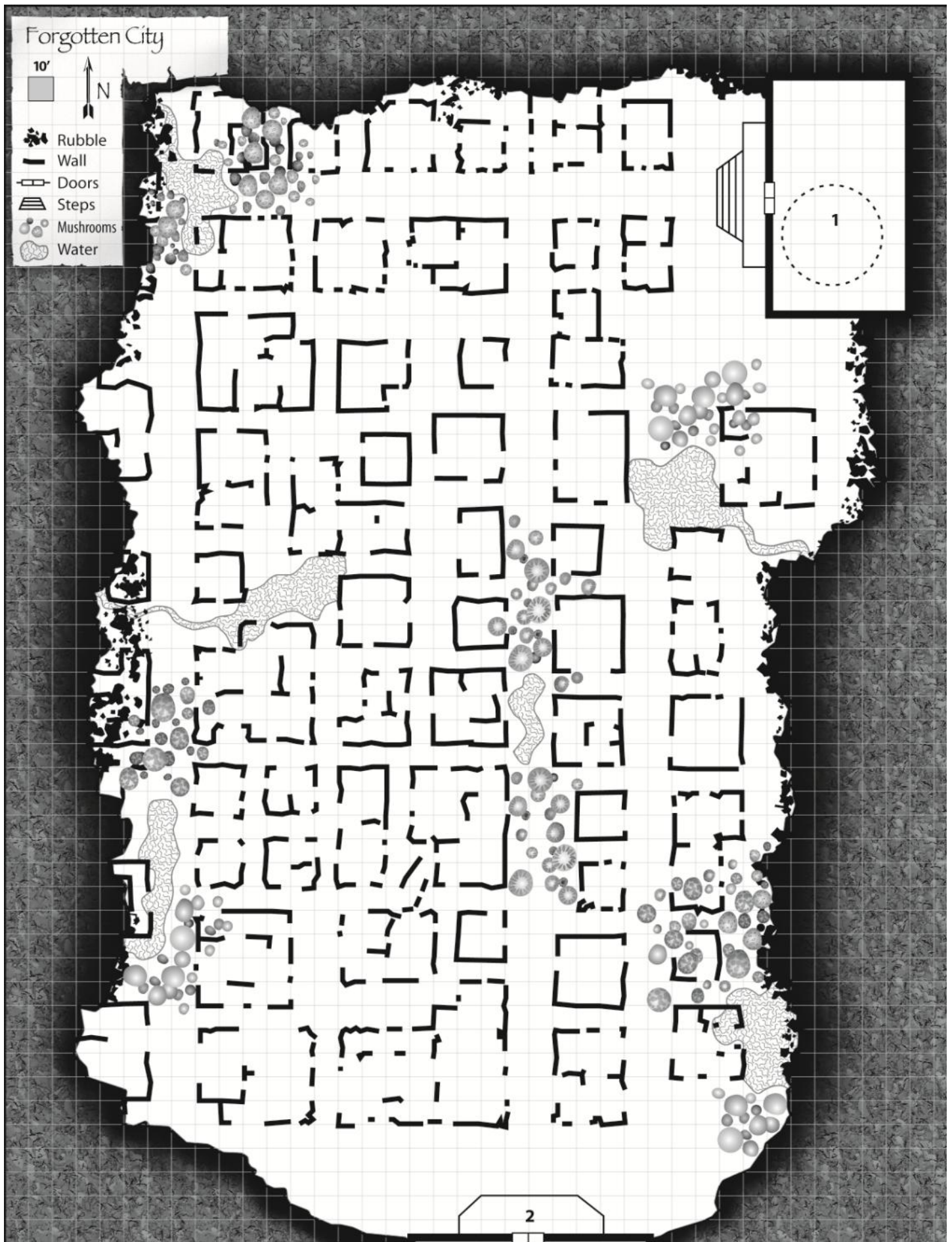


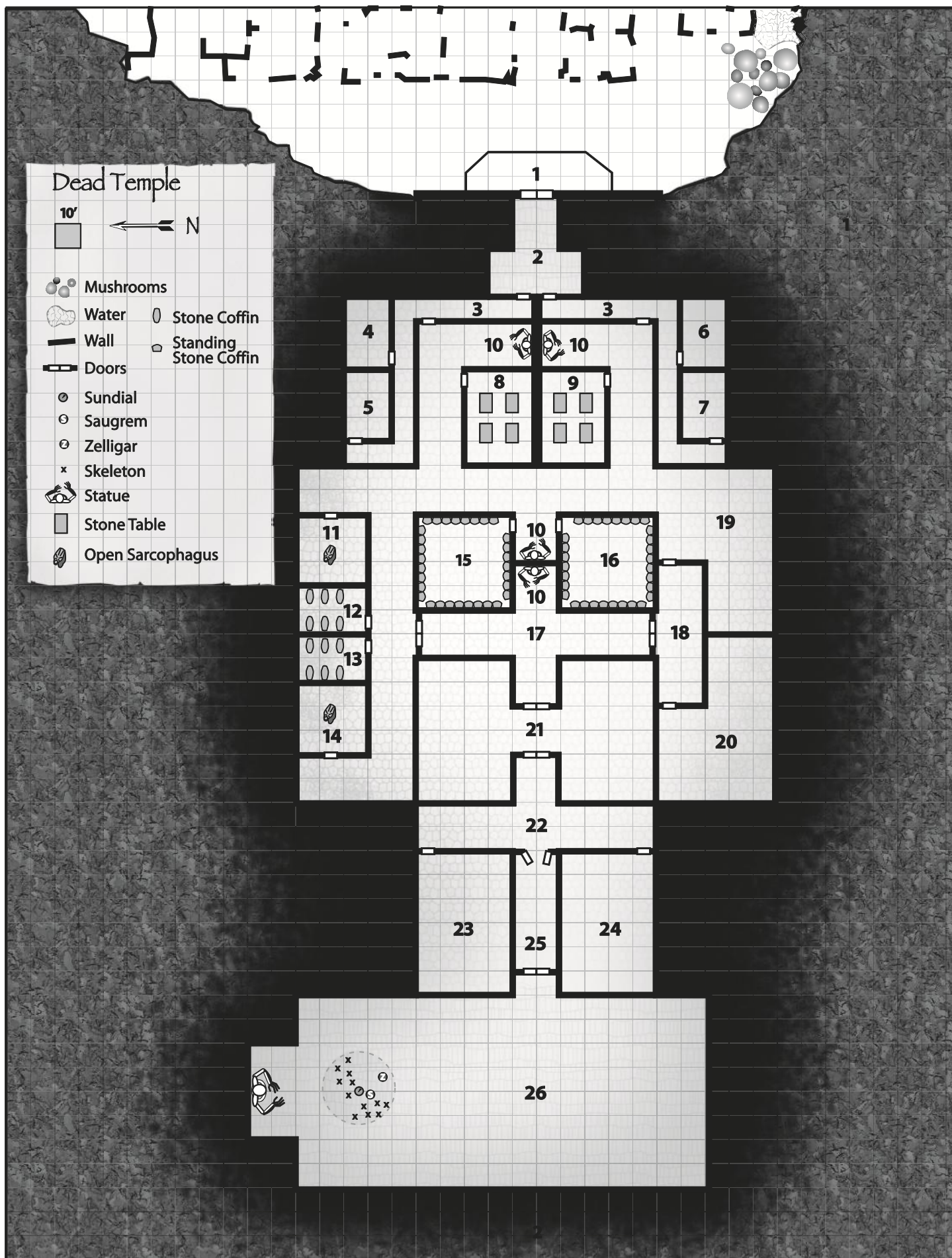
Pedestal



Carved Circles







New Monsters

Dread

Armor Class: 7
 Hit Dice: 2
 Movement: 12"
 No. of Attacks: 2
 Damage: claw 1d4 / claw 1d4
 Special Attacks: Each hit drains 4d10 experience points
 Special Defense: per skeleton
 Number of Appearing: 1d6
 Treasure Type:
 Intelligence: Animal
 Size: L
 Alignment: Chaotic Evil
 Experience: 73 +2/hp

The dread are a type of skeleton formed from the remains of an evil race of sub-humans that worshipped the god of death. They are very tall and average 7 to 9 feet tall. The dread are linked to the negative energy plane and a hit by the creatures drains 4d10 experience points. The experience point loss is treated the same as energy drains from other undead such as a wight or wraith. If a character is killed by a dread, he does not rise as a dread, but as a standard skeleton.

Hunting Spider	Small	Large	Gargantuan
Armor Class:	8	6	5
Hit Dice:	1-1	2	4
Movement:	120/40	120/40	120/40
No. of Attacks:	1	1	3
Damage:	1d3	1d4	1d4/1d4/1d6
Special Attacks	Poison	Poison	Poison
Special Defense	None	None	None
#v of Appearing:	2d6	1d6	1
Intelligence:	Animal	Animal	Very Low
Alignment:	Neutral	Neutral	Neutral Evil

Hunting spiders are similar to their other monstrous cousins in appearance and disposition. They are extremely aggressive. Unlike other spiders, they travel in search of prey and bring it back to their lair. These arachnids are venomous but their poison is paralytic in nature. Small and Large Hunting Spiders have a single bite attack which injects the poison. Gargantuan spiders have a bite attack as well as two attacks from piercing forelegs. A successful bite attack delivers poison. PCs that are hit with a bite attack must make a saving throw versus poison or become paralyzed.

Small Hunting Spiders deliver a weak poison and creatures larger than a rat receive a +4 to their save. Large Hunting spiders have a stronger poison; however, creatures larger than a dog receive +2 to their save. There are no modifications for poison saves from a Gargantuan Hunting Spider. Regardless of spider type, the duration of the paralyzation is one turn per hit point of the spider inflicting the poison. Multiple attacks are cumulative.

Hunting Spiders are often encountered in groups when in their lair. A Gargantuan spider is always accompanied by lesser Hunting Spiders when in their lair. However, when hunting they are solitary creatures. These creatures are found in a variety of climates. They are rarely found in underground cave systems or similar locales.

New Spell

Ironblood

Level: 2
 Range: Touch
 Duration: 5 rounds/level
 Area of Effect: Creature Touched
 Components: V, S, M
 Casting Time: 1 Segment
 Saving Throw: None

By means of this spell, a magic-user can increase his hit points by 1d4 per level. This spell may be cast on any creature that is a willing participant. All damage sustained by the recipient is first applied to the hit points gained from this spell. Damage applied to any hit points gained from casting this spell cannot be healed or replaced. The component of this spell is a small needle and pinch of iron dust.



Pre-Generated Characters

Ravnir Human Fighter 2nd Level Lawful Good

Strength 17
 Intelligence 9
 Wisdom 11
 Dexterity 12
 Constitution 13
 Charisma 10
 Hit Points: 15
 Armor Class: 4 Armor: Chainmail and Shield
 Weapons: *Long Sword +1*, Heavy Crossbow, Quarrel (20)
 Equipment: Pack, Large Sack, Torch (5), Iron Spike (6)
 Magic: *Potion of Healing*

Krieger Human Cleric 3rd Level Lawful Good

Strength 11
 Intelligence 10
 Wisdom 18
 Dexterity 13
 Constitution 11
 Charisma 10
 Hit Points: 12
 Armor Class: 1 Armor: Platemail and Shield
 Weapons: Mace, Hammer (3)
 Equipment: Pack, Lantern, Flask of Oil (2), Silver Holy Symbol, Holy Water (2)
 Magic: *Scroll: Light and Cure Light Wounds (2)*
 Spells: (4) 1st Level, (3) 2nd Level

Saranse Elf Fighter/Magic User 2nd Level Neutral Good

Strength 13
 Intelligence 15
 Wisdom 10
 Dexterity 16
 Constitution 10
 Charisma 12
 Hit Points: 9
 Armor Class: 3 Armor: Chainmail
 Weapons: Long Sword, Long Bow, *Arrow +1 (6)*, Arrow (10)
 Equipment: Pack, Pouch, Spell Components, Water Skin
 Magic: *Ring of Feather Falling*
 Spells: (2) 1st Level

Tegrel Human Thief 4th Level Neutral Good

Strength 10
 Intelligence 11
 Wisdom 10
 Dexterity 18
 Constitution 9
 Charisma 12
 Hit Points: 14
 Armor Class: 4 Armor: *Leather +1*

Vakk Dwarf Fighter 2nd Level Chaotic Good

Strength 14
 Intelligence 9
 Wisdom 9
 Dexterity 10
 Constitution 18
 Charisma 9
 Hit Points: 21
 Armor Class: 3 Armor: Platemail
 Weapons: Battle Axe, *Hand Axe +1*, Hand Axe (3)
 Equipment: Pack, Tinder Box, Torch (3), Iron Spike (4), Large Sack (3), Rope 25'
 Magic: *Potion of Healing*

Astare Human Magic User 3rd Level Lawful Good

Strength 9
 Intelligence 17
 Wisdom 10
 Dexterity 15
 Constitution 9
 Charisma 11
 Hit Points: 8
 Armor Class: 7 Armor: *Bracers of AC 8*
 Weapons: Dagger (3), Darts (12)
 Equipment: Pack, Candle (3), Pouch (2), Spell Components
 Magic: *Scroll of Read Magic*, *Burning Hands*
 Spells: (2) 1st Level, (1) 2nd Level

Gami Halfling Fighter 2nd Level Neutral Good

Strength 13
 Intelligence 10
 Wisdom 10
 Dexterity 17
 Constitution 11
 Charisma 10
 Hit Points: 13
 Armor Class: 4 Armor: Scalemail
 Weapons: Short Sword, Short Bow, *Arrow +1 (10)*, Arrow (10)
 Equipment: Pack, Waterskin, Blanket
 Magic: *Potion of Herosim*

Weapons: Short Sword, *Dagger +1*
 Equipment: Pack, Tinderbox, Torch (2), Thieves Tools
 Magic: *Potion of Neutralize Poison*

Open Locks 52%, Find Traps 40%, Remove Traps 40%
 Climb Walls 88%, Hide in Shadows 35%, Pick Pockets 55%
 Hear Noise 15%, Move Silently 43%, Read Languages 20%