

WONDROUS ADVENTURES

A fantasy compilation
by
Louis “sirlou” Kahn



A selection of fantasy adventures compatible with first edition gaming and OSRIC™
Recommended for 4-6 player characters of level 4 to 8

Starry Knight Press

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Thanks: This book is dedicated with many thanks to my wife Kerri for her editing expertise and her unflagging support. She inspires me to be a better writer and a better person.

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PREFACE

Hello and welcome, adventurers and Game Masters! You hold in your hands a wondrous gateway to adventure: in this supplement you will find four exciting modules to challenge you and your players.

Your group is going to be introduced to a variety of challenges, in a number of settings, requiring several different skill sets. There are battles for sure, but there are also puzzles, traps and thinking problems!

In **Eternal Knight** the party will be called upon to defend the tomb of a long dead goodly knight from the machinations of an ancient otherworldly evil. In **Clash at Fort Valour**, the party will be drafted to defend the village of **Fort Valour** from a band of marauders in a series of waves: with the party rushing about to confront evil in every corner of the beleaguered city. In **Wycked Summons** the party is thrust into a race to complete a dungeon faster than an NPC group, in order to save their lives and gain their freedom. Lastly, in **Wayward Maiden**, the party is tasked with saving a local Shield Maiden from the clutches of pirates bent on bloody revenge!

While all of these adventures take place in the author's campaign world, specifically, in the lands of **The Red Eagle Barony** and **Dún Loachas**, the adventures were written to be generic enough in setting that they may be placed anywhere in the GM's campaign world.

Any specific to the author's published campaign noted in the adventure (such as the need to be near the water in **Wayward Maiden**, the locale of the meeting with the **Arawn Wycked**, or the towns or nations discussed) are mentioned solely for ease of integrating the adventure into that campaign world, should the GM's game be located within my campaign setting.

These adventures can be played as is, and are designed to be used within a larger campaign setting, such as when players are travelling from one area to another, or in the downtime while moving toward a larger quest goal in a campaign. I believe these sorts of background adventures and side treks are the stuff that adventuring groups are made of, the day to day challenges the players must face, the evils they must overcome and wrongs they must right – these are the experiences that bring a party together and it's what heroes are made of!

We hope you enjoy these one-shot adventures and that we have whet your appetite for our further campaign modules, which may be purchased through our website, starryknightpress.com.

Now tighten that sword belt, heft that shield, and prepare those spells: it's time for some *Wondrous Adventures*!

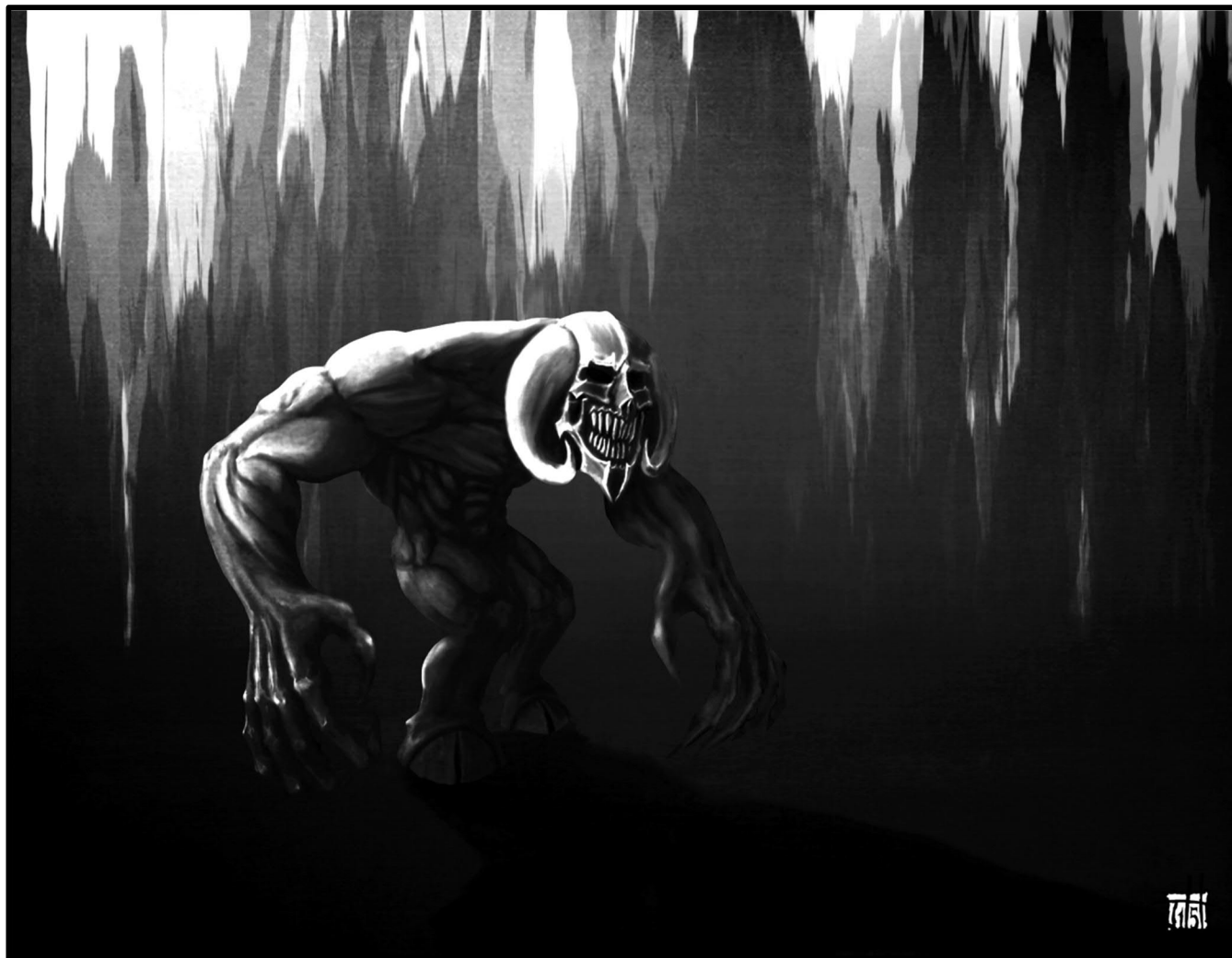
GM's note: Armour Class (AC) will be counted as descending, i.e. 10/9 to 0. To keep the adventure as system agnostic as possible, full stat blocks are not included so you may use the rulebook of your choice. We provide general AC, HD, HP and damage/weapon statistic information. However, the OSRIC compatible monsters that were created specifically for these adventure will have their full stat blocks.

*Louis "sirlou" Kahn
November 2017*



Eternal Knight

by
Louis “sirlou” Kahn

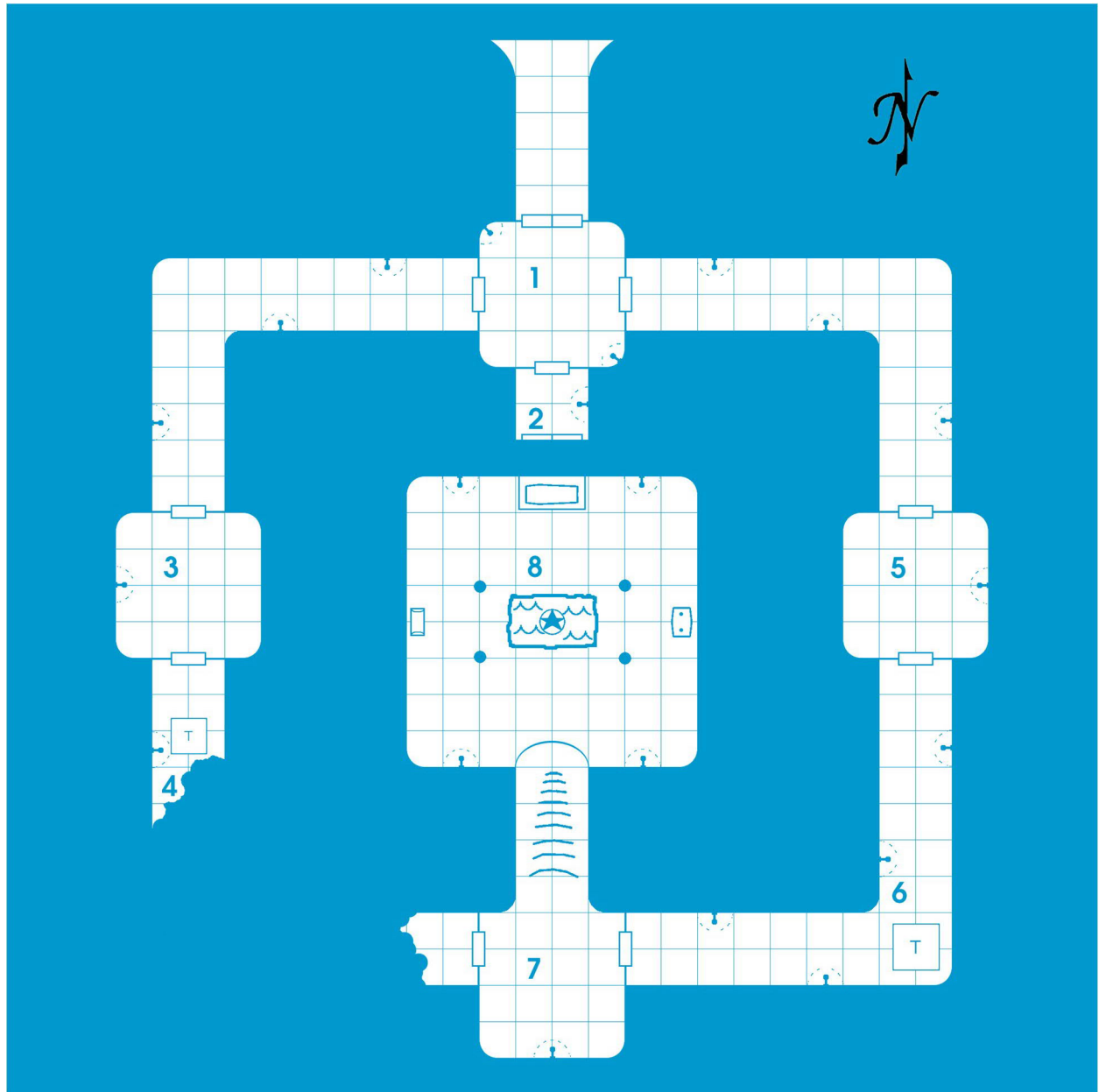


A One-Shot Adventure

Compatible with OSRIC, 1E and 2E game systems

Recommended for 4-6 player characters of levels 6 to 8

BARROW MOUND MAP



Scale: = 5 feet

ETERNAL KNIGHT

INTRODUCTION: This adventure requires the party to help the spirit of a long dead noble knight return to her eternal rest. It is compatible with OSRIC, 1E and 2E game rules, and it is intended for use with a party of 4 to 6 players of levels 6 to 8.

This adventure takes place within an ancient barrow mound. It lies in a lightly wooded area by a river, near the village city of Breyburgh in the author's campaign world. However, as this module is intended as a "one-shot" adventure it may be placed anywhere in the GM's campaign world, and may be used anytime your players are travelling overnight from one location to another.

ADVENTURE HOOK: Whilst camped one night during a long overland journey, the players are approached by the troubled spirit of a long dead knight. The spirit's rest has been disturbed by intruders in its tomb. The spirit is that of a noble paladin of the Light, as such the party may be moved to assist her. If the party agrees to help her, she will direct them to her nearby tomb within a barrow mound.

Alternately, the party may come upon the barrow mound while seeking shelter at night, perhaps during a sudden storm, and the knight will appear to them as they enter her tomb, and the adventure may begin that way.



MEETING THE ETERNAL KNIGHT: At the appropriate time, e.g. when the party is seated around the campfire or beds down for the night, the GM should read them the following:

From out of nowhere, you feel an icy cold wind blow over you. The area grows noticeably colder, and the ground is rimed with frost. You see your breath coming out in puffs of vapor before you and feel a sharp, icy stab as you breathe in the freezing air.

You notice your vision contracting, as if you were wearing blinders, and your surroundings grow inexplicably darker. A mist has risen, further obscuring your vision such that you can barely make out your hand at the end of your arm! As you try to call out, you realize sound has also been dampened and your cry comes out as a muffled whimper.

You hear a horrible wailing cry, seeming to come from nowhere and everywhere at once. As you feel panic rising in your breast, the darkness lightens a bit and from within the roiling clouds steps a phantasmal female, hovering several inches off the ground.

The creature is translucent, her bones showing through her skin and the tattered remnants of her dress. Her long tresses wave above her weightlessly, as if she were underwater, and a look of anguish twists her otherwise beautiful face into a grimace. Her arms are outstretched and her hands are clenched into fists.

The apparition speaks to you, saying, "Hold travelers," and you feel your body stiffen and realize, perhaps for the first time, that you cannot move! The figure continues, "I mean you no harm, I come in peace." You notice that when she speaks she seems to become more substantial, and then fades again.

"Allow me to introduce myself," she says. "I am **Inara Marteen**, Paladin of the Light. I sensed your presence near my final resting place, I felt the good in you, and I have come seeking your help in this, my hour of need."

As she continues speaking the mist and darkness continue to dissipate, until your camp returns to its former condition.

"Demons have invaded my tomb," she says, "and they are defiling my final resting place, where I have lain for 100 years, after sacrificing myself in battle against these self same demons."

You see as she speaks she begins to emit rays of pure golden light, and wherever the light touches, as she moves about addressing the party, plant life rushes into full bloom.

"I banished these demons from this plane for 100 years by destroying their lord's material form here," she continues, "but that time has passed, and now they have returned to exact their vengeance upon me and, I fear, our world. I cannot rest until these foul creatures are thwarted, my possessions returned, and the sanctity of my eternal tomb is restored."

She pauses, and you realize your ability to move and speak returned some moments ago, but you had not noticed, so transfixed were you on the lady's tale.

Before you can respond the knight asks, "Will you aid me, good strangers, by defeating this great evil and help me to rest in peace?"

At this point the players must decide whether they believe **Inara** and what actions they intend to take. She is incorporeal and cannot be harmed or turned. If spells are cast to determine her nature, it may be determined her manifestation is highly magical, she is not undead or composed of negative plane energy, and she appears to be telling the truth. If the players attempt to ascertain her alignment she exudes a strong aura of lawful good.

Should the characters wish to question **Inara**, she will advise them her current manifestation has a very limited capacity and other than what she has informed them of already, she has few other facts to impart. She cannot tell the party the number or strength of the defilers present in her tomb, although she can inform them they are **demons** and the leader is the **demon lord** she slew, and who in turn slew her, in her final battle. She can provide directions to her tomb and lead the party there.



BARROW MOUND ENTRANCE

THE BARROW MOUND: Once the party decides to investigate **Inara's** tomb, the adventure begins! As she has reported, her tomb is being plundered by a **demon lord** and its minions, who are still present. In addition to her monetary funerary offerings, the demons have stolen symbols of her faith, which disturbed **Inara's** eternal rest. The party must defeat the **demons** and return the stolen symbols to their proper place.

1. ENTRANCE CHAMBER: A 10' x 25' long stone corridor on the north side of her barrow mound allows access to the interior. The corridor ends at a set of 10' wide metallic double doors. Their ancient green patina is scuffed from having been recently wrenched open. The doors lie ajar, revealing a 20' square stone chamber beyond.

There are 5' wide metal doors in the east, south and western walls. All are closed, but not locked. This is true of all of the doors in the tomb. **Golden sconces** are set in the wall, which magically shine a white light in a 30' radius. They are present throughout the complex and light when anyone is nearby. They cannot be removed.

In this room are 4 **dretch** (MV 9"; AC 2; HD 4, hp 19, 21, 22, 24; #AT 3, 2 claws/1 bite; D 1d4/1d4/1d4+1; Sz S) **GM's note:** See OSRIC manual for special attacks and defense. If they are searched after battle the party finds 59cp, 48sp, 29ep, 28gp and a *wand of acid arrow* (20 charges).

2. FALSE DOOR TRAP: The door from Area 1, above, opens onto a 10' x 10' long corridor ending in a set of 10' wide metallic double doors. The party finds two dead **dretch** here, their bodies pitted with several large wounds. A search yields 17cp, 12sp, 8ep, 6gp, a *potion of speed*.

The doors are a **false door trap**. Opening them causes multiple magical **acid arrows** (per the magic-user spell, see Appendix D, below) to fly out and strike the players.

Each player in the first two ranks is targeted by an acid arrow and the GM should roll “to hit” rolls to determine if each player is struck. The damage if struck is 2d4, and it continues to burn for 2d4 for 2 additional rounds.

3. SQUIRE’S CHAMBER: The western door from Area 1, above, opens onto a 65’ long corridor leading to a 5’ wide metal door opening onto a 20’ square chamber. The room’s walls are covered in faded murals depicting **Inara’s** trials and triumphs. They show her childhood on a farm, her joining the guard of a local priesthood, and her rise from a squire to a full-fledged knight. The final scene is of her kneeling before a priest who places a tabard over her head. The tabard bears the symbol of their order: a longsword with a pommel and winged cross guards of gold, and a blade wreathed in holy fire.

The room is occupied by 2 **Class A Demons (Vrocks)** (MV 12”/fly 18”; AC 0; HD 8, hp 43, 48; #AT 5, 2 talons/2 claws/1 bite; D 1d4/1d4/1d8/1d8/1d6; Sz L) **GM’s note:** See OSRIC manual for special attacks and defense.

Should a **demon** attempt to *gate* in others of their kind, **Inara’s** spirit appears and cries, “*In the name of the Light, none shall enter here!*” She strikes the *gate* with her flaming sword, causing the spell to fail. **GM’s note:** This happens *every time* a **demon** attempts to cast a *gate* spell in this adventure.

If they are searched the party finds a metal box with a silver tea service (500gp), a platinum snuff box (500gp), and a heavy marble urn with an image of a **warhorse** carved into its surface. If examined it appears to hold nothing but ashes but has a strong magical *dweomer*.

4. CAVE-IN TRAP: The southern door from Area 3, above, opens onto a 10’ wide corridor that runs approximately 20’ before reaching a dead end, as the corridor suffered a cave-in long ago. The cave-in is impassable and the area is very unstable. Anyone entering the area marked on the map as a **trap** will trigger a **cave-in**. The first two ranks must pass a DEX check or be struck by falling stones for 3d6 damage.

5. KNIGHT’S CHAMBER: The eastern door from Area 1, above, opens onto a mirror image of the western side of the tomb. A 65’ long corridor leads to 5’ door, which opens into a 20’ square chamber. This room’s walls are also decorated in faded murals. They depict **Inara** in various battles, and tell the story of a true guardian of the Light. She is shown rescuing a group of children from goblin slavers, saving a village from a marauding ogre,

and taking on a grinning hill giant attacking a church. The final panel shows **Inara** kneeling as she receives a wing-guarded longsword like the one on her tabard.

The room is being ransacked by a lone **babau (bone demon)** (MV 15”; AC -3; HD 7+14, hp 53; #AT 3, 2 claws/1 bite or halberd; D 1d4+1/1d4+1/2d4 or 1d10; Sz M) **GM’s note:** See OSRIC manual for special attacks and defense.

If it is searched after the battle, the party finds a bag with 1,500gp, a mage scroll (*ice storm*), and a **woolen tabard** with a flaming longsword symbol on the chest. It is dirty, ripped, and stained with gore; but it shows no sign of deterioration and emits a strong magical *dweomer*.

6. FIREBALL TRAP: The southern door from Area 5, above, opens onto a 10’ wide corridor that runs 80’ to a 5’ wide metal door. At the 45’ mark, as the corridor turns, there is a pressure plate which activates a **fireball trap**. If triggered, everyone in a 20’ radius must *save vs. spell* or suffer 3d6 damage; those who *save* take half damage. Several charred **demon** bodies lay scattered here.

7. CHAMPION’S CHAMBER: The door from the corridor, Area 6, above, opens onto this 20’ square stone chamber. There is a 5’ wide door on the western wall which opens onto a 10’ wide corridor leading 10’ to an impassable cave-in. A 10’ wide stone archway on the north wall opens onto a downward sloping corridor.

This room is also decorated with murals, this time showing **Inara** in her prime, her arms and armour gleaming with holy light. The panels depict her taking on greater evils, including a group of fire giants, a young black dragon, and a vampire. In the last panel **Inara** is seen astride a magnificent warhorse as she battles a group of lesser denizens of the Planes of Hell.

There are 8 **kullule** (MV 3”; AC 7; HD 1, hp 3, 4, 4, 5, 5, 5, 6, 7; #AT 1, 2 claws/1 bite; D 1d2/1d2/1d4 or 1d10; Sz S) present. **GM’s note:** See OSRIC manual for special attacks and defense.

A large **Class F Demon (Balor)** stands in the archway barking orders. This is the **Soul Eater**, whose *true name* is **Drizildour’ahkbane**. Its statistics are set forth in Appendix C, below. **Soul Eater** has spent most of the last century consumed with its hatred of **Inara Marteen**. Its ego driven need for revenge was so great that it gated here, to the site of their battle, the very second its banishment was lifted, with but a small group of minions.



This was exceedingly foolish as it should have brought an army to defend it, but fueled by rage and hatred, its only concern was immediate revenge upon **Inara**, and its folly shall, hopefully, be its downfall at the players' hands.

The **Demon Lord** and its minions attack the party on sight. After the battle is concluded, the party finds a *bag of holding (type III)* containing 500pp, a diamond necklace (1,500gp) and an exquisitely crafted wing-guarded longsword. The sword appears newly forged. Its edge is razor sharp, it displays no signs of rust or decay, and it has a very strong magical *dweomer*. This is **Inara's longsword**.

8. BURIAL CHAMBER: The corridor from Area 8, above, runs 20', leading down about that same depth, into this 40' square chamber. There are no other exits from the room.

Like the other chambers of the tomb, the walls here are painted. This room is covered in a single large mural depicting **Inara's** final battle against a horde of **demons**. When they enter, read the following to the party:

The mural shows an ancient church and, next to it, a rip in the fabric of the universe, a demonic gate. Through this gate vile denizens of the Planes of Hell issue forth, led by **Soul Eater**. **Inara** is shown battling the evil horde alongside other knights and priests.

The mural shows **Inara** being pulled from her horse; the great beast goes down fighting a group of demons. **Inara** is later depicted rising up, scattering demons in all directions with mighty swings of her flaming sword. Then **Inara** is shown in her fateful confrontation with **Soul Eater**. She smites it with her flaming sword, driving it back through the demonic gate, but at the same time she is pierced by its sword. There is a final image of **Inara**, showing her in death, as an honour guard carries her to this very tomb.

There is a stone sarcophagus on the north wall, a stone altar on the east wall, and a large stone chest on the west wall. All three look like someone recently tried to break them open. Various votive containers have been broken, and the remains strewn about the room.

At the center of the room, surrounded by four beautifully carved columns, is a 10' x 15' reflecting pool. Within the pool stands a life sized, 6 foot tall chryselephantine statue of **Inara**. The statue depicts her in the final moments of her life as she stood toe to toe with **Soul Eater**, her shield held before her and her right hand held back, fist closed in a grip, but with nothing in her hand.

At this point, the party must return the knight's **three funerary items** to complete their quest, as follows:

- (1) Place the **marble urn** upon the altar,
- (2) Hang the **woolen tabard** over the chest, and
- (3) Return **Inara's sword** to her statue.

The altar has a carving of a horse on it and a depression in the middle which accommodates the **marble urn** found earlier. If the urn is placed in the depression, the party feels a wave of happiness wash over them and, very faintly, they hear the whinny of a horse.

The chest on the western wall has the flaming sword symbol carved on its lid, and behind it there are two hooks on the wall. If the party hangs the **woolen tabard** on those hooks they will hear, from all around, the distant call of a war horn and the rattle of a military tattoo.

If the party places **Inara's sword** in the statue's grip, the statue's hand tightens around the sword's hilt. The statue then comes to life, turns to the party and salutes them with the sword, and then returns to its lifeless form.



When all three items are returned, read the following:

After returning the knight's belongings, you hear a loud sigh of relief as if someone had been holding their breath. You feel a warm breeze blow, you smell the distinct earthy aroma of grass on a summer day and, despite being underground, you feel the invigorating warmth of the sun on your back.

Out of the stone sarcophagus you see the ghostly knight rise again, but this time she is fully formed and in her prime, as she appears in her statue. She comes to attention and salutes you with her sword, then she smiles and waves at you as her image fades away.

As she fades from view, you hear these words in your mind, "Thank you my friends, you have done me and this world a great service. Although I fear the beast may come again for me *or you now*, at least for a time we shall all know peace. As my thanks, please accept whatever trinkets you have recovered from the fiends, as well as the contents of this stone chest. I have no need of such things and I hope they serve you well.

After **Inara's** words die in the player's heads, they hear a scraping sound, as the lid of the stone chest opens on its own. Inside the party discovers the treasures **Inara** has gifted to them for their service, as follows: her armour, a suit of *plate mail* +3, a *large shield* +3 with the flaming sword emblem; a *vorpal short sword* +3; a *holy mace*; 2x *potion of extra healing* and 1x *potion of invulnerability*; and a crystal box framed in gold (1,000gp), inside of which is 1,000sp, 1,500gp, 500pp, 4x 500gp gems, and a set of golden *rings of the light* (See Appendix E, below).

GM's note: there is one ring for each party member.

CONCLUDING THE ADVENTURE: Once the players have completed their quest and garnered their payment in treasure the adventure is concluded. No other manner of beast or monster will molest the party should they choose to rest in the tomb or its environs. If the party attempts to clean up and reseal the tomb (such as removing the corpses and debris, closing the doors and resealing the tomb, and/or placing a blessing on the tomb by a good-aligned priest), grant them a 1,000xp bonus for their good deed.



EPILOGUE: This module was originally written in May 2017, and published on 20 June 2017. It was also re-released in November 2017 as part of the charity bundle "*The Adventures of Wyatt*". This was in conjunction with the #PlayForWyatt movement which was begun to honor the life of fellow gamer **Wyatt Ferris**, whose young life was tragically ended by self-harm. All of my proceeds from the sales of that bundle were donated to charity, the *National Suicide Prevention Lifeline*.

Clash at Fort Valour

by
Louis “sirlou” Kahn

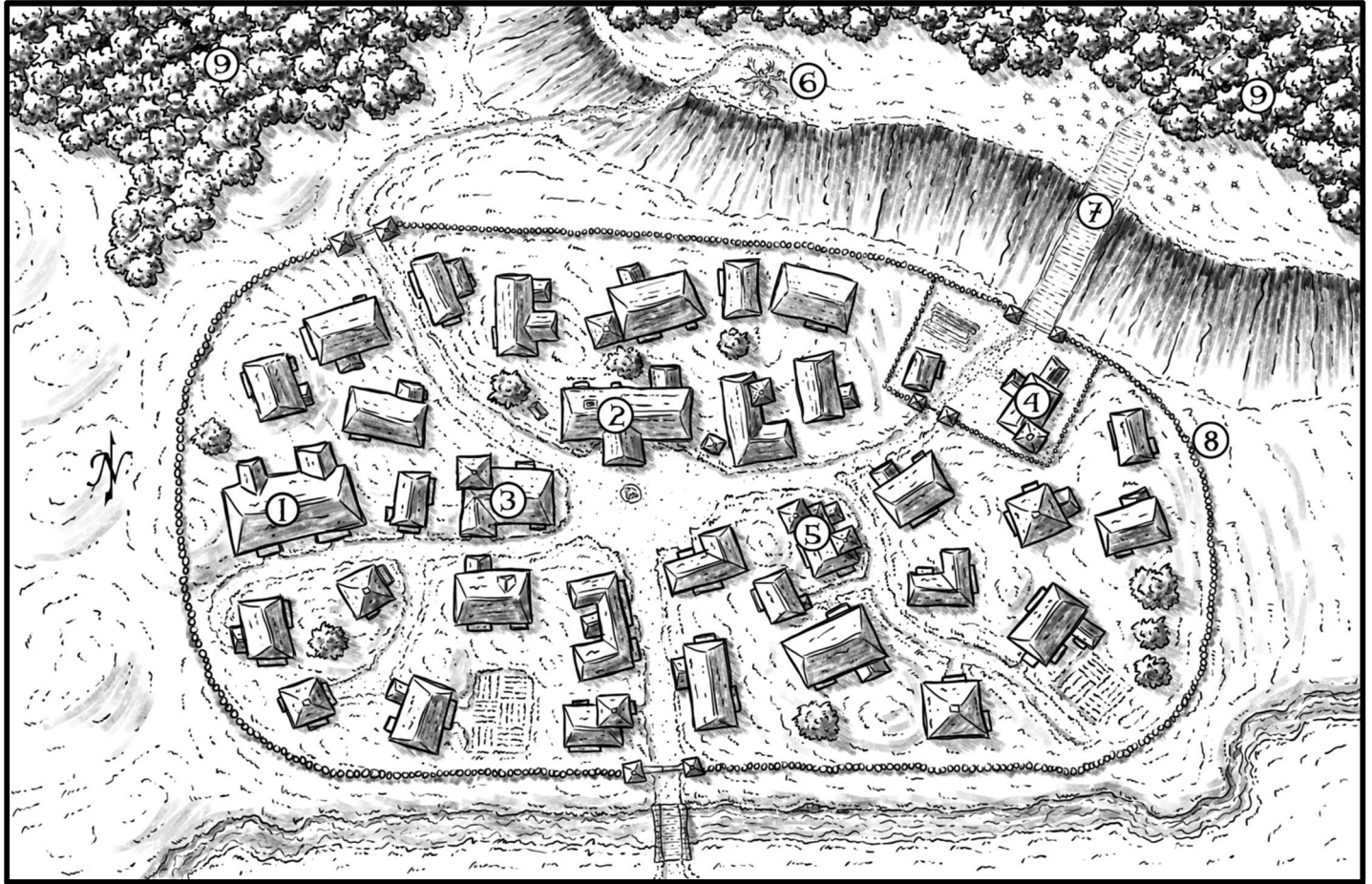


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Recommended for 4-6 player characters of levels 4 to 6

DÙN LOACHAS VILLAGE MAP



MAP LEGEND:

1. **Guild Hall:** This two story structure serves as the merchants' guild hall and the village storehouse. It has a portcullis gate, a steel reinforced heavy oaken door, and barred windows with locking shutters.
2. **The Drunken Friar Public House:** This rambling two story building functions as the village inn and *de-facto* town hall. In times of trouble the villagers gather here for safety, both town folk and those who live outside the gates. The inn has a steel reinforced heavy oaken door, and barred windows with locking shutters.
3. **Church of Faiths United:** This plain, but well built structure is home to all the faiths, and clerics, who serve the villagers. In times of trouble, the flock will gather here also. The church has a steel reinforced heavy oaken door, and barred windows with locking shutters. A militia guard sits in the bell tower around the clock, ready to ring the church bell to relay warnings from the **Lookout Point**.
4. **Presidio:** This military encampment is the militia's training grounds and barracks. A small building houses a classroom and armoury while a larger house holds the officers' and soldiers' quarters. It is enclosed by its own palisade wall, with a height of 10', and has manned guardhouses at both entrances to the camp.
5. **Mayor's House:** This fine looking home serves as both the Lord Mayor's residence and village council's meeting hall. The windows have wooden shutters and it has a stout oaken door, but neither are reinforced.
6. **Lookout Point:** This guard platform sits 20' up in a lone oak tree, across the gully from the village. It has 6' high walls and is camouflaged to blend in with the tree's foliage. Four militia guards are on duty here and will signal across to the village to warn of any danger.
7. **Knight's Gate:** This gate is part of the village's Presidio. Its 10' wide gates, reinforced with steel bands and barred with massive wooden beams, face the 10' by 50' wooden bridge that crosses the 30' deep gully.
8. **Palisade Wall:** The city walls are composed of thick 10' high wooden logs, sturdily lashed together. There are guardhouses on the north, south and **Knight's Gate** entrances to the village. Each has 10' wide gates, reinforced with steel bands and barred with massive wooden beams.
9. **Enemy encampments:** The enemy will gather at these two rallying points in the forest and remain hidden while waiting for the command to strike.

CLASH AT FORT VALOUR

INTRODUCTION: In this adventure the party will be pressed into service to defend the village of **Dùn Loachas**, or **Fort Valour** in the Common tongue. This adventure takes place over the course of one night. The village comes under attack by brigands bent on the destruction of this borderlands outpost. It is compatible with OSRIC, 1E and 2E game rules, and it is intended for use with a party of 4 to 6 players of levels 4 to 6.

The setting for this module is a walled village located in a lightly wooded area by a river. It lies in lands under the control of the city-state of **Dùn Bhriste** (*The Shattered Fort* in Common) in the author's campaign world. However, as this module is intended as a "one-shot" adventure it may be placed anywhere in the GM's campaign world, and may be used anytime your players are travelling overnight from one location to another.

Dùn Loachas is located on the borderlands between civilized nations, and while it is technically under the control and protection of *The Lord of Dùn Bhriste*, that shining city is far away. For all practical purposes, the folk here are on their own, and must fight off the lawless groups that seek to take advantage of the gaps in authority on the borderlands. The village has seen its fair share of attacks in the past, and has a well trained militia for that very reason. The folk of **Dùn Loachas** are proud of their role as vanguards of justice on their nation's frontier.

ADVENTURE HOOK: Whilst travelling during a long overland journey, the players come upon the village while seeking shelter at the end of the day. The guards are polite, it seems a safe place to rest, and its border location might provide "opportunities" for adventures. The GM should offer rumors to encourage this belief.

However, during their first night's stay the city comes under attack by invaders and the party ends up fighting to defend the village. In fact they fight to save their own lives, as the assault force intends to leave no survivors.

Alternately, the party may happen upon the beginning of the battle as they pass by the **Lookout Point**, and may choose to come to the aid of the guards there and the adventure may begin in that manner.

THE ATTACK BEGINS: At the appropriate time, e.g. when the party is seated around a table at the inn, or right before they head up to their rooms to bed down for the night, the GM should read the following:

From out of nowhere, you hear a bell pealing, splitting the night's peaceful silence. There is a moment of hushed quiet, and then the bell strikes its sonorous cry again.

From everywhere around you, nervous voices begin speaking, all at once. Villagers begin rushing out of the inn, while others are streaming in, and still some folk sit in stunned silence. From out in the night you hear a man's booming shout and a child's piercing howl of fear.

As some of the patrons begin to barricade the door and windows, you wonder what the blazes is going on here?

The grizzled dwarven bartender walks over, a bar rag over one shoulder and a notched battle axe over the other. As he approaches he says, "Sorry friends, it looks like we'll be closing the bar early tonight. It seems," he cocks his head toward the sound of the ringing bell, "there's trouble afoot and afraid ye's won't be getting out of town tonight."

He stops as a barmaid comes over with a mug of beer, which he downs in one long pull. "For courage," he says, winking at you. "As patrons of me bar ye's are under my protection, and I'd instruct ye's to go upstairs and lock yer doors. Me staff and I," he points over his shoulder and you see the bar maid strapping on a leather cuirass as the cook stands sharpening his cleaver, "will protect ye's...or die in the effort."

"Or if'n ye have the ability," he looks you over and nods approvingly at you, "I'd ask ye's to join us in battling this scum...if'n ye be so inclined. What say ye, strangers?"

The bartender then pauses, waiting for the party to accept or decline his offer. Once the players agree to take up arms to help protect the village, the barkeep buries his axe into the tabletop, and continues.

"Excellent, glad to have ye's on our side! Allow me to introduce meself proper like, seeing as we may be dying together tonight," he extends his hand in greeting to the players, saying "I am **Ezrial** of the

Stoneboot Clan, local to these areas for many years. I'm honoured to fight with ye's; tis a good day to die, eh?" Ezrial winks at you again, as the barmaid comes over to help him don a chain mail hauberk.

"Now," he continues, "if'n ye mean to help, the first thing I would ask of ye's is to head out to the **Lookout Point**, see what this is all about, and report back here." He then pauses and looking sheepish, continues in a softer voice. "I would also ask a personal boon of ye's. Me own son **Chipper** is on duty at the lookout tonight, and I'm askin' ye's bring home to me here, dead or alive, but preferably alive. He's me only son and his ma and I couldn't bear his loss."

Ezrial pulls out a pouch and drops it on the table. "This is for helping the village, but there's that much again if'n ye do this favour for me and bring back me son."

Ezrial then thanks the party and wishes them well. He explains he needs to aid in preparing for the assault, and asks they leave at once, unless they have any questions.

GM's note: The pouch contains 250gp. You may role play this further if you wish, allowing the party to ask **Ezrial** any questions they have, and provide as much background information as you see fit. The GM should feel free to expand upon the story. However, no matter what the players say or how they attempt to bargain, **Ezrial** cannot and will not pay more than 500gp, as that is all he has.

TRAVEL TO LOOKOUT POINT: After the players have met with **Ezrial** and accepted his quest, they should have a good idea of what their task is and where they need to head to find his son **Chipper**.

Asking around the inn or in the village yields directions to the north village gate and the **Lookout Point** across the gully. The militia guards at the gatehouse will confirm the reports of an attack came from that direction, and allow the party to exit, asking them to hurry to **Lookout Point**.

As the party travels north out of town, they follow a short trail that turns sharply east, enters, and then traverses the gully running along the village's north side. The road crosses the gully at its lowest point, where it is a mere 5' deep. However, if they are paying attention (the GM should roll a WIS ability check), the party will note the

gully grows much deeper as it goes east, growing to a 30' depth where the bridge crosses the gap at the **Knight's Gate** entrance to the village. As the party follows the trail north, if they are especially clever (roll an INT ability check) they will notice two things: the surrounding woods have gone eerily quiet and a number of carrion birds are circling above in the direction they are headed, indicating a battle is afoot.

After a short trip of about 1 turn (10 minutes), the party arrives at **Lookout Point**. This is a lone oak tree sitting atop one of the highest prominences on the north side of the gully. The tree is ancient and thick limbed. It is here, about a quarter of a mile from the village where the party has their first encounter with the invaders.

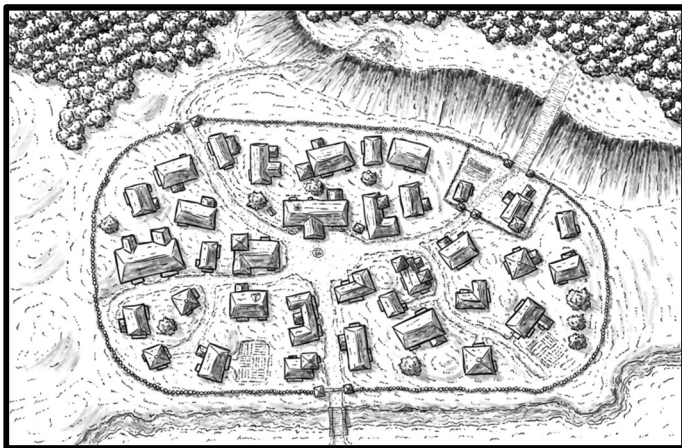
As the party approaches they spy a large group of invaders at the nearby tree line. While they cannot make out their numbers or make-up, the party can tell the group is composed of several different sizes of creatures. As they watch, the invaders blend back into the woods and disappear after several moments. **GM's note:** The invasion force has gone back into hiding and left the group below to deal with the remaining defenders. The party will not see the main group again.

In front of the party, encircling the tree, are a group of 7 **bugbears** (MV 9"; AC 5; HD 3+1, 17hp each; #AT 1; D 2d4, broad sword; SA surprise 1-3/d6; Sz L, 7' tall) and their **raid leader** (AC 3; HD 4; 28hp; D 2d8+1, broadsword). Several **bugbears** and 3 humans, in the livery of **Dùn Loachas**, lie dead nearby. From up in the tree, crossbow bolts zip out, smacking into enemies, and eliciting yelps of pain and rage.



Below the platform, the **bugbears** are focused on avoiding the crossbow bolts and trying to start a fire to burn the tree to the ground. Given the situation, the party has gone unnoticed and will have one round to act with surprise on their side. Once engaged by the party, the **bugbears** will fight to the death. When the battle is over the party discovers **Chipper** is the only guard still alive. He tells the party a large force is hiding in the woods, and suggests they hasten to the village to report this.

If the **bugbears** are searched after battle, the party finds 160sp, 144gp, 8 gems (6x 50gp, 100gp, 500gp) and a *glove of storing*.



THE TOWN OF DÙN LOACHAS (FORT VALOUR)

THE SIEGE OF DÙN LOACHAS: As the party returns from the **Lookout Point** to the north town gate, with **Chipper** in tow, they will face a tense situation at the gates. A large force of invaders can be seen exiting the woods near the north gate and headed toward the village. The guards will usher the party quickly through the gates, with instructions to return to **Ezrial** at the inn.

Once back at the inn, **Ezrial** greets them fondly and hugs his son tight. He gives the party their reward (250gp) and then takes his leave to spend time with his family before the battle. Before going, however, he introduces the party to the **Knight Captain** of the village militia, a human female named **Safine Merilon**.

The **Knight Captain** listens to the party's report and confirms that it matches her intelligence thus far: the village is under attack by a group of marauders, split between two forces in the woods to the north of the village. She notes the attack on the **Lookout Point** suggests planning, and she shares her concern this force may be better organized than other groups who have attacked the village in the past.



KNIGHT CAPTAIN SAFINE MERILON

Given her concerns, **Safine** offers to employ the party to help defend the village. She offers to pay them a 500gp reward now and the same again once the battle is won. She informs the players she wishes to utilize them as shock troops at critical skirmishes, while she leads the main militia contingent in protecting the village's three gates.

Once the party agrees to this arrangement, **Safine** instructs them their first objective is to **defend the town square** while villagers are escorted to safety at the inn and church. The **Knight Captain** then bows and takes her leave, advising she will relay further orders to the party through her militia guards.

GM's note: During the siege, the party will be given three objectives by the **Knight Captain**. They are as follows: (1) Defend the **town square**; (2) Defeat the **Guild Hall** attackers; and (3) Rescue the **Mayor** and village council.

Whilst so engaged, the party must also deal with random obstacles (See Appendix F, *Random Encounters Table*), as they move from one objective to the next.

1. DEFENDING THE TOWN SQUARE: Once the party exits the inn, after their meeting with the **Knight Captain**, they enter a scene of barely controlled chaos. Villagers of all ages, livestock, and militia guards are rushing about. It is clamorous, and the party finds it is very difficult to hear.



The party will hear a chorus of shouts and screams rolling like a wave from the north end of the village. A militia guard comes sprinting into the square from that direction, stops briefly to scan the crowd, and upon spotting the party he runs toward them.

The guard tells the party the **Knight Captain** sent him to alert them that the village's north gate was momentarily breached; before the breach was closed enemy forces made it through the gap, and even now the enemy is headed toward the town square. Looking about, he estimates the militia needs ten more minutes to get the civilians to safety. As he finishes, more screams are heard from the north, and he points up the road saying, "Here they come: you've got to stop them!"

As the party looks up the north road, they see a group 30' away, headed toward them. There are 3 **ogres** (MV 9"; AC 5; HD 4+1, 23hp each; #AT 1; D 1d10; Sz L, 9' tall) and their leader, an **ogre mage** (MV 9"/15" fly; AC 4; HD 5+2, 26hp; #AT 1; D 1d12; SA spells; SD regeneration, 1hp/round; Sz L, 9' tall). **GM's note:** See OSRIC manual for the **ogre mage's** spell-like powers.

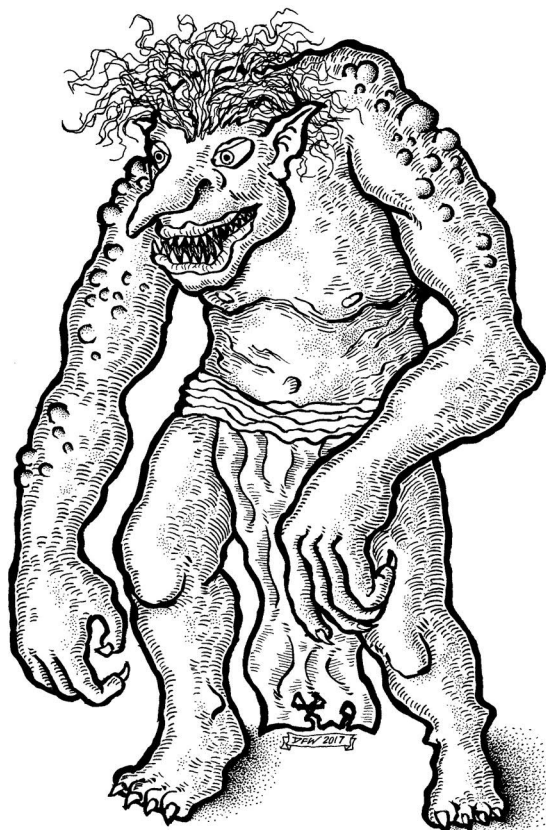
The **ogres** rush to attack the party on sight, and fight to the death. If they are searched after the battle, the party finds 2,000gp, 1,000pp, 2 gems (2x 100gp), 4 potions (2x *extra healing*, *treasure finding*, *speed*), a *shield* +2, *elfin chain* +2, a *mace* +2, and a *mage scroll* (3/2/1, GM's choice).

2. GUILD HALL DEFENSE: The party has no time to rest after their defeat of the **ogres**, for as soon as the civilians are safe, another militia guard runs up to them with new orders from the **Knight Captain**. The party is to hurry to the **Guild Hall** and defend it from attack. As the party moves from the town square to the **Guild Hall**, the GM should roll once on the *Random Encounters Table* to determine what obstacle they face along the way.

When the party arrives at the **Guild Hall**, they find its iron portcullis is down, its heavy oak door is closed, and the lower windows are shuttered and locked. However, from the upper story windows and roof, a group of guild members pepper their attackers with crossbow bolts.

The invaders, 2 **trolls** (MV 12"; AC 4; HD 6+6, 39hp each; #AT 3; D 1d4+4/1d4+4/2d6; SD regenerate, 3hp/round, only killed by fire or acid; Sz L, 9' tall) and their **leader** (AC 3; 44hp; D 1d4+5/1d4+5/2d6+2), are pounding on the portcullis and trying to scale the building's walls.

The **trolls** are distracted by the projectile fire from the guild members, which provides the party with one round of surprise to act. Once attacked, the **trolls** turn toward the party and fight to the death. Once the **trolls** are defeated and searched, the party finds a sack with 4,000ep, 3 potions (2x *extra healing*, *flying*) and a *giantbane longsword*.





3. RESCUING THE MAYOR AND COUNCIL: After defeating the **trolls** at the **Guild Hall**, a militia guard runs up to inform the party the **Knight Captain** has ordered them to rescue the **Mayor**, whose home is under attack.

As the party moves through the village toward the **Mayor's House**, the GM should roll once on the *Random Encounters Table* to determine what obstacle they must deal with on the way to save the town's leaders.

Arriving at the **Mayor's House**, the party finds a scene of destruction. Bloody and broken bodies of invaders and defenders litter the square, and the stench of death is overwhelming. The once fine mansion has been savagely attacked: shutters are torn off, the front door has been ripped off its hinges, and the house is burning in several spots. People are rushing about trying to put out the fires.

Standing boldly before the front entrance is **Mayor Jonas Weir** (5th Level Fighter; MV 12"; AC 8, HP 50; #AT 1; D 1d10+3; SA *flame blade*; Sz M). The half-elf is heavily muscled and imposing despite his advance years. He is dressed in his tattered robes of office, which are soaked with blood, mostly his enemies'. He carries a small shield and wields a long sword which is wreathed in magical blue flames. Two militia guards lie dead next to him, having given their lives in his defense.

As the party approaches the house, the invaders have formed up for a final decisive assault, hoping to crush the **Mayor** with their superior numbers.

If the party approaches quietly, they will have one round of surprise in which to act. However, if they dawdle the invaders will notice them and turn to attack them as well. The remaining enemy force consists of an immature **hill giant** (MV 12"; AC 4; HD 7+1d2, 46hp; #AT 1; D 2d6; SA throw rocks; SD catch rocks, 30%; Sz L, 10' tall), an **ogre** (MV 9"; AC 5; HD 4+1, 21hp; #AT 1; D 1d10; Sz L, 9' tall), and 4 **dire wolves** (MV 18"; AC 6; HD 3+3, 17hp each; #AT 1; D 2d4; Sz M).

GM's note: The **Mayor** will join the fight wholeheartedly, but you should not allow him to die in battle. He will instead be gravely injured by the end, for story purposes.

If the invaders are searched after the battle the party finds a sack containing 3,100gp, 17 gems (10x 10gp, 5x 50gp, 2x 500gp), a golden medallion (800gp), 6 potions (2x *healing*, 2x *extra healing*, *growth*, *heroism*), a *ring of water walking*, a *wand of light*, russet colored *plate mail* +2, and a *black ice longsword* (See Appendix E, *New Magic Items*).

DEFENDING KNIGHT'S GATE: Just as the battle with the **Mayor's** attackers ends, the **Knight Captain** herself will appear. She comes in from the south west. She appears exhausted, her armour is dented, and she has a bandaged wound on her head.

Upon arriving and finding the **Mayor** gravely wounded during the battle, she moves to heal him. She will ask for the party's report and, while listening to them, she bends down and tends to the **Mayor's** wounds. Read the following to the party:

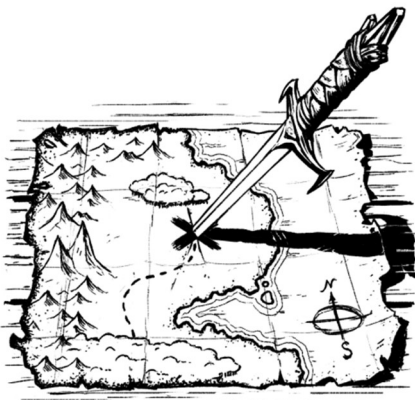
Safine softly prays to herself, gripping her holy symbol with her right hand, and as you watch a bright white glow begins to coalesce around her left hand, which she lays on the **Mayor's** chest. As she does so his wounds close, the colour returns to his cheeks, and he takes a shuddering breath.

Slowly opening his eyes, the **Mayor** smiles at **Safine** and says, "Thank you, friend." Looking at the party he says, weakly, "I assume you hired these heroes. If not for their timely intervention I'd be done for." He continues, "You saved us all, and for that I thank you."

He asks the **Knight Captain** to report, and **Safine** says, "We defeated the enemy at the north and south gates and these adventures have dealt with the enemies without our walls," she hesitates, "but I am told the leaders of this rabble and the remainder of their forces are gathering at **Knight's Gate** for one last assault. We must stop them there."

The **Mayor** coughs and tries to stand, saying, "Very well, let me just get my armour...", but as he tries to rise he simply cannot. With a worried look on her face, **Safine** says, "You are not well enough, please be still."

The **Mayor** sighs deeply. "Perhaps you're right," he says, "but at least take my sword." He passes his flaming blade to her. "Also, see these worthies receive the reward they're due. Now, brave ones," at this he grips the nearest party member and says, "I beg one last boon of you: please defend the **Knight's Gate**. I promise double the previous reward. In the name of justice, will you help us?"



Once the party agrees to take on this final task, the **Knight Captain** leads them to the **Presidio**. The GM should roll once on the *Random Encounters Table* to determine what obstacle they must deal with along the way.

The **Knight Captain's** full statistics are as follows:

Safine Merilon, human, paladin, 5th level, AL LG
S 17 D 13 CN 16 I 14 W 13 CH 17
(AC 0, plate mail +1, shield +1; MV 9"; HP 50; #AT 1;
D 1d8+2; SA *flame blade*; SD *protection from evil*,
lay on hands; Sz M)

As the party approached the **Presidio**, they see the area is already under attack. Flurries of projectiles, some of which are flaming, are coming over the palisade walls. Here and there small fires have started. The militia guards are returning fire and strengthening the gates, which shudder under the crash of a battering ram. Read the following to the players:

A ragged cheer goes up from the defenders at seeing the **Knight Captain** and your party. Apparently word of your exploits defending the village has preceded you. But suddenly, the cheers stops, as a deafening boom fills the yard, and the gates are torn asunder. Gouts of flame spill into the yard and guards scramble to avoid the searing magic fire.

Out of the smoke and fire at the gates emerges a small cadre of adventurers leading a group of humanoid troops. A lone booming voice is heard above the din of battle, sounding like rocks shattering against one another. It says, "Kill them all, burn everything, make this a place of death!"

The speaker is **Gronk**, ringleader of the evil adventurers leading this invasion. This group of marauders consists of:

- (1) **Gronk**, half-ogre fighter, 6th level, AL LE
S 18/00 D 12 CN 16 I 14 W 11 CH 10
(AC 2, natural AC 5, *belt of armour* +3; 27 hp;
D 1d8+2, *hook sword* +2; Sz L, 8' tall)
- (2) **Darktide**, human mage, 5th level, AL CE
S 12 D 16 CN 15 I 17 W 11 CH 9
(AC 3, *bracers* +3, *ring of protection* +2; 19 hp;
D 1d6+2, *staff* +2; SA spells 4/2/1, GM's choice;
Sz M). **GM's note:** He just used his *only* 3rd level spell (*fireball*) to destroy the gates.



DARKTIDE



GRONK



STRAYLITE

- (1) **Straylight**, dwarf assassin, 4th level, AL: NE S 13 D 16 CN 15 I 14 W 13 CH 12 (AC 0, *studded leather* +3, *shield* +1; 23 hp; D 1d6+2, *short sword* +2; SA assassinate, poison; Sz M). The poison he uses is weak (Save vs. poison at +2 or be incapacitated for 1d4 rounds). His pet **huge spider** (MV 18"; AC 6; HD 2+2, 16 hp; #AT 1; D 1d6; SA leap 30', poison; Sz M) fights with him. Its poison is weak (Save vs. poison at +3 or die).
- (2) 8 **flind** (MV 12"; AC 5; HD 2+3, 16hp each; #AT 1; D 2d4, flail; Sz M)

There are 6 **militia guards** (Fighter Level 2, AC 4, 17hp each; D 1d8, long sword) present in the **Presidio** courtyard. These men and women will join in and fight alongside the **Knight Captain** and the players.

Once battle is joined, the **flinds** will move to engage the **militia guards**. The evil NPCs will focus their attacks on the **Knight Captain** and the party. They will attempt to target spell casters first, then warriors and other classes.

If the enemies are searched after combat, in addition to their magical arms and armour, the party finds a *bag of holding* (Type III), with 1,000gp, 3x 1,000gp gems, and 3 potions (*extra healing*, *fire resistance*, *water breathing*). A **black leather ledger** is also found, with notes on the village: its guard compliment, watch schedules and similar details. It is obvious these marauders have been spying on the town for several weeks. It is likely their invasion plans would have succeeded but for the serendipity of the party's arrival.

GM's note: There is also a letter written in the **drow** tongue. Once the party has it translated it provides clues

to the true source of the attack upon the village. The letter offers compensation for the sacking of the village, and promises more profits to come from plunder and slavery in the region. This is part of a broader strategy of coordinated attacks on good-aligned kingdoms by malevolent forces in the author's campaign realm, but GM's may use this adventure hook in their own games.

CONCLUDING THE ADVENTURE: After the players defeat the evil NPCs at the **Presidio** battle, any remaining enemy forces flee. The village is safe for the time being, and a feast is held to honour the players. **Captain Merilon** bestows the honorary rank of Lieutenant upon them and gives them service medals. The **Mayor** bestows the title "*Defenders of Dùn Loachas*" on the players, and gives them their reward and a ceremonial key to the village.



EPILOGUE: This module was written during the hot, dry summer of 2017. There is some intense block by block fighting, and players may feel trapped in the city. I believe the heat in Los Angeles certainly had an effect on this module as I was feeling a bit trapped indoors myself while writing it. I began to write this adventure in June and it was published on 31 July 2017.

Wycked Summons

by
Louis “sirlou” Kahn

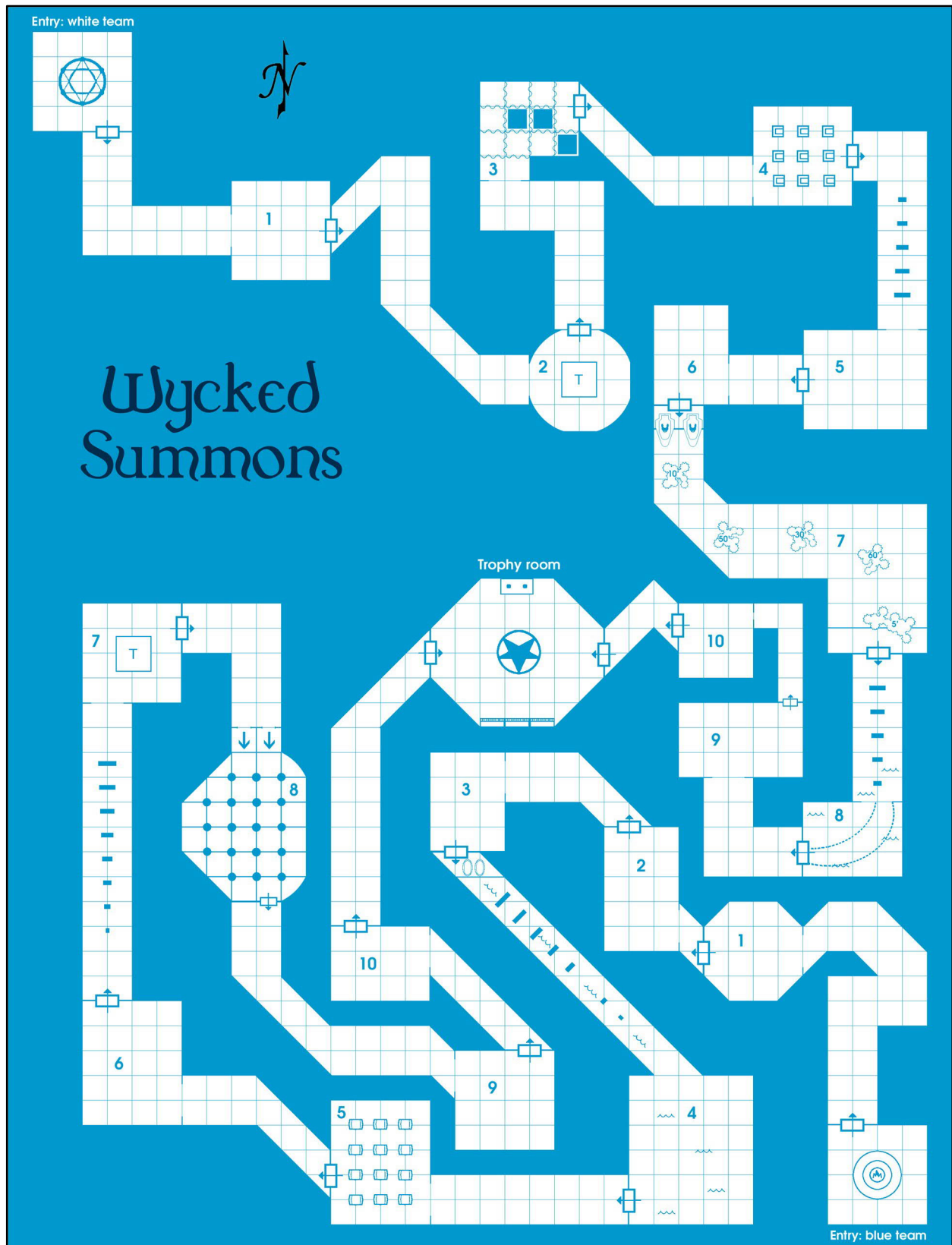


A One-Shot Adventure

Compatible with OSRIC, 1E and 2E game systems

Recommended for 4-6 player characters of levels 4 to 6

DUNGEON MAP



Scale:  = 5 feet

PREFACE

Hello and welcome, adventurers and Game Masters! Before you lays a one-shot adventure I designed with a horror theme for use on Halloween or any time your players need a fright. I tried to make it equal parts problem solving and combat, with a bit of a "race against the clock" aspect as well.

Your players are going to be thrust into a race to complete a dungeon faster than another group, in order to save their lives and gain their freedom. This unique competition aspect allows for this module to be played a number of ways, and its replayability is high.

It can be played as is, with one group of players going through the adventure pitted against a group of NPCs. It could also be used (with some tuning for balance) with a GM and as little as one player, racing against a solo NPC. Or the GM could run two groups of player characters simultaneously, each trying to beat the other to reach the final prize and freedom.

If the GM is truly diabolical, they could split the player's party and have the two groups compete against each other for who will complete the challenges first and reach safety...leaving their compatriots behind!

Lastly, the mechanics of this dungeon were intentionally kept fairly basic so that it would be simple for a GM to substitute in their monsters, or even randomly generate them on the fly with the OSRIC manual or your gaming reference manual of choice, so that the dungeon could be reused again and again.

After all, you're dealing with a very powerful deity who loves nothing more than to watch poor mortals battle for their life and freedom in his arena. He is not just going to stop doing so because your group of players makes it out. Of course he's not; he'll just restock the dungeon and continue watching the mortals struggle for his amusement.

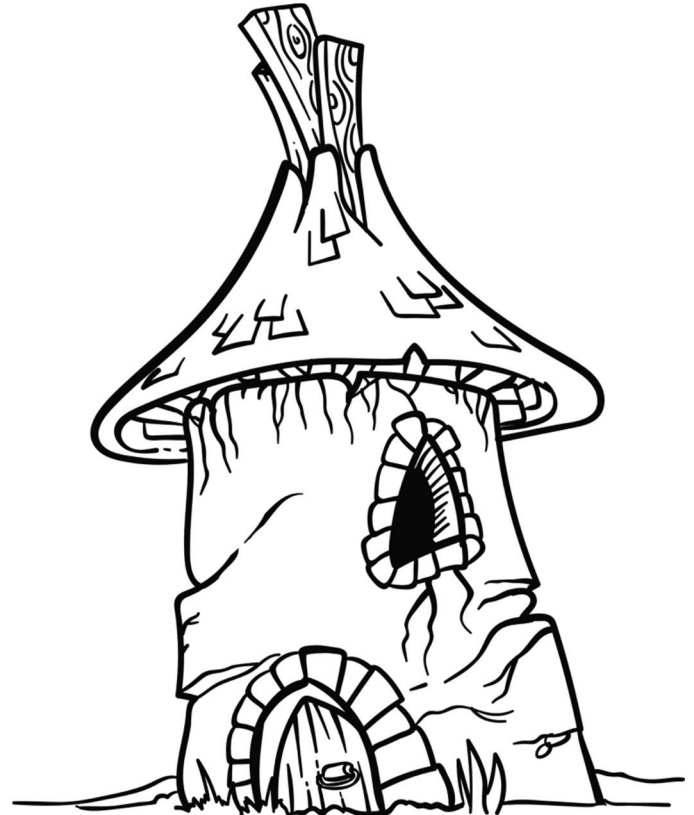
The adventure was also written to be generic enough in setting that it may be placed anywhere in the GM's campaign world. Any specifics noted in the adventure, such as the locale of the meeting with the **Arawn Wycked** or the towns or nations discussed, are specific to the author's published campaign, and are mentioned solely for ease of integrating the adventure into that campaign world, should the GM's game be located with my campaign setting.

We hope you enjoy this one-shot adventure and that we have whet your appetite for our further adventures, which may be purchased through our website, starryknightpress.com.

Now tighten that sword belt, heft that shield, prepare those spells and get ready for adventure. It's time to answer a **Wycked Summons!**

GM's note: Armour Class (AC) will be counted as descending, i.e. 10/9 to 0. To keep the adventure as system agnostic as possible, full stat blocks are not included so you may use the rulebook of your choice. We provide AC, HD, HP and damage/weapon statistics the first time a creature is encountered, and thereafter we only list the creature's HP and any change in the creature's damage/weapon type. However, the OSRIC compatible monsters that were created specifically for this adventure have their full stat blocks.

*Louis "sirlou" Kahn
October 2017*



THE HOME OF ARAWN WYCKED

WYCKED SUMMONS

INTRODUCTION: In this adventure the party will be kidnapped and forced to complete a deadly dungeon crawl in order to save their own lives and to earn their freedom back. As if that was not bad enough, they have been placed in a direct, head-to-head competition with another party: the first group to reach the central trophy room, secure the trophy and activate a portal earns their freedom!

The other group finds themselves back at the start, in stasis, awaiting new challengers, with no idea what the next terrifying life and death competition will entail. This continues until the group wins or is killed, then they are replaced; the wheel of time keeps on turning.

This adventure takes place over the course of one night, **Samhain** or **All Hallow's Eve** as it is celebrated in some parts of the Realm. It is compatible with OSRIC, 1E and 2E game rules, and it is intended for use with a party of 4 to 6 players of levels 4 to 6.

If your players do not have characters of the appropriate level, they may use the pre-generated characters which are included in Appendix A.

The adventure begins in the **Diútha Forest**, a heavily wooded area of the **Red Eagle Barony**. (See Appendix B, *Map of the Red Eagle Barony*). The players have left the forest village of **Ballycraobh** on their way to the capitol city of the barony, **Baile Átha Quinith**. They are traveling the well maintained trade road which runs between the village of **Breyburgh** and the capitol.

As noted above, this module is intended as a "one-shot" adventure and it may be placed anywhere in the GM's campaign world, and may be used anytime your players are travelling overnight from one location to another.

ADVENTURE HOOK: As night settles the players are weary from being in the saddle all day, and just beginning to think of setting up camp for the night when they come across a sight they had not seen before: someone has built a small house just alongside the road. It lies in the grasslands alongside the road and the river **Caora**.

The small stone house is a bit crooked, but it looks homey enough and as the party rides up they see a middle aged man sitting at a large campfire, enjoying a tankard and puffing on a pipe; a giant wolfhound is at his side.

As they pause to take in the sight from the road, the man rises, smiling and waves the party over. He introduces himself as **Awarn Wycked**; he says he's a retired troubadour who recently settled here. After exchanging a few pleasantries with him (the man seems nice enough, his huge dog is friendly, and his house seems like a safe place to rest) the party agrees to accept **Awarn's** hospitality and spend the night. The road is well traveled and you are in the middle of the Barony: not likely to run into brigands or hostiles and you feel safe.

Alternately, the party may happen upon **Awarn Wycked** at a coach house or traveler's inn when they have stopped to spend the night in the middle of a long journey. He will be posing as the proprietor, working by himself with only his wolf hound as a companion, and the party will be the only travelers present.

Either way they meet **Awarn Wycked**, he will regale the party with humorous tales and sing songs to lift the heart during the long hours of the night. He will provide excellent food and drink, and keep them flowing long into the night as the party enjoys a relaxing evening under the bright light of a full moon. He assures the party that no guard is needed overnight as they are in civilized lands and he and his wolf hound will alert them should anything happen.

As the party beds down for the night, they will think themselves lucky to have met such a lively host.



LET THE GAMES BEGINS: After the players have bedded down for the night the GM should read the following:

Full of fine wine and hearty mead, with bellies full of juicy mutton as well as steak, kidney and other meat pies, and trifle besides...you fall into a deep and content sleep. Your dreams are of rich meals and drinking with friends and comrades.

But as the night wears on, your dreams take on a darker tone. You have visions of slavering wolves chasing you, of their terrifying howls in the night.

You also dream of witnessing a great hunt. You watch as the procession of huntsmen and women pass, and with a shudder you realize they are the newly dead as well as discarnate spirits of evil intent. If that were not terrifying enough, you see faeries, dark witches, and other folk from the eternal Land of Faerie prancing by, engaged in deep conversation with nightmarish dark elves!

As the dream continues, you stand transfixed as you watch all manner of undead, nearly dead and newly dead join other creatures of dark and foul intent on this wild hunt. Eventually the hunt master comes into view, leading a pack of huge wolves, and you see, with a shock, that it is none other than your new friend **Awarn Wycked!**

He does not look like a kindly retired troubadour anymore; he is dressed in leather armour, festooned with leaves and berries, and he wields a massive broadsword. His dog has been transformed into a winter wolf, straining at its tether to get its slathering jaws on you and rip your throat out.

Awarn wears an eye-patch over his left eye, but as he turns to stare at you with his one good eye, you see that there is naught but pure evil in his heart.

You feel yourself falling...endlessly. Then just as quickly as the dark dreams started they end. You jerk awake to the sound of a horn trumpeting a call to the arms!

THE SET-UP: The players are awoken from their troubled sleep by the loud braying of horns, only to experience quite a shock to discover they are no longer sleeping around **Awarn Wycked's** campfire. They have no idea where they are.

If the players compare accounts of what happened, they will all report having the same dream about the great wild hunt and seeing the man who was **Awarn**, but he was not **Awarn**...and he was evil.

Once you relay the above to your players and they have gotten over their initial shock, read the following to them:

You have awoken to find yourself in a 20' square room. The floors, walls and ceiling are made of a very dense stone, which feels cold to the touch. There is a large arcane symbol on the floor although none of you, not even those versed in magicks can decipher it.

You are all dressed alike in white robes with simple linen clothes beneath and soft leather slippers, dyed white. All of your adventuring gear is gone.

As you look around, you see several chests, one per party member, against one of the walls. Opening the chests reveal they contain gear: after some trial and error, you discover which chest is for which player. You spend a few minutes dressing and donning this gear.

Each player will be provided with basic weapons and appropriate armour, including some magical gear. They will also be provided with a standard backpack of adventuring supplies (See Appendix A, *Pre-Generated Characters*).

The equipment provided is as follows:

- **Fighter:** fighters receive *chainmail* +1, a shield and a +1 *longsword* (if not proficient in the longsword, the GM should choose a weapon), a light crossbow and 24 bolts. This includes fighter subclasses).
- **Stealth:** the stealth players receive *leather* +1, a +1 *shortsword*, a sling with 24 sling bullets, and thieves' tools. This includes thieves and assassins.

- **Spell Casters:** clerics receive *chainmail* +1, a shield and a +1 *mace* (if not proficient in the mace, the GM should choose a weapon), and 2 light throwing hammers. Druids receive leather +1, wooden shield, *scimitar* +1 and a sling with 24 sling bullets. Mages and illusionists receive robes +1, a quarterstaff +1, and 30 darts. Each spell caster receives a scroll with the number of spells consistent with their experience level (but no bonus spells for clerics with high WIS). The GM may choose the spells or allow the players to choose them. The druid and cleric also receive simple appropriate holy symbols and one vial of holy water.

The party also finds a leather case with a number of *potions of healing*; there is one for every player.

After the party has dressed and armed themselves, read the following to them:

Suddenly you hear a voice booming out; it appears to be coming from nowhere, but you hear it as if the speaker was standing in the room with you.

"Welcome players! Thank you for agreeing to play my game." The speaker pauses: you recognize him as the man you knew as **Awarn**. He continues, "Right, OK, I can read your minds, you didn't necessarily agree to anything, I can hear you thinking."

"Well that's where you are *wrong* you mortal knobs, because you most certainly *did* agree to a bargain with me when you accepted my hospitality! How rude for you to have forgotten. You drank my spirits, ate my food, and enjoyed my stories...and now I am entitled to something in return. So you'll play my game!"

"By the by," he continues in a genial tone again, "here's a word to the wise folks, don't accept the hospitality of a faerie god unless you are willing to accept the consequences! Oh yes, did I forget to mention who I am. Sorry I'm just so excited about the contest tonight!"

"I have been known by many names: **Arawn**; King of the Fomorians; Balor the smiter, the strong, of the piercing eye; of the Evil Eye

and so on. Don't go looking so shocked, I did try to 'A-warn' you lot!" He laughs at his own joke. "Get it, it was an anagram! Anyway..." he continues, "you had a good time last night and now it's my turn to have some fun!"

"So you are in my arena and you are going to have to struggle to the trophy room and if you make it you can have your boring lives back. To make it interesting for me, and to keep you from lollygagging, this is a race! You see there are two teams of you: the blue team and the white team. You'll both start at the same time and the first team that gets to the trophy room, grabs the trophy and activates the portal, wins!"

"Sadly, for the losing team," he continues, "they will have to stay here and fight again, until they win or die trying! Otherwise I don't think our bargain will be fulfilled."

"OK I'll give you a few minutes to prepare yourselves: I've provided you with armor, weapons, spells, and each of you have been given a healing potion, as a sort of bonus because I like you folks, I really do.

OK, I'll talk to you again in 5 minutes folks!"

With that the voice goes silent. The players may have questions or may be confused, but the GM should make sure to start following a very strict game clock, and tell your players this. Give the players five minutes, and then read the following to them:

"OK players, I'm back! We'll start the game shortly. There are just a few simple rules first; you should be getting them now." As he says this a piece of parchment appears, stuck to the door. "Make sure to read the rules!" he says.

"Get ready white and blue teams, we're going in 5, 4, 3, 2, and 1! Go go go!" he cheers.

With that the door to the room opens and you just started a fight for your life!

GM's note: "The Rules" to the competition may be found in Appendix G, which you may hand out to the players at this time.

For purposes of the official campaign, the players will be on the **white team**, and we will first describe the **white team's** rooms 1 to 10 (the north portion of the map), then the trophy room, and then the blue team's rooms 1 to 10 (the south portion of the map).

However, the GM may choose to start his players on either side, or have them play the white or blue team (or both). However, note the explanatory text mentions the players being in all white outfits, so if you players are on the blue team, you should adjust that section accordingly to all blue clothing.

THE COMPETITION:

This arena sits in a pocket universe created by **Arawn**. There is no escape unless he wills it. Also, he created the entire structure, and each room is made of identical, skillfully worked stone, with 10' high ceilings, and torches every 30' for illumination. The few rooms that are constructed differently will be called out in the text.

WHITE TEAM: Rooms 1 to 10 (north side of map)

1. THE FEAR GORTA: The door from the entry chamber opens onto a winding hallway. As the party turns the corner to face Area 1, they are startled (no "surprise roll") by the loud, keening wail of a **fear gorta** (AC N/A; HD 2+2, 13hp; #AT 0; D nil; SA bless/curse; SD ethereal), which is running toward them from Area 1.

Physically they resemble a corpse, left to rot. They are extremely thin and have greyish green skin. It carries a battered and dented cup of alms, with its spindly twig thin arms. Its hair is long and matted, usually grey or white hair and it has stubby facial hair. The creature is dressed in rags which are torn, stained and hang loosely on its emaciated form.

The **fear gorta** arrives in one round, before they may take any action, holding forth its alms cup. The **fear gorta** approaches the party seeking aid and succor. If the party aids it they are rewarded with a *bless* spell, and a +2 weapon. The GM should choose a +2 weapon to distribute to the players which would be most beneficial to them.

But, if the party attacks or spurns the **fear gorta** they are punished with a *curse*. Both spells last the entire adventure. Once it confronts the party it gives one last shriek and slowly fades from view, returning to the ethereal plane.

2. TRAP ROOM: A winding hallway from Area 1 enters this roughly circular 25' room. There is a trap in the middle 10' of the room. If a player steps in this area, they activate a pressure plate which drops **flaming oil**, affecting anyone standing in that area. It does 1d8 damage the first round and 1d4 the second; a successful DEX check (a leap out of harm's way) will reduce the damage by half.

3. ITS CURTAINS FOR YOU: This room involves a puzzle that is not difficult, just time consuming and irritating. There are multiple curtains hung in 10' squares, as shown on the map. If a player opens a curtain going in one direction, the other curtains in that 10' cube solidify, as if they were immovable rock, and cannot be opened for one turn (10 minutes). There are three pillars placed throughout the room which function as dead ends, you cannot pass or get around them.

So, if a player is standing on the number "3" on the map they are facing a curtain. If they open it and move forward, they can then open one of two curtains. If they open the east you hit a dead end (the pillar). You could back out to the where the number 3 is and open the eastern curtain or wait and try the north curtain in 1 turn.

4. THE QUESTION ROOM: As the players enter this room they see a 20' square room with a group of 12 thrones facing a locked door in the east wall. Read the following to them:

Arawn's voice pipes up, from out of nowhere, saying, "Well, well, well you are making some great progress. I'm sure the other team just got ahead of you because you are pacing yourself. Now this room has your first locked door here, sorry! The *question* is: how are you getting through this room?"

Arawn will place a stress on the word "question" and the GM should too, and make sure to place an emphasis on his last statement as a question, having your voice go up at the end of the sentence. This is a major clue about how to solve this puzzle. The party must sit in the thrones to form a rudimentary "question mark"; at which point the doors will open.

In **Figures 1 to 4**, below, we see the seating arrangements that will open the door for 3, 4, 5 and 6 players. Placing a dead body in one of the thrones will be sufficient to activate throne for purposes of this trap.

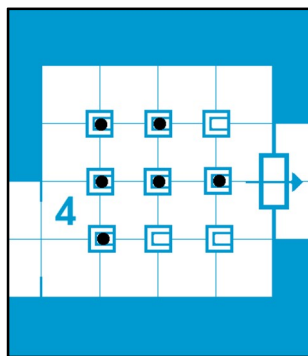


FIGURE 1: 6 PLAYERS

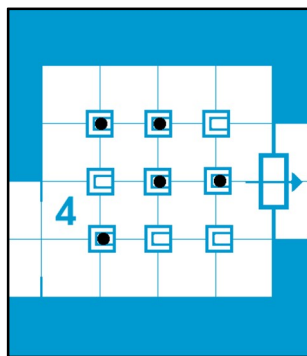


FIGURE 2: 5 PLAYERS

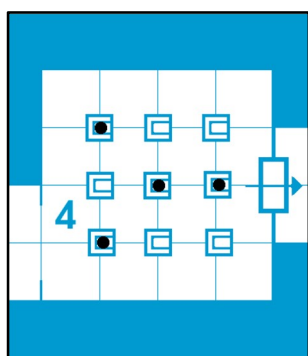


FIGURE 3: 4 PLAYERS

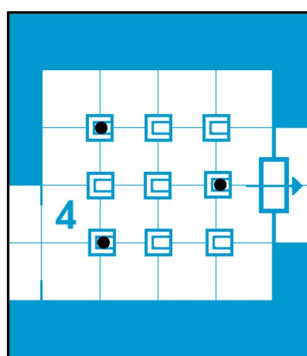


FIGURE 4: 3 PLAYERS

GM's note: If the GM is running this module with less than three players, the GM should allow the player(s) to improvise (e.g. taking off your armour and placing it on a throne, or similar heavy items) running this.

5. BAT ATTACK: The long hallway from the **question room** climbs up to this 25' x 20' room. Inside in the room, hanging upside down from a bar in the southwest corner, placed there especially for them, are 2 **sonic shrieker bats** (AC 4; HD 6+3, 33hp each; #AT 2; D 1d6, bite/1d4, tail; SA shriek). They attack once a player enters the room. These man-sized bats have a 25' wingspan and can carry off prey of 25 stones (300 pounds)! They can also blast forth their sonic yip for 1d4 +1 rounds: all within 100' cannot concentrate (attack at -1 and no spells can be cast), there is no saving throw allowed against this attack.

6. MEGA ZOMBIE: The short hall from Area 5 leads to this 15' x 20' room. It is empty save for a stone slab upon which rests the largest **zombie** the party may ever have seen: an **ogre zombie** (AC 6; HD 6, 33hp; D 2d8). Once the party enters the room it rises and attacks. All **zombies**

are very slow and strike last in combat. They are immune to sleep, charm, hold, death magic, poisons, and cold-based spells. A vial of holy water inflicts 2-8 points of damage to a zombie.

7. FLY ME TO THE MOON: The door from Area 6 opens directly onto this massive, oddly shaped room, and then immediately shuts and seals itself. The players will need to be very cautious as falling off the shelf will result in their irreversible death on another plane.

This room houses a rather complex puzzle. **Arawn** has opened a portal into the **elemental plane of air** in this chamber. The party stands on a 5' wide stone shelf with two machines. These are **sky skiffs**, which certain intelligent humanoids use on the plane of air. Each of the **sky skiffs** will hold 3 people. They come from another dimension entirely and will be completely alien to the players.

The puzzle has two parts: first the players will have to figure out how to operate the sky skiff, and then they will need to fly them to the landing on the other side of the room, while navigating around the **ion storm** obstacles in their path by going over or under them.

A layout of the controls is show in **Figure 5**, below, and the players should experiment a bit before moving forward and trying to navigate the **ion storms**. Each time a play hits an **ion storm** it does 5 points of structural damage to the sky skiff, which can withstand 20 points of damage. If the player's skiff is destroyed, everyone in it falls to their death. The **ion clouds** do not go away if one skiff hits it.

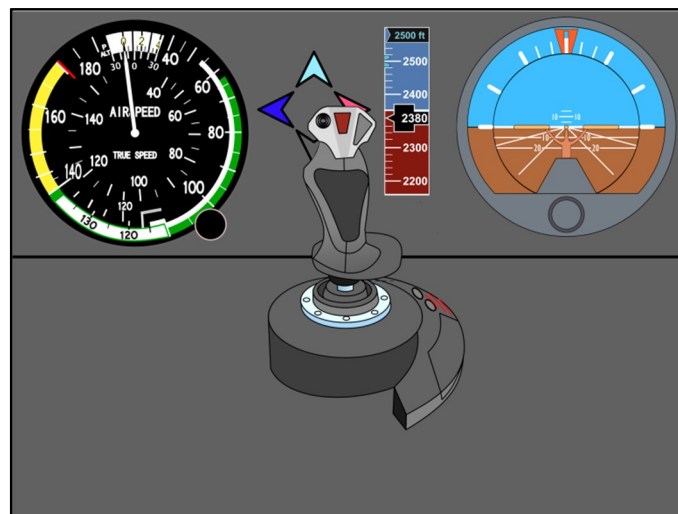


FIGURE 5: SKY SKIFF FLIGHT CONTROLS

The **sky skiff's** instrumentation, shown in **Figure 5**, is as follows: the **airspeed indicator** is on the left, the center control is the **flight stick**, in front that are the **directional indicator** and **altimeter** (craft's height), and **attitude** (shows orientation relative to the horizon) is on the right. The player uses the flight stick to move the craft down (push forward), up (pull back), left or right. Current **altitude** is 2380: players must pilot the craft, up or down, more than the number of units show for each **ion storm** (on the map) which blocks their path. Once the players reach the other side of the room, the door will open.

8. KELPIE ENCOUNTER: The 30' long hallway from the aerial puzzle slopes downward, and is under 2' of water along the last 10', as it enters a 20' x 15' room with a sunken floor that is flooded. As the players enter the room, they will see that there are two shelves in the crystal blue water: on the shelf closest to the north wall the water is only 3' deep, but on the second shelf the water is 5' deep. The two shelves are indicated on the map with dotted lines. The depth of the water dramatically drops after the two shelves, falling to a level of 50'.



Within the waters of this room lurks a **kelpie** (AC 3; HD 5, 28hp; #AT nil; D nil; SA charm, drowning; SD see below). **Kelpies** are vile, evil aquatic shape-shifters who lure their prey to their watery death with a powerful *charm* spell.

When the players enter this room the **kelpie** rises to the surface in the form of a beautiful green-clad woman, and casts a *charm* spell, with a -2 penalty to the victim's saving throw, on the first humanoid male it sees. If the player fails the saving throw, they are *charmed* and leap into the water to be with the **kelpie**, who wraps the victim in its embrace, drowning him. The victims suffer 2d10 points of damage each round until they die, or the **kelpie** is slain and the *charm* wears off. They only take half damage from fire attacks and none if a save is made.

GM's note: The GM should carefully monitor the player's actions in this room, because of the high possibility of drowning if they enter the deep water here.

A character underwater can hold their breath for a number of rounds equal to their CON, divided by 3 (rounded up). This time may be cut in half if the GM determines, in their discretion, the player did not have a chance to take a deep breath, and in half again if the player is performing strenuous activity.

Characters in metal armor cannot swim, and will sink to the bottom. Chain mail (or lighter) takes 1 round to remove, and plate mail (or heavier) can be removed in 1d4+1 rounds. This is halved if the character is willing to cut straps and tear buckles to get their armour off quickly.

A player in the water, once free of their armor, may swim to the surface and pull themselves onto shore, or get assistance from others once they reach the surface.

9. RIDDLE ME THIS: Flanking the door on the northern wall is a metal plaque, fashioned from some sort of silvery metal. Incised into the plaque is the following riddle:

**Of the king I am blue and of the peasant I am red.
Of the frog I am cold and of the dog I am hot.**

What am I?

The answer is, naturally, "blood". If the players are stuck, the GM may give a hint that recalls what day it is (**Samhain** or **All Hallows Ever**, both of which have connections with death and blood). Once the party solves the riddle and speaks the answer aloud, the word "BLOOD" will flash in scarlet red letters on the surface of the door, there will be a loud creaking sound, and the door will open. Grant the party 250xp for solving this.

10. DON'T LOOSE YOUR HEAD: The door from Area 9 opens onto a winding, 5' wide hallway which enters a 15' square room. The room is decorated in an archaic fashion and it smells of decay. In the center of the room, waiting for the party is their last and greatest challenge: a headless horseman!

The **dullahan** (AC 3; MV: 18" HD 7, 40hp; #AT 3; D 1d4+6, sickle/1d6+trip, whip; SD: see below) that stands before the party is a headless cavalry soldier, dressed in tarnished and bloody plate mail, who carries his head under one arm. Its mouth is split in a hideous grin which, impossibly, seems to touch both sides of his head. It wields a freezing cold sickle in one hand (D 1d4+ 6 cold damage) and it uses the spine of a human corpse for a whip (D 1d6+1, save vs. DEX or stunned for 1 round).

The **dullahan** is immune to hold spells, slow spells, charm spells and similar enchantments. Upon seeing the party it salutes them with its sickle and then leaps to the attack.

Once this final, most difficult enemy is defeated, the party can enter the trophy room!

THE TROPHY ROOM:

The trophy room is accessed by hallways leading from both sides of the dungeon: a one way door from each branch of the dungeon enters this room via the east and west walls. It is a large hexagonal room 70' wide by 60' high. The ceiling is 20'. In the exact center of the room is a 10' wide inverted 5 pointed star within a circle, known as a pentagram. The pentagram is an ancient holy symbol of the pagan, including the mythos of which **Arawn** is a deity, so its appearance here should not surprise the players. It appears that the pentagram is the portal he was referring to.

On the north wall of the room is a shelf containing a set of trophies, gold statues of adventurers, one for each of the winning players. As the players look closer at the trophy they realize that the statue is of them, and that their names have been engraved on the marble base. The statue is worth 1,000gp.

On the south wall are a set of bookshelves containing piles and stacks of books, ledgers, scrolls and writing implements. These books are the annals of the battles that take place within these halls, where **Arawn** writes down the names and deaths of every player, as well as the name of those who triumph.

GM's note: There are several possible endings to this adventure, depending on what sort of scenario the GM is running. If the GM and his players are using the stock campaign adventure, then the ending plays out as set forth below.

As the players enter the trophy room and begin to take it in, read the following to them:

You have finally made it through your harrowing and frustrating adventure and reached the trophy room. You and your companions grab up the lovely chryselephantine trophies and are not surprised to see they bear your name and likeness; you're dealing with a god after all.

What does surprise you, however, is the door on the opposite wall opening and a group of adventurers, surely this is the other team, entering the room and stalking toward you, weapons drawn.

From all around you, the voice of **Arawn** rings out. "Well isn't this interesting? I did *not* see this coming. I haven't been so entertained in a long time. I look forward to seeing which of you survives this battle! Have fun, make me proud."

With that the room falls silent as your opposite number begins to steadily advance.

It looks like there just might be one more battle to fight!

In the standard campaign adventure this is indeed the blue team that **Arawn** spoke of before. They were but a minute or two behind your party in clearing their half of the great dungeon. What **Arawn** did not mention is that the **blue team** is comprised of characters of evil alignment.

Thus, if any paladin or other good aligned character attempts to parley in this situation their overtures will be rebuffed, and in fact they will see the attempt as a sign of weakness and insecurity in your abilities.

The **blue team** will attack without mercy and will not surrender as that is simply not an option in this environment. The players must treat this battle in the same manner, as a battle to the death with no quarter asked for and none given.

GM's note: If the players decided to mix things up and they are playing the **blue team**, or come alternate scenario is being played, simply change the colours and loyalties of the teams as necessary.

As players square off against the other team they can expect a tough battle. Arrayed before the party will be their equal and opposite number. Thus, if your party has 5 members, the NPC party you create should have 5 members. It goes further though, such that the players should be the antithesis of one another, as that is what **Arawn** has set up (e.g. a paladin vs. an anti-paladin/ lawful evil fighter, a neutral good thief against a chaotic evil assassin and so on).

For purposes of the official campaign, the **blue team** consists of the following members, which the GM may choose from, to battle the **white team**, depending on the number of **white team** members:

- **Sussergin**, half-orc fighter, 4th Level; AL LE (AC 3; 30hp; #AT 1; D 1d9+1; SZ L, 8' tall). Gear: *chain mail +1*, shield, *longsword +1*, crossbow.
- **Xanadar**, human mage, 4th level, AL CE (AC 9; 13hp; #AT 1; D 1d6+1/1d3; SZ M). Gear: *robes +1*, *quarterstaff +1*, darts. He also has one spell left on his scroll (GM's choice).
- **Tinder**, dwarf assassin, 5th level, AL: NE (AC 7; 23hp; #AT 1; D 1d6+1; SZ L, M). Gear: *leather +1*, *shortsword +1*, sling, and thieves' tools.
- **Veronter**, human, cleric, 5th level, AL: LE (AC 3; 25hp; #AT 1; D 1d6+1; SZ M). Gear: *chain mail +1*, shield, *mace +1*, 2 light throwing hammers, and a holy symbol.
- **Ruston**, gnome, thief, 6th level, AL: NE (AC 7; 23hp; #AT 1; D 1d6+1; SZ L, M). Gear: *leather +1*, *shortsword +1*, sling, and thieves' tools.
- **Pardo**, half-elf, fighter, 6th level, AL: CE (AC 3; 42hp; #AT 1; D 1d9+1; SZ M). Gear: *chain mail +1*, shield, *longsword +1* and crossbow.

At the GM's discretion this group may have one of its *potions of healing* left, and a third of their ammunition.

After the party has defeated the **blue team**, they have earned the right to take their trophies and step into the portal and vanish. However, before they do so, read the following to the party:

After that last battle you are truly spent. Once again you hear **Arawn** speaking, from all around you, "Thank you for an enjoyable experience adventurers. I would ask that you please leave the items I gave you to complete the contest here, for future contestants. Please pile them up near the shelves. You may however, keep any items you found here during the contest and the clothes I gave you."

Once the players have stripped back down to their linen outfits they may now leave the dungeon.

As you prepare to leave, **Arawn** speaks to you one last time. You have won my contest and I am sending you back to whence you came. You will be there shortly. All of your items will be returned and I have left a special reward for you, buried where our campfire was. Good luck!

As you step into the pentagram symbol on the floor, you get a jolt of excitement as it comes alive with colours. It begins to hum quite loudly and then one of the rings, the outer of the two, rises up in the air and a shimmering wall of light connects the two rings. The colours swirl so fast you can't bear watching it.

THE COMPETITION:

Although the **white team** and their north side of the map was the official campaign adventure, we wanted to include this section as well, so that the GM and players can replay the scenario on this side of the dungeon, and also have more playing options on how they set up the competition.

BLUE TEAM: Rooms 1 to 10 (south side of map)

Players who begin the adventure as the **blue team** will experience the exact same introduction as the **white team** (with just the colour of their clothing changed), as set forth in the section entitled **The Setup**.

1. ETTERCAP, ETTERCAP WHERE HAVE YOU BEEN: The door from the entry chamber opens onto a long, winding hallway that opens onto a 20' x 20' hexagonal room. As the party turns the last corner, they can see what appear to be two humans or at least humanoids in the room beyond: they are facing away from the party.

As the party enters the room, they see these are in fact **ettercaps** (AC 6; HD 5+1, 21hp each; #AT 3; D 1d4/1d4/1d8; SA poison), who turn and attack the party as soon as they enter the room. They attack with a claw, claw, and bite routine; their bite is poisonous, victims must make a successful *saving throw vs. poison* or die. Once they are defeated the party can move on.

2. RIDDLED WITH EXCITEMENT: Flanking the door on the northern wall is a metal plaque, fashioned from some sort of silvery metal. Incised into the plaque is the following riddle:

**The night is my domain,
but I am not averse to day.
You will see me if you look,
but you won't always find me.
Though you see me at my brightest,
my dark side will never show.**

Who am I?

The answer is, naturally, "the moon". If the players are stuck, the GM may give a hint that recalls what day it is (**Samhain** or **All Hallows Ever**, both of which have connections with the moon). Once the party solves the riddle and speaks the answer aloud, the word "MOON" will flash in scarlet red letters on the surface of the door, there will be a loud creaking sound, and the door will open. Grant the party 250xp for solving this.

3. WIGHT ON TIME: As the party travels down the long hallway from Area 2 to this room, they hear the voice of **Arawn** again. Read the following to them:

"Well done adventurers, you seem to be handling these challenges with ease. So let's make it a little more difficult, shall we, I think the next encounter should be just wight!"

"By the way, the **white team** is no more than half way through, so buck up; you've still got a chance!"

The party enters this 15' x 20' room through an archway in the east wall. It is very dark in this room: the torches have been snuffed out by someone or something. Read the following to the players:

The room before you is dark. As you are scrambling backward to get a torch from a bracket in the hallway, you hear a hissing, breathy sound from within the room. Suddenly a pale, man-sized creature with wild hair and long dirty fingernails charges the party! You are under attack!

The creature attacking is a **wight** (AC 5; HD 4+3, 24hp; #AT 1; D 1d4 + level drain; SA level drain; SD silver or magic items required to hit; spell immunities; SZ M). **Wights** are immune to *sleep*, *hold*, cold and enchantment spells. They take 2d4 damage from a vial of holy water and are

slain by a *raise dead* spell. A successful hit by a **wight** drains the player of one experience level, which means a loss of hit points and class abilities!

4. WHITE WATER ROOM: The door from Area 3 opens directly onto this massive, oddly shaped room, and then immediately shuts and seals itself. The players will need to be very cautious as falling off the shelf will result in their irreversible death on another plane.

This room houses a rather dangerous puzzle. **Arawn** has opened a portal into the **elemental plane of water** in this chamber. The party stands on a 5' wide stone shelf with two boats next to them. Each boat will hold 3 people. If they look down they will see a large expanse of water leading to a chamber some 100' away. The water here varies between 20' and 30' deep. Although it should not be possible, the water is rushing fast down this 100' chute, at the rate of about 50' per round!

The puzzle has two parts: first the players will have to figure out how to secure themselves to the boats if they can, and then they will need to ride the boats down the rapids and through the room below to safety.

Once the players start their descent, they cannot stop. When their boats strike the surface of the water in the large cavern below, each player must roll a STR check to see if they were able to hold on to the boat despite the rapids trying to throw them off. If they succeed they are fine. If they fail they must make a DEX check to see if they stay in the boat. Failure means they are flung from the boat and into the water, which is 40' – 60' deep in this large 25' x 35' chamber. The GM may allow other players a DEX check to grab their friend, in which case a successful check results in a rescue, while a failed check means they missed grabbing the victim and they have fallen in the water.

As noted above, players in the water in their armour cannot swim and will drown. Refer to the drowning rules set forth in the **white team**, Area 8, above.

Once in this large chamber the party will have no difficulty paddling to the exit to the next area.

5. THIS REQUIRES CONCENTRATION: After leaving the **whitewater room** behind, the players cross a long hallway to reach this 20' x 25' chamber. As the players enter this room they see a group of 12 chests sitting in rows on the floor of the chamber, all facing south. Read the following to them:

Arawn's voice sounds out of nowhere saying, "Hey not bad, you didn't die...yet. Anyways this room is going to require a lot of concentration, so I better leave you to it."

He then continues, "Oh but before I forget, you're behind the **white team**, so you had better solve this quick!"

"No pressure though."

Arawn will place a stress on the word "concentration" and the GM should too. This is a major clue about how to solve this puzzle. The party must play a game of matching the items in the chests to find the two parts of a key to open the door. They do this by opening two chests at a time and trying to find the missing pieces. Once two chests are opened they stay open for 10 seconds before both close (and resetting the electrical charge as necessary). There is a bonus and a catch.

The bonus is a +2 weapon which the party will also be able to discover if they can uncover both pieces of it *before* they find the key. Once the key is found the chests permanently lock and the weapon cannot be gained. The GM should choose a +2 weapon to distribute to the players which would be most beneficial to them.

The catch is that every chest that does not contain a key part to weapon part contains an electric charge that will shock the player for 1hp damage. While this will not be fatal it will be very annoying and time consuming.

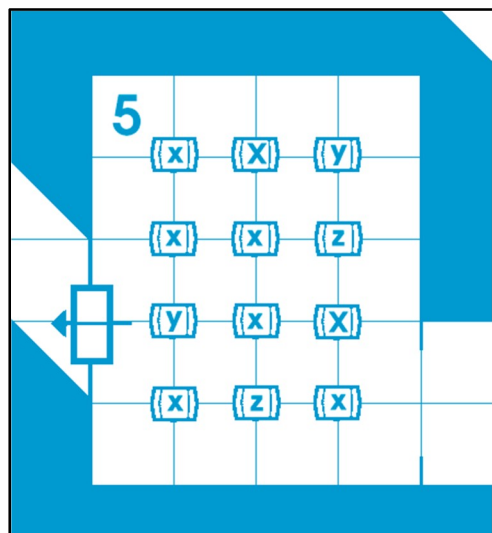


FIGURE 6: CHEST PUZZLE

In **Figure 6**, above, you will find the distribution of the shockers, the two key pieces and the two weapon pieces. On the map, "x" is a shocker, "y" is the weapon and "z" is the key.

Once the players have completed this puzzle and the party has both pieces of the key and/or the weapon, the two pieces magically (or perhaps we should say "divinely") join to form one single item. They players can then move on to the next room.

6. GETTING CREEPY: The hall from Area 5 leads to this 20' x 25' room that seems to be taken up by a large mass of vines in the northeast corner. The vines move and sway in the wind...except you are in an underground dungeon in a pocket universe and there is no wind!

Residing in this room is a large specimen of an **amber creeping vine** (AC 7; HD 4, 21hp; #AT special; D INT drain; SZ L), which covers the northern 20' square area of this room. This creature subsists by sucking the victim's INT (1d4 per round), until it reaches "0" INT and dies.

This **amber creeping vine** also has 3 **amber zombies** (AC 8; HD 2, 14hp; #AT 1; D 1d4) under its control. They will try to bring new victims to the creeper and defend it if it is attacked. These "zombies" are not undead and cannot be turned.

Please see the OSRIC manual for a full description of the **amber creeping vine** and its **zombies**, or your gaming reference manual of choice.

7. IT'S THE PITS: A long hallway from Area 6 climbs up to this 20' square room. There is a trap in the middle 10' of the room. If a player steps in this area, they activate a pressure plate which opens a **pit trap**, affecting everyone standing in that area, unless they make a successful DEX check (a leap out of harm's way). The **pit trap** is 10' deep and is filled with spikes: players take 1d6 falling damage and 1d6 damage from the spikes. The party can open the door after traversing the room.

8. PRISMATIC PUZZLE: The hallway from Area 7, leads to this room which involves a puzzle that is not difficult, just time consuming. As the players approach the room they see an archway through which there are entrances to two separate 10' cube sized spaces, with arrows on the ground indicating the direction of travel.

Each of the “walls” you see on the map, between the columns, and between the columns and the chamber walls, are hard light projections of prismatic colour. They are difficult to look directly at and confound the ability of elves and other creatures to sense concealed doors. This is unfortunate as there are a series of concealed doors built into these prismatic panels that form a path to the exit on the other side of the chamber. The proper path of concealed doors is revealed in **Figure 7**, below.

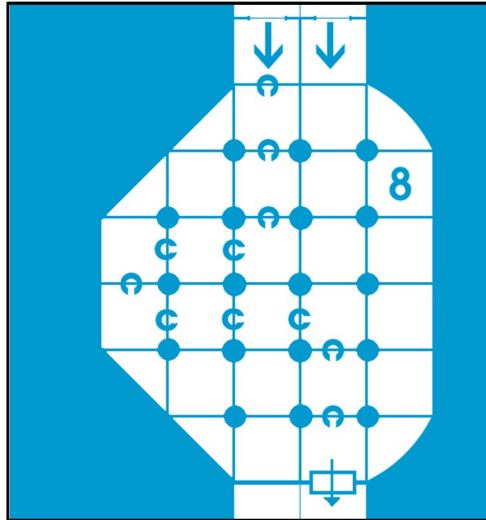


FIGURE 7: PRISMATIC PUZZLE

Thus, players are going to have to find the concealed path by trial and error. It takes one round to search and try to pass through one prismatic wall. They will eventually reach the far side of the chamber; it will just take time!

9. THE PUMPKIN MAN: As you travel down the long and winding hallway to Area 9, you make an unnerving discovery. Read the following to the players:

As you walk down the hall you think you hear whistling and singing coming from the room ahead. It is an unnerving and creepy song.

**Yes I am the Pumpkin Man,
the Pumpkin Man,
the Pumpkin Man!**

**And I'm gonna eat ya if I can,
eat ya if I can,
eat ya if I can!**

As you come nearer the room you see that it is lit only by the light of candles, placed inside of pumpkins. As you cross the threshold of this 20' square room you see, illogically, that it had been transformed into a pumpkin

patch...and you realize that in this room it is also night, as you look up into unfamiliar stars.

Standing before you amidst his kind, is an abomination: The Pumpkin Man! He stands nearly 9 feet tall and is incredibly thin but wiry, his corporeal form being made up of vines and stumps. Where a head would be he has a massive pumpkin, a hideous evil grin carved into. It's cold staring eyes are lit from within by two red flames.

It sneers at you as it says, "Well look who showed up just in time for dinner!"

The Pumpkin Man (AC 7; MV: 9" HD 6, 30hp; #AT 1; D 2d4+1 (scythe)/1d6(X3)1d8/held, vines; SA trap with vines, explosive pumpkins; SD spell immunities; SZ L, 9' tall) is a unique sentient plant life-form, it has s taste for man-flesh and it is pure evil.

It can attack once per round as follows: attack with its scythe (D 2d4+1); attack by throwing three exploding pumpkins (D 1d6), which can be split among up to three targets; and finally it may attempt to trap a player with its vines, requiring the player to make a *saving throw vs. petrification*, or be held for 1d4 rounds. **The Pumpkin Man** can still attack other targets while holding someone in its vines.

A player held in its vines may only attack the vines, and does so at -1 to hit because of the constriction, but each successful hit reduces the time remaining on the constriction.

Once the creature is destroyed, the northeastern door in clicks open and the party can head on to their final encounter before reaching the **trophy room**.



10. SCREAM THERAPY: The long diagonal hallway from Area 9 leads to this 20' x 15' room. As the party walks down the hallway, read the following to them:

Arawn's voice sounds out of nowhere saying, "Congratulations, you are almost to the end of your struggles here. It's very close with the white team, so you had better be on your toes. I wish I could say this next challenge was going to be easy, but I can't because it is very deadly. At least it'll be a scream though!"

When the party enters the room they find it filled with all manner of detritus and decay. There is a deep brooding sadness that fills this room. Standing dead center is a what appears to be an elven woman in what looks to be the remains of a torn and tattered wedding dress. As the party steps forth she turns and you see to your great horror that the elf woman is long dead and this creature is a groaning spirit instead: the legendary **banshee** (AC 0; MV: 15" HD 7, 35hp; #AT 1; D 1d8; SA fear, wail; SD spell immunities).

The **banshee** can chill with its touch (D 1d8). The sight of a **banshee** causes fear unless the viewer makes a successful *saving throw vs. spells*. They are unaffected by *sleep*, *charm*, and *hold* spells. And take no damage from cold or electrical attacks. An *exorcism* spell will destroy a banshee.

Finally, once a day a banshee can wail, causing all creatures in a 30' radius to save vs. magic or die: this can only be done once a day and only during darkest night.

GM's note: The players are at a distinct disadvantage without their standard gear, which would normally provide saving throw bonuses and protections they will not have here. I would weigh your party's strength carefully before allowing the banshee to use her *wail* attack. It is quite powerful and could easily lead to the entire party dying. Another option might be to give them a bonus to their saving throw.

Once this final, most difficult enemy is defeated, the party can enter the trophy room!

CONCLUDING THE ADVENTURE: After the players have defeated **Arawn's** dungeon and his other party of evil adventurers, he is true to his word and the portal in his dungeon does transport the party back to the **prime material plane**.

Read the following to the players:

As the light from the portal clears, you find yourself standing on the side of the road where you left the night before. Moreover, it seems that very little time has passed since the party first met the god posing as the mortal **Awam Wycked**.

Of his house, the wolf hound, the fire pit and the remains from your debauchery, nothing can be seen. No one is going to believe your story, you fear.

You are just starting to think it was all a dream when you see your horses have been fed, tethered and cared for and also true to his word, when you dig where he told you to, you find the treasure he promised, a bar of faerie gold (500gp) for each of you!

Now you've got proof you've been to another word and back on the night of **Samhain**, so maybe it wasn't such a bad night after all?



EPILOGUE: This module was originally written for Halloween 2017. It was written in October and then published in the witching hours of Halloween, 31 October, 2017. The module was well received and has consistently been one of the "hottest" OSRIC adventures at my online distributor and has been one of my best sellers.

Wayward Maiden

by
Louis “sirlou” Kahn

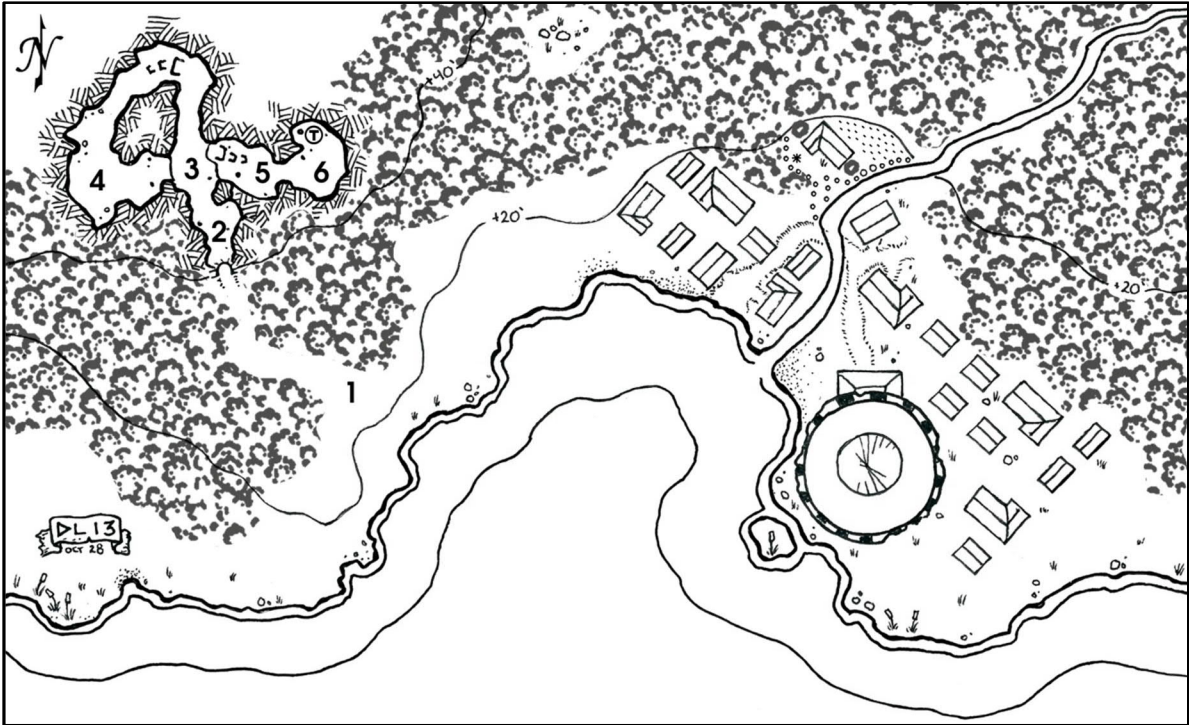


A One-Shot Adventure

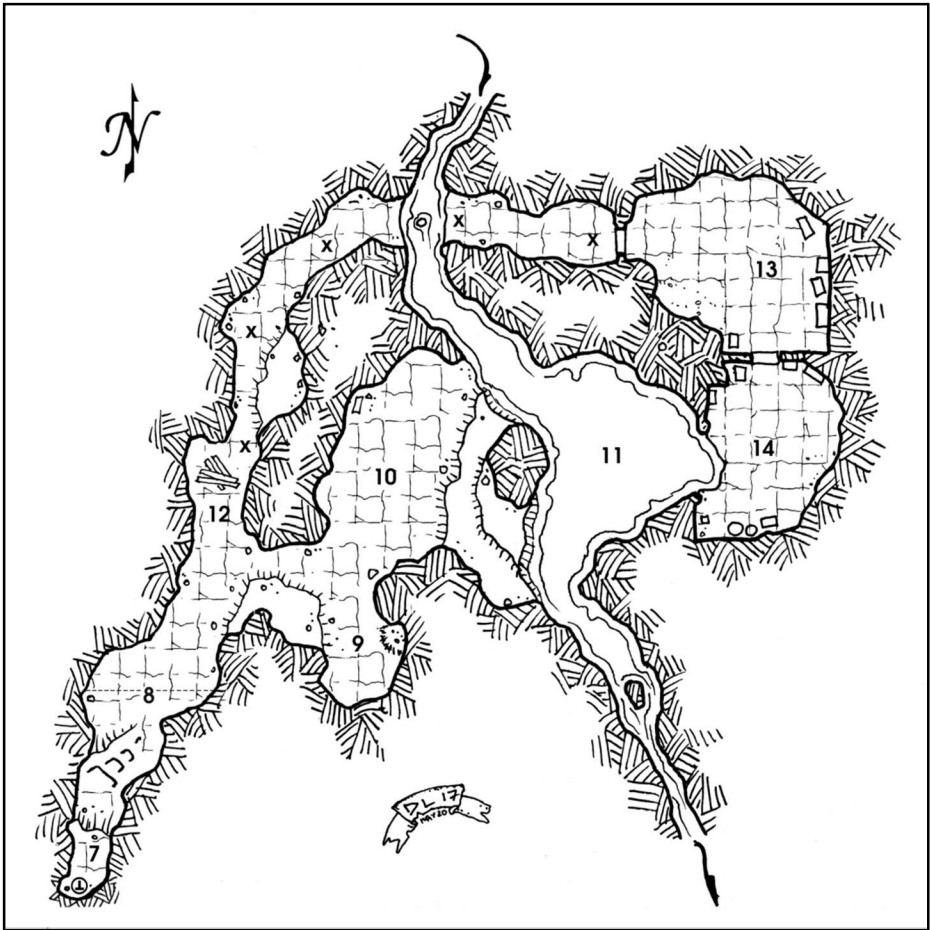
Compatible with OSRIC, 1E and 2E game systems

Recommended for 4-6 player characters of levels 6 to 8

BAILE NAN IASGAIREN & DUNGEON, LEVEL ONE



DUNGEON, LEVEL TWO



Scale:  = 5 feet

WAYWARD MAIDEN

INTRODUCTION: In this adventure the party is called on to solve the mystery of the disappearance of the **Shield Maiden of Iasgairén**. The young woman, whose given name is **Eimhear Iskara**, is the leader of this fishing community which lies along the sea on the southern coast of **The Red Eagle Barony**. Living as far as they do from the capitol of their nation, these hearty sea folk are vulnerable to attack: the **Shield Maiden** is a symbol of bravery and self reliance to her people. She has valiantly led her folk, thwarting pirate invasions along this coast.

Because of her opposition to their plans, the pirate captains who prowl these waters placed a bounty on her head, offering 3,000gp for anyone who brought her to them alive; their plan being to torture her and gain information on the **Barony's** forces before killing her, and displaying her broken body to intimidate the villagers.

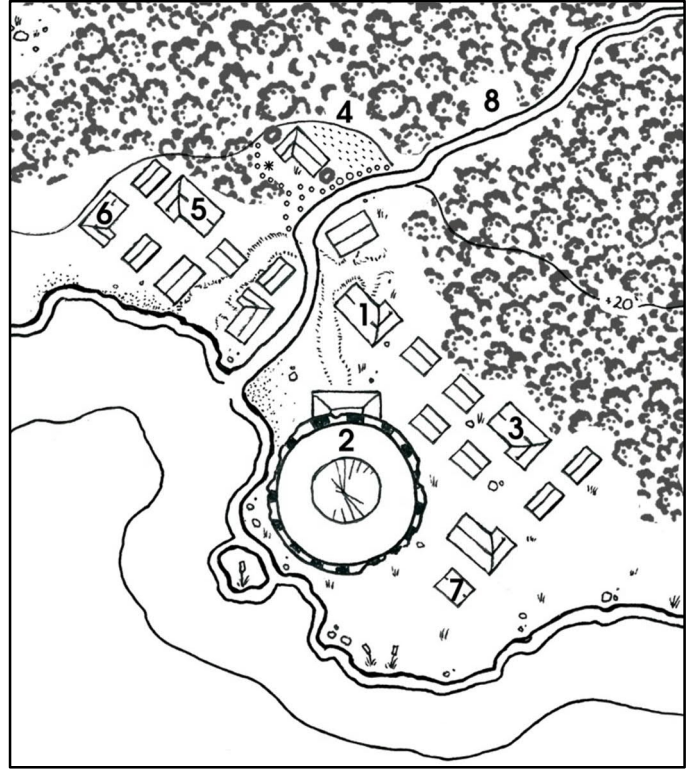
The bounty being so high attracted several cutthroats, but after a short and bloody internecine struggle one emerged, the merciless pirate known as **“Pegleg Peggy”**: feared by sailors and fishermen throughout this Realm.

With the help of her magical *flying carpet* and the assistance of her captured and enslaved **djinn**, **Peggy** managed to sneak unobserved into the very top room of the lighthouse where the **Shield Maiden** dwelt, and surprised her in her sleep. She kidnapped the **Shield Maiden** and made her escape without anyone being the wiser.

Not trusting the other pirates to not try to kill her and take the **Shield Maiden** by force, **Peggy** came up with an ingenious plan. She placed the **Shield Maiden** in what she considered the perfect prison: using her *flying carpet* she stranded her on a floating island that sits 1000 feet in the air off the coast of **Iasgairén**. There the **Shield Maiden** sits awaiting her fate, while **Peggy** returned to the surface to signal her pirate cohorts that she is ready to meet and claim the bounty!

Peggy is currently held up in an old smugglers den that is hidden beneath a natural cave system set into the wooded area nearby **Iasgairén**.

Peggy is expecting to make the exchange shortly; one day after the players arrive in town. So if there is any hope of saving the **Shield Maiden**, the players will have to strike quickly!



THE VILLAGE OF IASGAIREN (DETAIL)

VILLAGE KEY:

1. THE LUCKY ANGLER INN
2. LIGHTHOUSE & THE SHIELD
MAIDEN'S HOME
3. SHIPWRIGHT & SMOKEHOUSE
4. CHURCH & GRAVEYARD
5. CONSTABLE'S OFFICE & GAOL
6. ARMOURY & MILITIA BILLET
7. BLACKSMITH
8. TRAIL TO BALLYCRAOBH

BACKGROUND: The players are travelling aboard a ship that sails into the small port town of **Iasgairen**, just as night is falling. Weary from their sea travel, and eager to get a good night's rest before they set out on the morrow, the players seek out and discover an inn to spend the night, **The Lucky Angler**. The inn's sign shows a fisherman hauling in a fish twice the size of his boat.

When the players enter the inn they find a somber environment, not the usual undercurrent of chatter and dining. As they are shown to a table the barmaid shows particular interest in the players' superior looking arms and armour.

Moments later, the bar maid returns, bringing with her a round of drinks for the party, and telling the players the drinks have been paid for by the local constable, a human by the name of **Daigh Cody**. When she indicates him with a gesture, **Daigh** stands and slowly walks over to the party's table.



CONSTABLE DAIGH CODY

He introduces himself to the party and asks a few questions: where are they from, where are they headed; are they heroes for hire; and the like. The GM may have him ask after the player's possessions, especially any particularly powerful looking items (e.g. "Is that a flaming sword you wield?" or "That staff looks very potent, sire.") After these pleasantries, and sussing out the player's relative strength, **Daigh** gets down to business.

He explains that the village is in need of help, and as a bold move he deputizes each of the players on the spot. He explains that after fighting off a rough season of pirate activity, the town's martial and civic leader, the **Shield Maiden of Iasgairén**, has gone missing. She was apparently kidnapped, from her very home, although no one has figured out how. There was a militia unit stationed at the lighthouse she makes her home, on the night she went missing, and no one saw anything.

Daigh assumed foul play but had no leads...until today. A local fisherman was sailing in close to the coast nearby when he spied a stranger rushing along, checking over his shoulder often, and looking suspicious; the man then headed into the forest. The fisherman rowed into shore and followed the tracks. They led him to the entrance of an old natural cave, which is usually occupied by

animals, but he saw signs of recent human activity in the form of tracks and a brass button. He immediately returned to the village to notify **Daigh** of his findings.

Daigh has spent the better part of the day asking for volunteers to storm the cave, and has a militia unit of locals ready to go...but when a boat came in this afternoon and he saw the players exit he knew he was in luck! The players looked *quite* formidable. He tells the party the village will pay a 2,000gp reward if the players can please rescue the **Shield Maiden of Iasgairén**!

PREPARING FOR ADVENTURE: Before you start this adventure, read through the module fully, so you have a good understanding of the situation in the village of **Iasgairén**: this adventure will take place over the course of one day as the players try to free the captured village leader from the clutches of a pirate captain. Make sure to familiarize yourself with the party's foes so you may take full advantage of their abilities and skills in interacting with the party.

This module is compatible with OSRIC, 1E and 2E game rules, and works best with a group of 4 to 6 player characters of 6th to 8th level. If the group's make-up deviates greatly from this, one way or the other, the GM may need to adjust the encounter difficulty, up or down, to match the needs of your players.

Another way to assist a weaker party is to employ hirelings. If the party consists of only four adventurers, it is suggested the GM have the constable insist on sending two mercenaries to help the party complete the quest. In order to assist the GM, at the end of the module is a list of pre-generated characters which may be utilized as either player characters or NPC hirelings (Appendix A). Characters of varying classes and levels are included to help fill in any gaps in the player characters' abilities.

GM's note: These NPCs are sentient beings and not mere "cannon fodder". They demand, and should be given, a half share each of any experience and treasure. Should the players attempt to abuse them they will demand to be treated fairly or they will leave the party.

This adventure takes place on the shoreline just south of the **Glútha Forest**, a heavily wooded area of the **Red Eagle Barony**. (See Appendix B, *Map of the Red Eagle Barony*). The players have recently arrived at the sea port village of **Iasgairén** on their way further inland, to the capitol city of the barony, **Baile Átha Quinith**.

The players will be taking the forest trail to the village of **Ballycraobh**, and from there they can join the well maintained trade road which runs between the villages and the capitol city. However, they won't be making it that far just yet...they've got work to do here in town first!

As noted above, this module is intended as a "one-shot" adventure and it may be placed anywhere in the GM's campaign world, and may be used anytime your players are travelling overnight from one location to another.

ADVENTURE HOOK: There are several reasons for the players to get involved in this adventure, and below are but a few means by which the GM might draw the party into the quest:

- **Bounty hunters:** The default hook involves the constable offering a 2,000gp reward to anyone who can rescue the **Shield Maiden of Iasgairén**.
- **Battling evil:** This is a classic tale of law and order, good vs. evil, and assuming the party is composed of mostly good aligned characters, this may be all the incentive they need to take up the quest.
- **Revenge:** Perhaps a relative or friend of a player's character has been killed or kidnapped by the pirates working these waters, and the player is seeking justice.

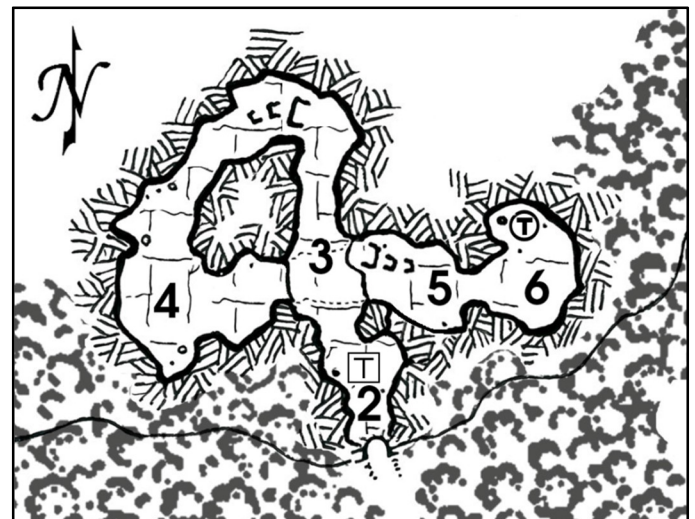
Whether you choose to use one of the above adventure hooks, or one of your own, you should briefly role-play the interaction with **Daigh Cody**, describe the situation in the village to the players (e.g. The town's leader has been taken somehow, and there's a trail to follow to her kidnappers!). Once the players choose to answer the call for heroes the adventure begins!

TRAVEL TO THE CAVES: After your players have met with the constable and accepted his quest, they should have a good idea of what their task is, where they need to go, and the knowledge there are some unknown foes seeking to stop them from rescuing the prisoner.

The constable agrees to outfit the party with any standard provisions they may need for the quest, and draws them a simple map showing the entrance to the inland cave, which is a mere 1 turn (10 minutes) walk from the inn. He then instructs the innkeeper to escort the party to his best rooms, where they will be put up for the night. He requests the party leave on the quest at the next dawn. With their business at an end, the constable bids the party good night and leaves them to themselves.

THE PIRATE'S DUNGEON: This dungeon consists of two levels: the first is an untouched natural cave system and the second level is a series of natural caverns that have been expanded by rough stonework, and paved with stonework tile in certain places. An underground river (which travels to the nearby sea) runs through the middle of this second level. On the first floor the ceilings are natural, roughly 15' high, and there is no light in these caves. On the second level the ceiling varies from 10' high in the tunnels to 15' high in the rooms and 30' high over the underground pool (Area 11). There are torches every 30' for illumination on the second level.

GM's note: Armour Class (AC) will be counted as descending (i.e. 10/9 to 0), and to keep the adventure as system agnostic as possible, the included stat blocks provide basic information. The GM is welcome to substitute statistics from their rulebook of your choice.



DUNGEON, LEVEL ONE (DETAIL)

LEVEL ONE, NATURAL CAVES:

1. TRAIL TO THE CAVES: There is a narrow trail that starts here, which was pointed out by the constable, which runs into the woods, directly to the cave entrance.

2. ENTRANCE: A winding pathway from Area 1 leads to a 5' wide entrance in the hillside. The entrance opens onto this irregularly, triangular shaped natural chamber.

The chamber is roughly 5' wide at the entrance, expanding to 10' wide as it runs north. There is a **fireball trap** which lies roughly in the center of the chamber. If a player steps in this area, they activate a pressure plate which ignites a *fireball*, affecting everyone standing in the room, causing 3d6 damage: a successful save vs. *spell*



will reduce the damage by half. A short tunnel exits this room to the north, heading to Area 3.

3. GUARD CHAMBER: The giant has set his humanoid companions here as guards in this room. There are 3 **ogres** (MV 9"; AC 5; HD 4+1, 21hp each; #AT 1; D 1d10; SZ L, 9' tall), and their leader, an **ogre mage** (MV 9"/15" fly; AC 4; HD 5+2, 26hp; #AT 1; D 1d12; SA spells; SD regeneration, 1hp/round; SZ L, 9' tall). The **ogres** rush to attack the party if they hear the fireball detonate in Area 2; otherwise they attack the players on sight, and fight to the death. The **ogres** have a sack with 4,000cp and 2,000sp; payment for their guard duty. They also have a *morning star* +2, a *ring of charisma*, a mage scroll (5 spells, GM's choice) and *potions of ESP, speed and water breathing*. A 70' long tunnel exits this room and winds to the south, sloping steeply down to Area 4.

GM's note: See the OSRIC manual or your game reference of choice for the **ogre mage's** spell-like powers.

4. OWLBEAR CHAMBER: As the players enter this chamber they see an irregularly shaped 20' x 40' cavern. There are 2 **owlbears** (MV 12"; AC 5; HD 5+2, 28hp each; #AT 3; D 1d6/1d6/1d4; SA hug; SZ L, 8' tall) here, a mated pair. They attack with a claw, claw and bite attack routine. If both paws strike, the owlbear hugs for 2d8 damage: this continues each round until the creature is slain. They are the pets of the **giant**, and have been trained not to attack the pirates, as long as they throw them some meat. Lying half buried in their nest is a *shield* +3, and under that an old leather pack with 500gp, a silver and sapphire ring (1,250gp), a *manual of gainful exercise*, and a *potion of super heroism*. A tunnel exits the room, running due east, and travels 30', sloping steeply down to cross under Area 3 (above), to enter into area 5.

5. THE KENNEL: This irregularly shaped natural cavern is roughly 20' square. Inside the room are the **giant's** pets, 5 **dire wolves** (MV 18"; AC 6; HD 3+3, 20hp each; #AT 1; D 2d4; SZ M), who guard this entrance to their master's lair. They have also been trained not to attack the pirates. A short tunnel exits the east wall and leads to Area 6.

6. TRAP DOOR ROOM: The corridor from Area 5 leads to this kidney bean shaped 15' x 20' chamber. This is the lair of the **hill giant** (MV 12"; AC 4; HD 8+1d2, 52hp; #AT 1; D 2d8; SA throw rocks; SD catch rocks, 30%; SZ L, 10' tall) who guards these caves for the pirates. He has a sack with 6,000sp, a *crossbow* +2, and 24 *bolts* +2. Poorly hidden under a layer of furs and detritus (chance to spot is 1-4 on a d6) is a **trap door** leading to the second level.



LEVEL TWO, SMUGGLER'S DEN:

This level is a longtime smuggler's den, used as a hideout by pirates, freebooters, and scoundrels for decades. It has remained hidden primarily because it has seen little use in the last decade or so, thanks to the highly efficient crime fighting efforts of the **Shield Maiden**.

While the party is on this level, they may run into a wandering guard company. The GM should make a check once every 2 turns (20 minutes) for an encounter (1 in 6 chance). If the party is being particularly loud (bashing open a door, container or similar actions) the GM should make a spot random encounter check. Lastly, if an enemy escapes or the players are spotted and a general alarm is sounded within the settlement, the occupants will all be on alert and ready to face invaders. In this case the GM should make a check every turn (10 minutes) for an encounter, with a heightened chance of success (2 in 6 chance).

If an encounter is indicated, the guard company will appear in front of the party; 30' away if possible. The guard company consists of 4 **pirate guards** (AC 6; MV 9"; HD 4, 21hp each; #AT 1; D 1d8 or by weapon; SZ M), wielding cutlasses (D 1d8). Each **guard** has 46gp and 10pp. There are 2 such **pirate guard** units, and once they have all been defeated there are no more and the GM may stop making random encounter checks.

7. TRAP DOOR ENTRANCE: The trapdoor from above, Area 6, opens directly onto this small, oddly shaped chamber. The room lies on a shelf, 10' above the next chamber, and players will have to climb down via means of a rope ladder placed there. The rope ladder leaves the party in a natural tunnel which runs steeply down into Area 8.

8. LIGHTNING TRAP: The hallway from the entry chamber enters this very large irregularly shaped natural cavern. Inside the room, shown as a dashed line on the map, is a **tripwire trap**. If it is not detected and removed, the first player that walks past it snaps it, releasing a *lightning bolt* (D 3d6, save for half) that roars down the middle of the room from the direction of area 12.

This trap is meant to function as an alarm, as all of the pirates and their allies know where it is and how to avoid it. If the party sets off this alarm, there is a 25% chance that hostiles in other areas hear it, and will be on alert (e.g. no chance to surprise opponents, and opponents will be prepared for the party when they arrive).

The two exits from this room run north, into the next chamber (Area 12) and east, down a 20' hall to Area 9. A 10' high shelf runs along the south side of the tunnel.

9. MANTICORE DEN: This large oblong room connects to the tunnel from Area 8, which also runs into Area 10. A **manticore** (AC 43; MV: 12"/18" fly; HD 6+3, 40hp; #AT 3; D 1d3/1d3/1d8; SA tail spikes; SZ L), makes its lair here. It has also been trained not to attack the pirates. It first attacks by firing a volley of 6 iron tail spikes (6" range) for 1d6 points damage per hit; it can do so 4 times.

10. GIANT CHAMBER: The passage from Area 9 opens onto this giant 50' by 80' chamber. The ceiling here is quite high (30'), and the eastern part of the room is composed of two 10' high ledges, which drop down to a sandy shore on a large pooled expanse of the underground river. The pool is approximately 60' square.

The room contains an **old green dragon** (AC 2; MV 9"/18" fly; HD 7, 42hp; #AT 3; D 1d6/1d6/2d10; SA breath weapon; SD see below; SZ L, 36 ft. long) that stands ominously before the party at the center of the room. It gains +2 to saving throws and causes *fear* (per the mage spell) in those under 4 levels/HD. It attacks without provocation, using its chlorine gas breath weapon (*save vs poison* or die) first: this creates a cloud of toxic gas 50' long, 40' wide and 30' high. It can use its breath weapon 3 times a day. This **green dragon** also speaks and may cast mage spells (4x 1st level/2x 2nd level, GM's choice).

Behind the wyrm lies its massive treasure pile: 21,000cp, 32,000sp, 10,000gp, 39 gems (15x 50gp, 12x 100gp, 10x 500gp, 2x 1,000gp), a diamond ring (2,300gp), a platinum chalice (3,000gp), *plate mail* +2, a *frostbrand longsword*, a *sling* +2, an *axe of hurling*, a cleric scroll (5 spells, GM's choice), and two *potions of extra healing*.



This underground cavern system was this dragon's lair before **Pegleg Peggy** and her band returned. Upon meeting the **dragon**, she struck a bargain with it. The evil duo agreed that in exchange for granting **Peggy** temporary use of the caverns, she would reward the wyrm with a young female (the **Shield Maiden**) of great virtue to murder and devour. **Peggy** only asked that she be given the head: she needs this to prove her *bona fides* to obtain the bounty. The dragon awaits its prize here.

There are two rope ladders here which lead down the slope to the sandy shore at the water's edge (Area 11).

11. UNDERGROUD POOL: This roughly 60' in diameter pool is cold, dark, and is about 60' deep. As the party nears the pool they see the surface of the water, which had appeared calm, begin to bubble and churn as they approach.

The pool is home to a **huge moray eel** (AC 6; MV 9" swim; HD 6, 38hp; #AT 1; D 3d6+1; SA constriction; SZ L), which the **pirates** use as a sentry. On a natural 20 "to hit" roll the **eel** will coil around a victim, doing 2d4 additional damage. The pirates feed it to keep it on their side. It will not attack anyone dressed like a **pirate**, but it will rise and attack anyone else who comes near the water.



The pool has a very steep cliff-like drop-off at the shores: within 5' it drops to its full depth. It poses a serious danger to any player who enters the pool. While the current is slow and insufficient to carry off a healthy person, should a player walk out further than 5', fall into, or be knocked into the river, they will be subject to drowning if they cannot remove their armour and surface in time.

Thus, the GM must carefully monitor the actions of players in the water, to determine when they run out of air and what actions they take to avoid death by drowning.

A character underwater can hold their breath for a number of rounds equal to their CON, divided by 3 (rounded up). This time may be cut in half if the GM determines, in their discretion, the player did not have a chance to take a deep breath, and in half again if the player is performing strenuous activity.

Characters in metal armour cannot swim, and will sink to the bottom. Chain mail (or lighter) takes 1 round to remove, and plate mail (or heavier) can be removed in 1d4+1 rounds. This is halved if the character is willing to cut straps and tear buckles to get their armour off quickly. A player in the water, once free of their armour, may swim to the surface and then climb back onto shore.

12. QUICKSAND TRAP: This chamber is a continuation of Area 8. As the party enters the chamber they notice a large pile of wooden beams lying around. There are numerous beams (one per player), each measuring 2 inches high by 6 inches wide by 6' long. These are used by the **pirates** to cross the **quicksand traps** located in this long hallway to Area 13. The party will have to figure this out in order to use the boards to cross this area.

This tunnel is 20' wide by 100' long, running to Area 13. There are **quicksand traps** at the points marked "x" on the map. The quicksand is 5' wide and runs from wall to wall. Any character in the front rank that does not discover the quicksand (via the find trap skill or a spell) will fall into it. Those in the second rank may avoid the trap if they make a successful DEX check; otherwise they fall in.

Characters stuck in **quicksand** cannot extricate themselves. They sink at the rate of 12 inches/round, and sink to the bottom within 3 rounds. As with drowning, the GM should determine how long the player can hold their breath before suffocating. Another player may attempt to rescue the suffocating player by going in after them (e.g. with a rope tied around them).

Their companions will have to pull them both to safety. The GM, in their discretion, may require a STR check for the rescuer.

The only safe ways across are to use the boards or to try to leap the area of quicksand via a successful DEX check: failure means the player falls in the trap. Grant the party 500xp for using the boards.

13. SUPPLY ROOM: As the party travels down the long hallway from Area 12 to this room, they will hear the voices of **Peggy's henchmen**. Read them the following:

You hear voices coming from the next chamber, but cannot make out their exact words. The voices grow louder as you come closer to the door, and what you thought might have been the sounds of battle, now seem clearly to be peals of raucous cheering and laughter. It seems someone, or several "someones", are living it up in the chamber beyond, replete with sounds of clinking glasses and snippets of bawdy sea chanteys.

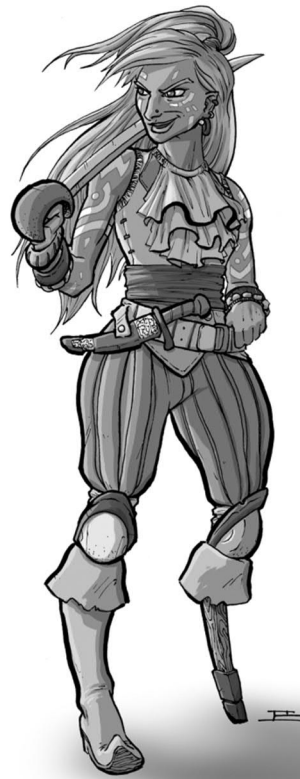
As you enter the chamber you see, arrayed before you, a group of rough-looking, well armed folks, dressed in sailor's clothes. Some lounge around the cavern, resting on barrels, boxes and crates, while others are gathered in a circle in the southwest corner engaged in a game of chance with dice.

A low, loud boson's whistle sounds from a tough looking dwarf, and all the pirates' eyes turn in your direction, sizing you up for an instant before leaping to the attack!

These are the quarters of **Pegleg Peggy's** crew, and these stalwart **pirate henchmen** will fight the players to the death, as they are far more afraid of their mercurial and dangerous captain than some unknown adventurers!

GM's note: Their full stats, gear and treasure may be found in Appendix I, *Pirate Henchmen*. **Ronda Thumbskull** is **Peggy's** second in command and will lead this NPC group. The GM should use a number of henchmen, including **Ronda**, equal to the number of party members, up to a full squad of six pirates.

After the party has defeated the **pirate henchmen**, they have earned the right to meet and challenge the pirate master, **Pegleg Peggy**, in the next room!



PEGLEG PEGGY

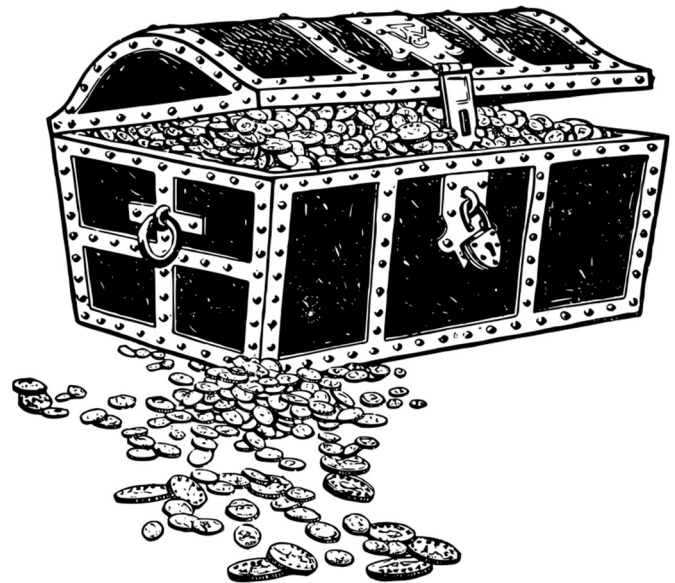
14. THRONE ROOM: The door from Area 13 opens directly onto this large, oddly shaped 25' x 35' chamber. There is a large 10' gap in the western wall, through which the pool at Area 11 enters the room. The players will need to be very cautious to not fall through this gap, as the floor is very slick in that 10' area (make a DEX save or fall in).

Read the following to the party:

The battle with that last group of pirates was intense and you are still winded as you open the door into the next chamber. Among the various crates, bags and boxes of goods in this room, perhaps booty from recent raids, sits a makeshift wooden throne upon which a chicly dressed female human sits jauntily, eyeing the party as they enter. Her left hand rests casually on a crystal ball on a pedestal beside her, a drawn cutlass in her right hand. She is missing the lower half of her left leg below the knee, which has been replaced with a well polished and oiled wooden peg, with a shiny metal cap. This detail confirms the fact you are facing none other than the infamous pirate captain **Pegleg Peggy!**

She points her peg leg at the party coquettishly, and giggles as she rises, stating, "Well, well you are a persistent lot, aren't you? Thank you for a good time; I really did enjoy watching your battles on my scrying stone!" She pauses to pose, placing a hand on her sword belt and cocking her cutlass over her shoulder. She grins at the party for a moment, before saying, "Seems almost a shame to kill you...but needs must."

She then bows before the players and settles into an *en garde* position, signaling to the players with her cutlass, saying, "Come on then, show me what you've got *heroes!*" She spits the last word derisively as she waves her left hand and suddenly disappears!"



The players may not be prepared for it, but **Peggy** is a magic wielding fighter/mage! Her stats are as follows:

Pegleg Peggy

Female, half-elf, fighter/mage, level 5/5, AL CE
S 16 D 17 CN 15 I 17 W 9 CH 13
(AC 1, *bracers of armour* +6, DEX 17; 34hp; #AT 1;
D 1d6+4/1d3 +sleep; SA spells 4/2/1, poison; SZ M)

Gear: *bracers of armour* +6, *cutlass of blood*, *dagger of bleeding*, *hand crossbow* +1, *ring of invisibility*, *wand of missiles* (28 charges), and a mage scroll: *hold person* and *monster summoning II*.

Spells: (1st level) *burning hands*, *charm person*, *shocking grasp*; (2nd level) *mirror image*, *web*; (3rd level) *lightning bolt*.

Peggy starts her attack by becoming *invisible* (via her ring) and then casts *monster summoning II* (via her scroll) to call in allies. She then casts *web*, trying to capture as many foes as possible. As that breaks her *invisibility*, she next casts **lightning bolt** at the largest group of hostiles, followed by *hold person* on an enemy spell caster. She will use her *wand of missile* and *hand crossbow* +1, with sleep darts (*save vs. poison* or sleep 2d4 turns), to disrupt spells. She will attempt to *charm* the strongest looking warrior. She may also light the *web* aflame, burning those within, if she comes near it. Lastly, if **Peggy** is in dire straits (50% health or below), she casts *mirror image* and makes a run for the hole in the west wall to escape via the lake.

GM's note: This attack strategy is **Peggy's** default battle plan, but may and should be modified to react to the player's actions or as circumstances dictate. Remember: no battle plan ever survives contact with the enemy!

INTERLUDE: Once **Pegleg Peggy** has been defeated, either through her death or by her fleeing, the party can search her belongings to try to find the location of the **Shield Maiden**. In addition to **Peggy's** personal magical items (if she was slain) they find the following in the chamber: a chest containing 4,000cp and 3,000sp, which were used to pay off the **hill giant**; a sack of small gems (50x 10gp, 25x 25gp, and 15x 50gp and 10x 100gp), used to pay off her hirelings; a *rug of flying* rolled up in a corner, which **Peggy** used (along with her *ring of invisibility*) to reach the top of the lighthouse undetected, kidnap the **Shield Maiden**, and fly her to her current "prison" on a small floating island 1,000 feet in the air; and a dusty and slightly tarnished old **brass lantern**.

The **brass lantern** is the prison of a subdued **genie** that was under **Peggy's** control. By defeating **Peggy** and taking control of the **brass lantern**, the party has freed the **genie** from its servitude. Once **Peggy** is dead or has run off, the **genie** will come forth from the **brass lantern** and tell its tale. Read the following to the players:

Oh thank you kind heroes! I have been in that damnable lantern too long! Allow me to introduce myself; I am **Casteel the Luminous**, a **genie** from the elemental plane of air! I am a powerful force for good, but I was trapped by a foul pirate lass and forced to do her bidding. By defeating her you have freed me of my service to her. By custom, you now are entitled to a boon from me before I depart this plane. I believe I can help you, because I heard many of my tormentor's vile plans." He then smiles and awaits your response.

Once the players converse with the **genie** he reveals that he knows the location of the **Shield Maiden** and can help the players rescue her. Under questioning, he reveals the **Shield Maiden** is located on a small floating island, about 1,000' above sea level just off the coast of the village. The genie says he was tasked with caring for the **Shield Maiden**: bringing her food, water, and making sure she did not escape, even though that chance was very slim.

The **genie** explains the use of the *flying carpet*, which can hold up to six players, and offers to lead the players on the aerial journey to the small floating island.



THE SHIELD MAIDEN OF IASGAIREN, EIMHEAR ISKARA

CONCLUDING THE ADVENTURE: After the players have defeated **Pegleg Peggy**, her henchmen and the monstrous denizens of the pirate dungeon, they will set off with their newfound **genie** guide to rescue the **Shield Maiden**. Read the following to the players:

With the **genie** as your guide, you soar high into the air, and just as you are sure you must be reaching the heavens themselves, you spy a small floating island of rock. The **genie** leads you to a small clearing on the island, where you make the acquaintance of **Eimhear Iskara**, the formidable **Shield Maiden of Iasgairén**!

The **Shield Maiden** is very grateful for the rescue, and even more pleased to hear of the end of **Pegleg Peggy's** threat. She asks you to return her to the village, so she might rally her forces to lay a trap and defeat the pirate lords coming to gather her.

You do as she asks, and with the combined force of the constable, the **Shield Maiden**, the militia, the players and the genie, the pirates are completely routed. With this threat averted, the **genie** says his farewell and vanishes back to his own plane. The **Shield Maiden** and the constable thank the party; advising the seas of the Barony will be much safer from this day on, thanks in no small part to the bravery of the party.

You eat, drink, dance and laugh the night away at a celebration in your honour that evening. The **Shield Maiden** pays your reward and names your party "*The Heroes of Iasgairén*"!

As you drift off to sleep in the wee hours of the morning, you think to yourself that the life of an adventurer is the best one can ask for!

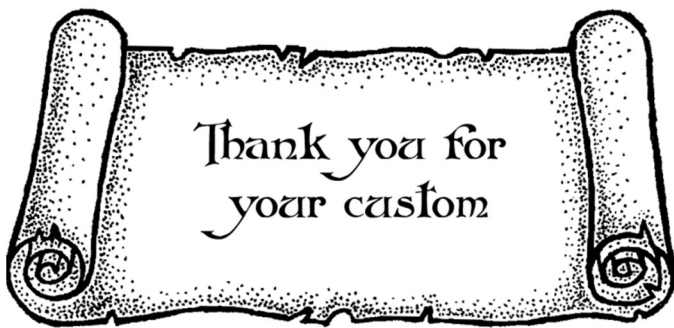


EPILOGUE: This module was written when I came across the image of the pirate I came to call "**Pegleg Peggy**". I was immediately struck with inspiration and the story seemed to write itself. It was a real pleasure to write. I began writing this adventure in early November 2017 and it was completed and published on 17 November 2017, and I had a great time working on it. I guess that came through, as the module was very well received, it has been one of my best sellers, and it was the first time one of my adventures broke through to capture the coveted Number 1 "Hottest" OSRIC adventure title at my online distributor.

ADDENDUM: CONCLUDING THE ADVENTURES

I hope you and your players have enjoyed each of these four “one-shot” adventures. I think each one, separately, provides a wonderful opportunity for adventure, and when all four are played as a whole within my official campaign world they will add layers of depth to the stories and legends of that world.

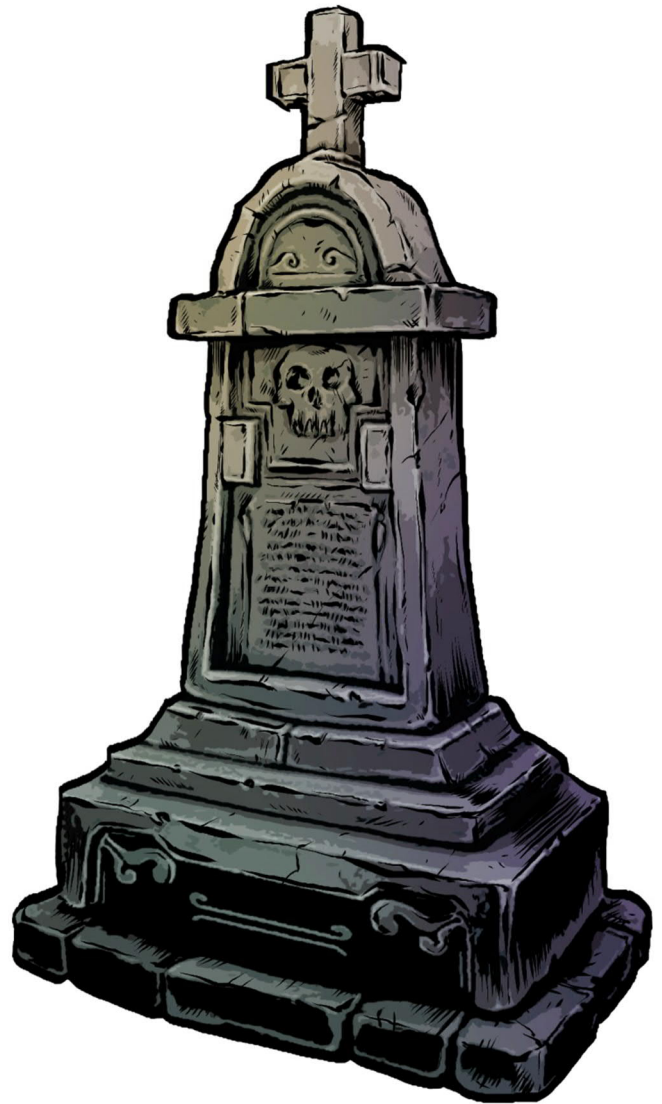
These side adventures will also lend a level of verisimilitude to the world I have created. Players will come to see this world as a living breathing place if they find adventure and opportunities for heroism in everyday encounters in that world. I hope this is something that you and your players will enjoy.



I plan to release more one-shots, as well as more compilations of similar adventures like this supplement, easily adaptable to any campaign, to help the busy GM to run a night of delving enjoyment with minimal preparation.

Finally, once you’ve concluded the adventures in this supplement, the fun doesn’t stop there! Peruse my store (starryknightpress.com) to find other exciting offerings I have for you and your players! I look forward to providing you further adventures in the days to come, and thank you, once again, on behalf of *Starry Knight Press*.

Louis “sirlou” Kahn
November 2017



APPENDIX A: Pre-Generated Characters

These pre-generated characters may be used by players who do not have characters of the appropriate level for these adventures. The GM may also use these characters as NPCs, should the players need help meeting the module's challenges. **GM's note:** "to hit" and saving throw values do not include any bonuses.

SO1 ETERNAL KNIGHT CHARACTERS:

Half-Elf, mage, level 6, Age: 40 Al: CG

Str 12 Dex 16 Con 15 Int 18 Wis 12 Cha 11

HP: 28

AC: 2 front, 4 rear

Armor: Robes, bracers, AC: 4 / Move: 120'

Base number to hit AC 0: 19*

Saving throws:

Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell
9	13	13	11	10

Weapons: quarterstaff+2, 24 Darts

Equipment: Standard pack**

Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc

Magic items: wand of acid arrow (20)

Spells: 4/3/2

Special: 30% resistant to sleep/charm, infravision 60', detect secret doors*

Darts: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

Gnome, illusionist, level 7, Age: 114 Al: NG

Str 9 Dex 18 Con 15 Int 17 Wis 11 Cha 13

HP: 33

AC: 3 front, 7 rear

Armor: Robes, Ring of prot. +3 / Move: 90'

Base number to hit AC 0: 19*

Saving throws:

Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell
9	13	13	11	10

Weapons: dagger +2, 24 darts

Equipment: Standard pack**

Languages: Common, NG, dwarf, gnome, goblin, halfling, kobold

Magic items: scroll: ward of demons

Spells: 4/3/2/1

Special: +4 save vs. magic & poison, infravision 60', +1 to hit goblin & kobolds, -4 to be hit by giants*, stone sense*

Darts: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

Human, paladin, level 8, Age: 21 Al: LG

Str 18/71 Dex 14 Con 15 Int 11 Wis 13 Cha 17

HP: 79

AC: 0 front, 1 rear

Armor: plate +2, shield (I) / Move: 60'

Base number to hit AC 0: 13*

Saving throws:

Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell
10	10	8	9	11

Weapons: longsword +2, crossbow of speed

Equipment: Standard pack**

Languages: Common, LG

Magic items: 24 bolts +1

Special: 3/2 attacks, cure disease 2/wk, detect evil 60', prot. from evil 10', lay on hands (16hp), turn undead (6th level), paladin's warhorse.

Bolts: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

Dwarf, cleric, level 6, Age: 267 Al: LG

Str 14 Dex 13 Con 16 Int 12 Wis 17 Cha 12

HP: 53

AC: 1 front, 2 rear

Armor: splint mail +2, shield(I) / Move: 60'

Base number to hit AC 0: 18*

Saving throws:

Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell
13	15	9	12	14

Weapons: mace +2, 3 throwing hammers

Equipment: Standard pack**

Languages: Common, LG, dwarf, gnome, goblin, kobold, orc

Magic items: potion of extra healing x2

Spells: 5/5/3 (includes Wis bonus)

Special: +4 save vs. magic & poison, infravision 60', +1 to hit goblinoids*, -4 to be hit by giants*, turn undead, stone sense*

Hammer: ○○○

Half-Orc, fighter, level 7, Age: 20 Al: LN

Str 17 Dex 15 Con 16 Int 12 Wis 11 Cha 12

HP: 73

AC: 0 front, 1 rear

Armor: plate mail +2 / Move: 60'

Base number to hit AC 0: 14*

Saving throws:

Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell
12	12	10	11	13

Weapons: 2-handed sword +2, crossbow (I)

Equipment: Standard pack**

Languages: Common, LN, orc

Magic items: 24 bolts +1

Special: 3/2 attacks, infravision 60'

Bolts: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

Halfling, thief, level 8, Age: 48 Al: NG

Str 13 Dex 18 Con 16 Int 12 Wis 11 Cha 12

HP: 55

AC: 0 front, 4 rear

Armor: studded leather +3 / Move: 90'

Base number to hit AC 0: 19*

Saving throws:

Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell
12	15	12	11	13

Weapons: short sword +2, sling

Equipment: Standard pack**

Languages: Common, NG, thieves cant, dwarf, gnome, goblin, halfling, orc

Magic items: 24 sling bullets +1

Thief skills: CW 77/FT 63/HN 36/HS 80/MQ 80/OL 73/PP 83/RL 30 (includes bonuses)

Special: +4 save vs. magic & poison, +3 to hit w/ sling, infravision 60', surprise*

Bullets: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

*For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.

****Standard pack:** Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 4 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; generic specialist item (thieves' tool, holy symbol, spell book, etc.).

SO2 FORT VALOUR CHARACTERS:

<p>Elf, mage, level 6, Age: 162 AI: CG Str 12 Dex 16 Con 15 Int 18 Wis 12 Cha 11 HP: 26 AC: 4 front, 6 rear Armor: robes +2, bracers +2 / Move: 120' Base number to hit AC 0: 19 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>9</td><td>13</td><td>13</td><td>11</td><td>10</td></tr></table> <p>Weapons: staff+2, darts (see below) Equipment: Standard pack** Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc Magic items: 24 darts +1 Spells: 4/3/2 Special: 90% resistant to sleep/charm, infravision 60', surprise*, detect secret doors* Darts: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	9	13	13	11	10	<p>Human, druid, level 5, Age: 23 AI: N Str 13 Dex 16 Con 15 Int 12 Wis 17 Cha 15 HP: 38 AC: 2 front, 4 rear Armor: leather +2, shield (w) +1 / Move: 120' Base number to hit AC 0: 18 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>13</td><td>15</td><td>9</td><td>12</td><td>14</td></tr></table> <p>Weapons: scimitar +2, sling Equipment: Standard pack** Languages: Common, Neutral, druids' cant. Magic items: 24 sling bullets +1 Spells: 4/3/2 Special: +2 save vs. fire & lightning, identify plants, animals & pure water, move without trace at full rate in nature. Bullets: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	15	9	12	14	<p>Human, paladin, level 4, Age: 21 AI: LG Str 18/52 Dex 13 Con 16 Int 12 Wis 13 Cha 17 HP: 44 AC: 0 front, 1 rear Armor: plate +2, shield (l) / Move: 60' Base number to hit AC 0: 17 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>13</td><td>14</td><td>11</td><td>12</td><td>14</td></tr></table> <p>Weapons: longsword +2, crossbow of speed Equipment: Standard pack** Languages: Common, LG Magic items: 24 bolts +1 Special: cure disease 1/wk, immune to disease, detect evil 60', prot. from evil 10', lay on hands (8hp), turn undead (2nd level), paladin's warhorse. Bolts: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	14	11	12	14
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Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
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<p>Dwarf, cleric, level 6, Age: 259 AI: LG Str 16 Dex 13 Con 16 Int 12 Wis 17 Cha 11 HP: 53 AC: 1 front, 2 rear Armor: chain mail +2, shield +1 / Move: 60' Base number to hit AC 0: 18 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>13</td><td>15</td><td>9</td><td>12</td><td>14</td></tr></table> <p>Weapons: mace +2, 3 throwing hammers Equipment: Standard pack** Languages: Common, LG, dwarf, gnome, goblin, kobold, orc Magic items: potion of extra healing Spells: 5/5/3 (includes WIS bonus) Special: +4 save vs. magic & poison, infravision 60', +1 to hit goblinoids*, -4 to be hit by giants*, turn undead, stone sense* Hammer: ○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	15	9	12	14	<p>Half-Elf, ranger, level 5, Age: 31 AI: CG Str 17 Dex 16 Con 16 Int 13 Wis 14 Cha 13 HP: 50 AC: 1 front, 3 rear Armor: chain mail +2 / Move: 90' Base number to hit AC 0: 16 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>13</td><td>13</td><td>11</td><td>12</td><td>14</td></tr></table> <p>Weapons: bastard sword +2, longbow Equipment: Standard pack** Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc Magic items: 24 arrows +2 Special: infravision 60', detect secret doors*, +5 to hit (melee) vs. evil humanoids*, tracking* Arrows: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	13	11	12	14	<p>Gnome, thief, level 4, Age: 87 AI: NG Str 10 Dex 17 Con 16 Int 14 Wis 11 Cha 13 HP: 30 AC: 2 front, 5 rear Armor: studded leather +2 / Move: 90' Base number to hit AC 0: 20 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>14</td><td>16</td><td>13</td><td>12</td><td>15</td></tr></table> <p>Weapons: short sword +2, sling Equipment: Standard pack** Languages: Common, NG, thieves' cant, dwarf, gnome, goblin, halfling, kobold Magic items: 24 sling bullets +1 Thief skills: CW 71/FT 42/HN 24/HS 40/MQ 40/OL 72/PP 47/RL 15 (includes bonuses) Special: +4 save vs. magic & poison, infravision 60', +1 to hit kobolds/goblins, -4 to be hit by giants*, stone sense* Bullets: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	14	16	13	12	15
Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
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Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
14	16	13	12	15																												

*For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.

****Standard pack:** Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 4 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; generic specialist item (thieves' tool, holy symbol, spell book, etc.).

SO3 WYCKED SUMMONS CHARACTERS:

<p>Half-Elf, ranger, level 6, Age: 32 Al: CG Str 17 Dex 16 Con 17 Int 13 Wis 14 Cha 12 HP: 50 AC: 0 front, 4 rear Armor: chain +1, shield +1 / Move: 90' Base number to hit AC 0: 15 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>13</td><td>13</td><td>11</td><td>12</td><td>14</td></tr></table> <p>Weapons: longsword +1, crossbow Equipment: Standard pack** Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc Ammunition: 24 bolts Special: infravision 60', detect secret doors*, 30% resistant to sleep/charm, +5 to hit (melee) vs. evil humanoids*, tracking* Arrows: oooooooooooooooooooooo</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	13	11	12	14	<p>Elf, mage, level 5, Age: 162 Al: CG Str 13 Dex 16 Con 15 Int 17 Wis 13 Cha 14 HP: 26 AC: 4 front, 6 rear Armor: robes +1 / Move: 120' Base number to hit AC 0: 20 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>11</td><td>15</td><td>14</td><td>13</td><td>12</td></tr></table> <p>Weapons: staff+1, darts Equipment: Standard pack** Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc Ammunition: 24 darts Spells: 4/2/1 Special: 90% resistant to sleep/charm, infravision 60', surprise*, detect secret doors* Darts: oooooooooooooooooooooo</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	11	15	14	13	12	<p>Dwarf, fighter, level 4, Age: 21 Al: LG Str 17 Dex 15 Con 16 Int 14 Wis 14 Cha 13 HP: 42 AC: 1 front, 4 rear Armor: chain +1, shield +1 / Move: 90' Base number to hit AC 0: 17 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>15</td><td>16</td><td>13</td><td>14</td><td>16</td></tr></table> <p>Weapons: longsword +1, crossbow Equipment: Standard pack** Languages: Common, LG, dwarf, gnome, goblin, kobold, orc Ammunition: 24 bolts Special: +4 save vs. magic & poison, infravision 60', +1 to hit goblinoids*, -4 to be hit by giants*, stone sense* Bolts: oooooooooooooooooooooo</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	15	16	13	14	16
Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
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Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
15	16	13	14	16																												
<p>Human, druid, level 6, Age: 23 Al: N Str 13 Dex 16 Con 15 Int 12 Wis 17 Cha 15 HP: 38 AC: 2 front, 4 rear Armor: leather +1, shield (w) / Move: 120' Base number to hit AC 0: 18 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>13</td><td>15</td><td>9</td><td>12</td><td>14</td></tr></table> <p>Weapons: scimitar +1, sling Equipment: Standard pack** Languages: Common, Neutral, druids' cant. Ammunition: 24 sling bullets Spells: 4/3/2/1 Special: +2 save vs. fire & lightning, identify plants, animals & pure water, move without trace at full rate in nature. Bullets: oooooooooooooooooooooo</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	15	9	12	14	<p>Half-Elf, cleric, level 5, Age: 33 Al: LG Str 16 Dex 14 Con 15 Int 10 Wis 17 Cha 14 HP: 42 AC: 3 front, 5 rear Armor: chain mail +1, shield / Move: 60' Base number to hit AC 0: 18 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>13</td><td>15</td><td>9</td><td>12</td><td>14</td></tr></table> <p>Weapons: mace +1, 2 throwing hammers Equipment: Standard pack** Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc Spells: 5/5/2 (includes WIS bonus) Special: 30% resistant to sleep/charm, detect secret doors*, infravision 60', turn undead Hammer: oo</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	15	9	12	14	<p>Half-Orc, thief, level 4, Age: 24 Al: NG Str 16 Dex 18 Con 16 Int 10 Wis 11 Cha 10 HP: 28 AC: 3 front, 7 rear Armor: leather +1 / Move: 90' Base number to hit AC 0: 20 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>14</td><td>16</td><td>13</td><td>12</td><td>15</td></tr></table> <p>Weapons: short sword +1, sling Equipment: Standard pack** Languages: Common, NG, thieves' cant, orc Ammunition: 24 sling bullets Thief skills: CW 91/FT 52/HN 24/HS 45/MQ 45/OL 62/PP 57/RL 5 (includes bonuses) Special: +4 save vs. magic & poison, infravision 60', +1 to hit kobolds/goblins, -4 to be hit by giants*, stone sense* Bullets: oooooooooooooooooooooo</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	14	16	13	12	15
Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
13	15	9	12	14																												
Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
13	15	9	12	14																												
Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
14	16	13	12	15																												

*For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.

****Standard pack:** Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 4 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; generic specialist item (thieves' tool, holy symbol, spell book, etc.).

SO4 WAYWARD MAIDEN CHARACTERS

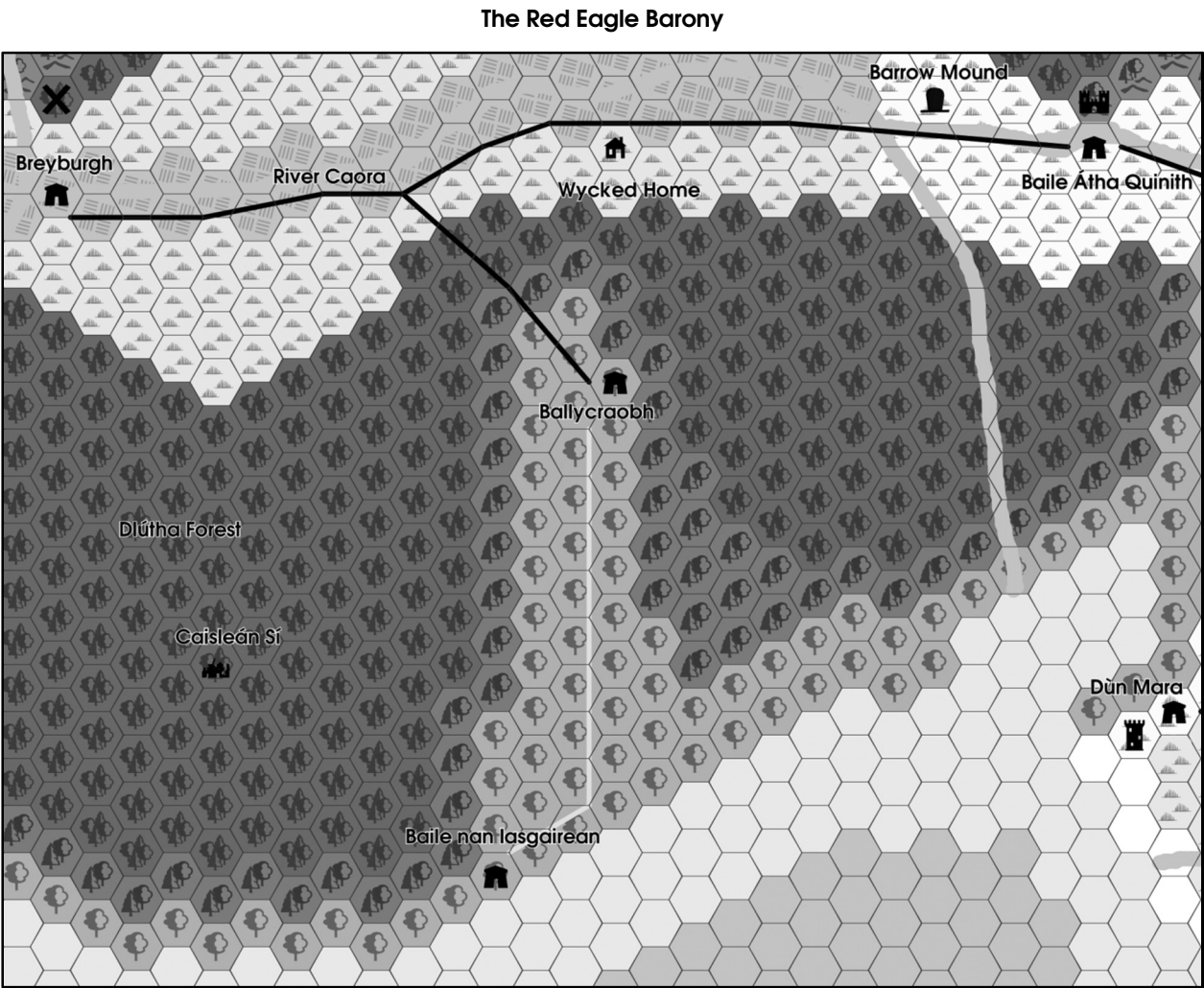
<p>Half-Orc, fighter, level 6, Age: 23 AI: NG Str 17 Dex 15 Con 17 Int 12 Wis 14 Cha 12 HP: 72 AC: 0 front, 2 rear Armor: <i>plate +1, shield (L) / Move:</i> 90' Base number to hit AC 0: 15 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>15</td><td>16</td><td>13</td><td>14</td><td>16</td></tr></table> <p>Weapons: <i>battleaxe +2, crossbow of speed</i> Equipment: Standard pack** Languages: Common, NG, orc Ammunition: 24 bolts, 14 <i>bolts +1</i> Special: +4 save vs. magic & poison, infravision 60', +1 to hit goblinoids*, -4 to be hit by giants*, stone sense* Bolts: ooooooooooooooooooooooooooooo Bolts +1: ooooooooooooooooooooo</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	15	16	13	14	16	<p>Elf, mage, level 7, Age: 174 AI: CG Str 14 Dex 17 Con 15 Int 17 Wis 11 Cha 14 HP: 35 AC: 3 front, 6 rear Armor: <i>bracers or armour +4 / Move:</i> 120' Base number to hit AC 0: 19 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>9</td><td>13</td><td>13</td><td>1113</td><td>10</td></tr></table> <p>Weapons: <i>dagger +2, darts</i> Equipment: <i>potions of extra healing</i> and <i>polymorph self</i>, Standard pack** Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc Ammunition: 24 darts Spells: 4/3/2/1 Special: 90% resistant to sleep/charm, infravision 60', surprise*, detect secret doors* Darts: ooooooooooooooooooooooooooooo</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	9	13	13	1113	10	<p>Human, cleric, level 8, Age: 33 AI: LG Str 16 Dex 12 Con 15 Int 12 Wis 18 Cha 11 HP: 62 AC: -1 front, 2 rear Armor: <i>plate +1, shield +2 / Move:</i> 90' Base number to hit AC 0: 16 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>11</td><td>13</td><td>7</td><td>10</td><td>12</td></tr></table> <p>Weapons: <i>mace +2, 3 throwing hammers</i> Equipment: <i>staff of the serpent</i>, Standard pack** Languages: Common, CG Spells: 5/5/4/3 (includes WIS bonus) Special: turn undead Hammer: ooo</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	11	13	7	10	12
Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
15	16	13	14	16																												
Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
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Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
11	13	7	10	12																												
<p>Halfling, druid, level 6, Age: 23 AI: N Str 10 Dex 17 Con 15 Int 14 Wis 17 Cha 15 HP: 45 AC: 2 front, 7 rear Armor: <i>leather +1, shield (w) +1 / Move:</i> 120' Base number to hit AC 0: 18 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>13</td><td>15</td><td>9</td><td>12</td><td>14</td></tr></table> <p>Weapons: <i>scimitar +1, sling</i> Equipment: Standard pack** Languages: Common, Neutral, druids' cant, dwarf, gnome, goblin, halfling, orc Ammunition: 24 sling bullets Spells: 6/5/3/1 Special: +2 save vs. fire & lightning, identify plants, animals & pure water, move without trace at full rate in nature, +4 to save vs. magic and poison, infravision 60', +3 to hit with bow/sling. Bullets: ooooooooooooooooooooooooooooo</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	15	9	12	14	<p>Dwarf, thief, level 7, Age: 91 AI: NG Str 17 Dex 17 Con 16 Int 13 Wis 10 Cha 12 HP: 52 AC: 3 front, 6 rear Armor: <i>leather +2, cloak† / Move:</i> 120' Base number to hit AC 0: 19 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>12</td><td>15</td><td>12</td><td>11</td><td>13</td></tr></table> <p>Weapons: <i>short sword +2, sling</i> Equipment: †<i>minor cloak of displacement</i> (-2 to be hit, +1 to saves), Standard pack** Languages: Common, NG, thieves' cant, dwarf, gnome, goblin, kobold, orc Ammunition: 24 sling bullets Thief skills: CW 81/FT 69/HN 28/HS 55/MQ 40/OL 79/PP 59/RL 25 (includes bonuses) Special: backstab, +4 save vs. magic & poison, infravision 60', +1 to hit humanoids*, -4 to be hit by giants*, stone sense* Bullets: ooooooooooooooooooooooooooooo</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	12	15	12	11	13	<p>Half-Elf, ranger, level 7, Age: 32 AI: CG Str 18.75 Dex 15 Con 16 Int 13 Wis 14 Cha 10 HP: 40 AC: 0 front, 3 rear Armor: <i>chain +2, shield +1 / Move:</i> 120' Base number to hit AC 0: 13 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>12</td><td>12</td><td>10</td><td>11</td><td>13</td></tr></table> <p>Weapons: <i>longsword +2, longbow+1</i> Equipment: Standard pack** Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc Ammunition: 24 arrows Spells: 1 Special: 3/2 attacks, infravision 60', alert against surprise*, detect secret doors*, 30% resistant to sleep/charm, +8 to hit (melee) vs. evil humanoids and giants*, tracking* Arrows: ooooooooooooooooooooooooooooo</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	12	12	10	11	13
Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
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Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
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Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
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*For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.

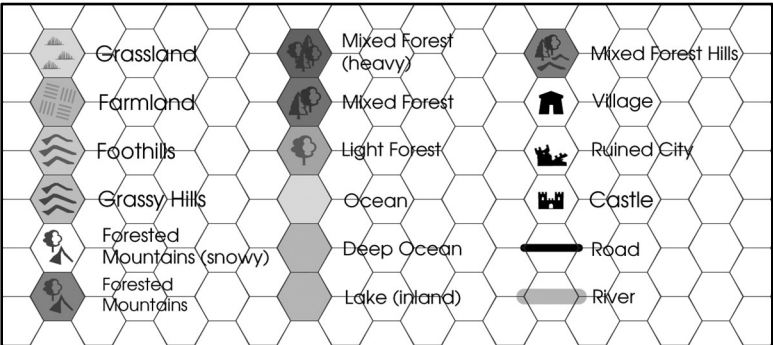
****Standard pack:** Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 4 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; generic specialist item (thieves' tool, holy symbol, spell book, etc.).

APPENDIX B: Map of the Adventure Locales

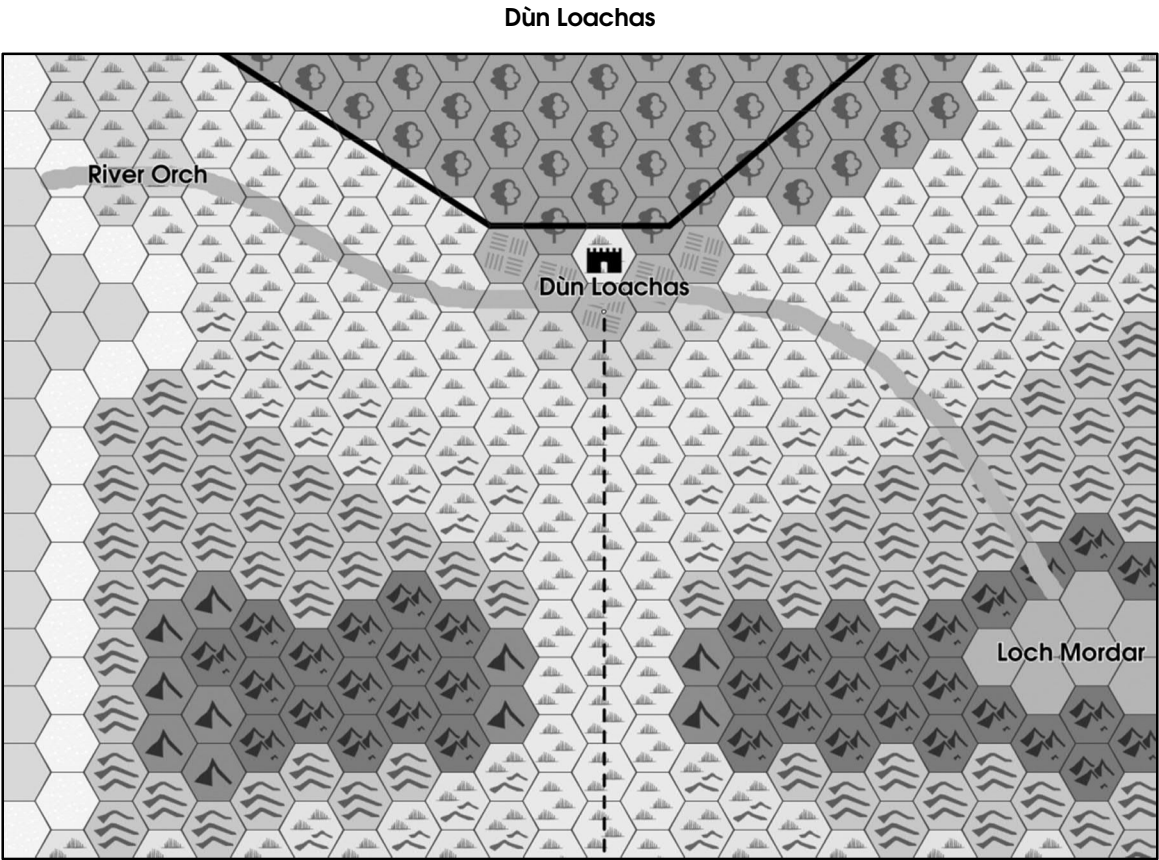
Map of The Red Eagle Barony: This map depicts portions of **The Red Eagle Barony**. This area is under the protection and control of **Lady Quinith**, who dwells in her castle overlooking the city of **Baile Átha Quinith**. The *Barrow Mound of Inara Marteen*, from the adventure **Eternal Knight**, is located west of that city, while *Awarn Wycked's Home*, from the adventure **Wycked Summons**, is further west still. The village of **Baile nan Iasgairean**, the site of the module **Wayward Maiden**, lies along a forest road southwest of the capital, on the southern coast of the Barony. The maps indicate geography, local settlements, defenses, and areas for further exploration. A map legend is included for reference.



MAP LEGEND



Map of Dùn Loachas and Environs: This map depicts the location of the village of **Dùn Loachas**, known as *Fort Valour* in the Common tongue, from the adventure *Clash at Fort Valour*. **Dùn Loachas** lies south of the shining city of **Dùn Bhriste** (*The Shattered Fort* in Common) and it is under the protection and control of the lord of that city state. It is the last bastion of civilization in this region, sitting at the mouth of a pass to the southlands. The map indicates geography, local settlements, and areas for further exploration. A map legend is included for reference.



MAP LEGEND

	Farmland		Hills		River
	Grassland		Mountains		Road
	Grazing Land		Steep Mountains		Trade Route
	Grassy Hills		Beach		Lake (inland)
	Light Forest		Fort		Ocean

APPENDIX C: New Monsters

HALF-OGRE

Frequency:	Very Rare
No. encountered:	1d6
Size:	Large (8 ft+)
Move:	90 ft
Armor class:	5
Hit dice:	3+4, or per class
Attacks:	1
Damage:	1d8 or by weapon
Special Attacks:	None, or per class
Special Defenses:	None, or per class
Magic Resistance:	Standard
Lair probability:	20%
Intelligence:	Average
Alignment:	90% Evil, 10% Chaotic non-Evil
Level/XP:	3/90 + 5/hp

Half-Ogres are the progeny of **half-orcs** and **ogres**, and tend to be mistaken for large, powerful **half-orcs**. They may be shunned by **ogres** as weaklings, but often lead bands of lesser humanoids due to their size and temperament. They tend to be loners, which is hard as they live as long as 100 years.

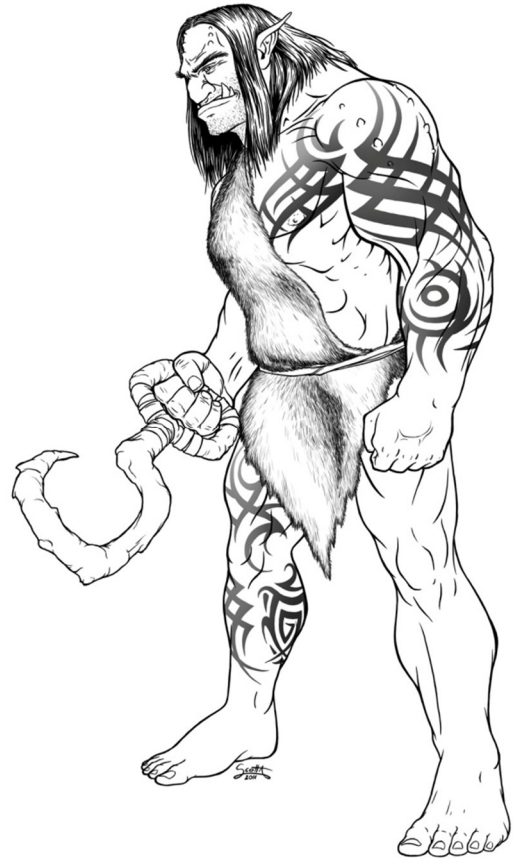
Their ability scores have the same minimums and maximums as half-orcs, except for their STR as they are naturally endowed with *ogre strength* (18/00). They are also extremely hearty, having a natural armour class of 5. They have the infravision of a **half-orc**, to a range of 60'.

Their **ogrish** blood runs strong and most tend to be cruel beings that tend toward evil alignments. There are some of nobler mind, however, even these beings are of a chaotic nature.

Half-ogres can speak the languages of orcs, trolls, ogres, hill-giants, their alignment tongue, and Common. If they choose to take on an adventuring profession, they must follow all the same rules and restrictions as **half-orcs**.

In this adventure, the players will come face to face with the following **half-ogre** adversary:

Gronk, half-ogre fighter, 6th level, AL LE
S 18/00 D 12 CN 16 I 14 W 11 CH 10
(AC 2, natural AC 5, *belt of armour* +3; 27 hp;
D 1d8+2, *hook sword* +2; Sz L, 8' tall)



Gronk is a cruel and unpleasant being who leads his group of invaders with an iron fist. He is rash, mercurial and prone to outbursts of deadly violence; but he is dedicated to the advancement of the cause of evil and pursues this goal mercilessly.

He agreed to lead this campaign against **Fort Valour** as he believes the removal of this lone bastion of the goodly nation of **Dùn Bhriste** will help to increase the goals of chaos and evil in the region.

Treasure: Varies, generally 1d10gp, 2d4pp and 1d3 gems (50%) per individual. In addition, NPC **half-ogre's** have a 10% chance per character level to own a useful magic item.



SOUL EATER

Class F Demon

Class F Demon

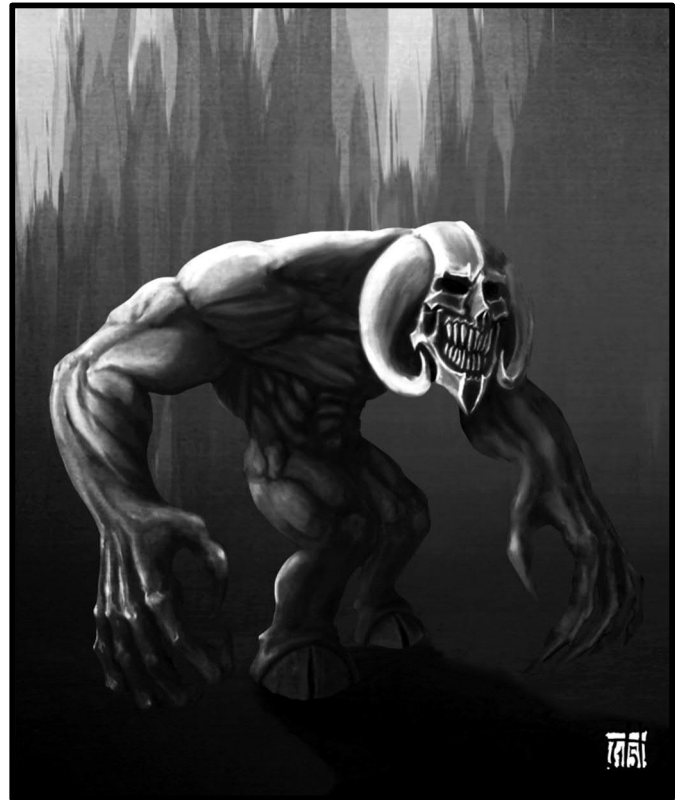
Frequency:	Rare
No. encountered:	1
Size:	Large
Move:	60 ft; 150 ft flying
Armor class:	-2
Hit dice:	8+8 (56hp)
Attacks:	1
Damage:	1d12+1
Special Attacks:	Flaming whip (D 3d6)
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	75%
Lair probability:	20%
Intelligence:	High
Alignment:	Chaotic Evil
Level/XP:	9/3,600 + 12/hp

In this adventure the party will face **Soul Eater**, whose true name is **Drizildour'ahkbane**. It is one of a small cadre of **Class F Demons**, also known as **Demon Lords**. It is an ancient evil that has enslaved and killed countless foes and ensnared many mortal followers. It was last seen a century ago, when it was defeated by the holy knight **Inara Marteen**. It cannot be slain here, but if its manifestation is destroyed its essence will again be banished to the Planes of Hell for 100 years.

It wields a massive +1 flaming sword (D 1d12+1) and a cat-o-nine-tails (D 3d6, 4/6 chance per round to use the whip) it uses to drag victims into the flames surrounding it; victims must save vs spells or take 4d6 fire damage.

It has several abilities, which it may use once per round, which function as per the mage spells of the same name. They are follows: *darkness, 10' radius; fear; detect magic; read magic; comprehend languages; detect invisibility; pyrotechnics; dispel magic; suggestion; telekinesis; symbols of fear, discord, sleep, or stunning; and gate* in another demon with a 70% success rate, as follows **Class C** (80% chance) or **Class D** (20% chance).

Treasure: None, here. If encountered in its lair, it has a cache of treasure equal to 1d20×1,000sp (10%), 1d12×1,000ep (15%), 1d10×1,000gp (40%), 1d8×100pp (35%), 3d10 gems (20%), and 1d10 jewelry (10%). It may (30%) also have 1 potion, 1 scroll, and 3 other magical items (no weapons).



APPENDIX D: New Magic Spells

ACID ARROW

Arcane Evocation

Level:	Magic-User 2
Components:	V, S, M
Casting Time:	1 standard action
Range:	120 ft.
Effect:	One arrow of acid
Duration:	1 round + 1 round per three levels
Saving Throw:	None
Spell Resistance:	No

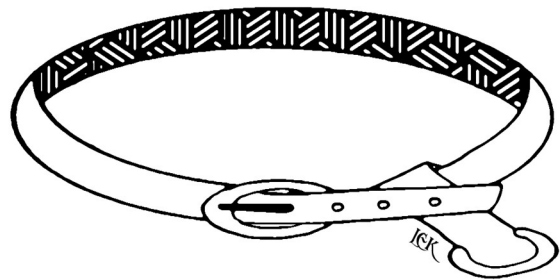
When this spell is cast a magical arrow of acid springs from the caster's hand and speeds to its target. The mage must succeed on a ranged "to hit" roll against the target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels (up to 18th level maximum), the acid will continue to burn another round, dealing 2d4 points of damage, unless somehow neutralized.

The material components for the spell are powdered rhubarb leaf and an adder's stomach.

APPENDIX E: New Magic Items

BELT OF ARMOUR

These magical leather belts grant anyone who wears one a +1 to +8 enhancement to the wearer’s AC, but only if no other armour is worn and no shield is used.



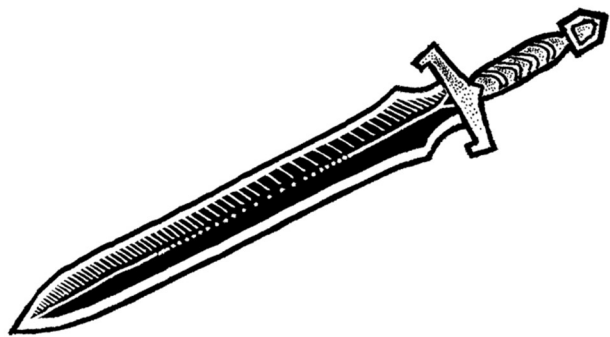
They may come in various styles and shapes, and like other magical items of armour, they will shrink or expand to fit the wearer upon first being worn.

The gold piece value is determined by squaring the AC bonus (i.e. +1=1000, +2=4000, +3=9,000, +4=16,000, and so on.)

In this module the players may recover the following item: a *belt of armour* +3.

BLACK ICE LONGSWORD

This longsword’s blade is composed entirely of one piece of dark, black ice. It is extremely cold to the touch, requiring thick leather gloves to wield safely, and anyone who grips it with their bare hands takes 1d4 damage.

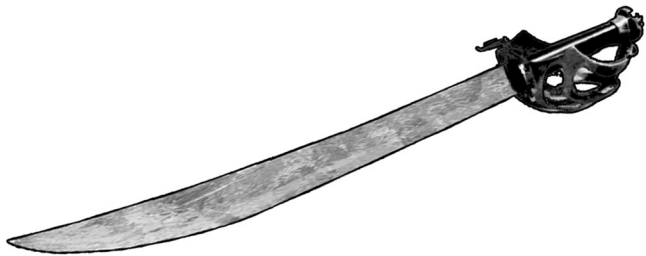


It bestows a +2 to hit and damage, and +4 against fire using or dwelling creatures. It also grants the wielder the effects of a *ring of fire resistance*. Lastly, it may (33% chance) extinguish all fires in a 10 ft. radius. It sheds a pale blue light when temperatures drop below freezing.

The sword remains cold, no matter the outside conditions, due to its magical nature. However, extended exposure to extreme heat (38°C) may damage or destroy it. For every 24 hours the sword is exposed to such conditions, it must save (as a liquid) vs. normal fire, or lose one of its “pluses”: once they are all gone the sword simply turns to vapor and floats away. If removed from the heat before this and placed in freezing temperatures, it regenerates.

CUTLASS

A broad-bladed saber weapon, the *cutlass* is common among pirates and naval warriors. It is valued for its ability to cut through heavy ropes, canvas, leather, and wood, and because it is short enough to be effective in close quarters combat aboard ship. The *cutlass* is useable by any class which may use a short sword, including thieves. Its statistics are as follows:



Weapon	Damage vs. S/M	Damage vs. L	Weight	Cost
Cutlass	1d6	1d8	4	12gp

In this module the players may recover several magical *cutlasses*, including the following special item: a *cursed blood cutlass*. The *blood cutlass* functions as a *cutlass* +3, but only if coated in the blood of a slain foe every day. If not it loses one plus a day, until it is again bathed in blood. A player wielding the cutlass must save vs. *aimed magic items* every 24 hours, or become *chaotic evil*.

Ridding oneself of the item is impossible without the use of a *remove curse* spell, which destroys the items enchantment, leaving it as a simple non-magical cutlass

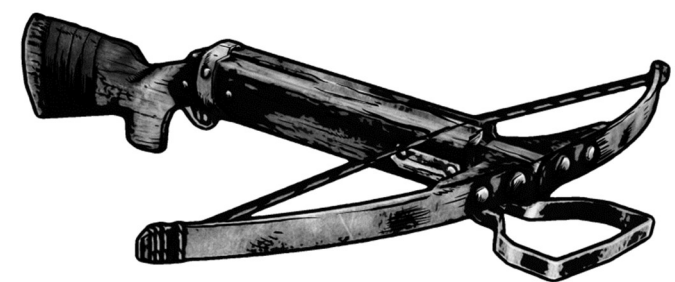
DAGGER OF BLEEDING

This dagger is a +1 blade (D 1d4+1) which functions in a manner identical to the sword of the same name. Damage caused by this weapon is progressive, for up to 10 rounds, on a 1 for 1 basis (e.g. an attack causing 5hp damage will cause 5hp damage every round thereafter; to a max of 50hp damage). The auto-damage stops if the victim leaves combat and binds their wounds.

Wounds caused by this blade may only be healed with rest and time; no magic of any type is effective, and this includes *regeneration* (e.g. a **troll's** regeneration or a *ring of regeneration*). See the OSRIC manual or your reference manual of choice for additional information on *bleeding weapons*.

HAND CROSSBOW

Hand crossbows are specially crafted smaller versions of a light crossbow, which are made to be held in one hand. It is a weapon favored by rogues, pirates, assassins and other stealthy combatants, as its small size makes it easy to conceal. Its statistics are as follows:

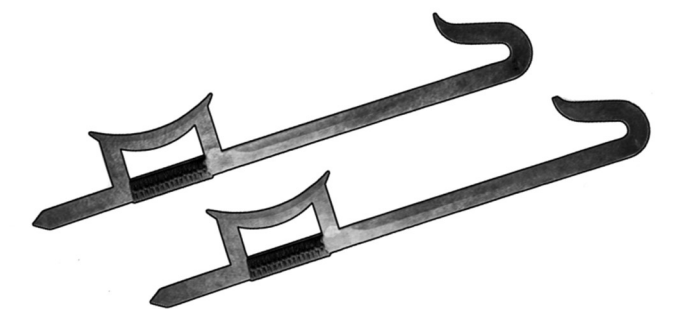


Weapon	Damage	Range	Rate of Fire	Cost
Hand Crossbow	1d3 vs. S/M/L	60 ft	1	400gp

In this module the players may recover the following item: *hand crossbow* +1 (D 1d3+1).

HOOK SWORD

Hook swords are relatively rare weapons for adventurers, and are predominantly utilized by civilians, as they mimic the tools they use to thresh grain.



The weapon consists of a straight blade that ends in a hook. The hand-guard is sometimes (50%) fitted with a crescent shaped blade as a secondary weapon (D 1d4).

The hook sword may be used to trip opponents who fail a DEX check on a successful strike (lose 1 round of action, but no damage is sustained).

Weapon	Damage	Weight	Cost
Hook Sword	1d8+1 (S/M)/1d8 (L)	4 lbs	15gp

In this module the players may recover the following item: a standard *hook sword* +2 (D 1d8+1 vs. S/M, 1d8 vs. L), with no hand guard blade attached.

RING OF THE LIGHT

This golden band has a flaming sword emblem upon it, the symbol of **Inara's** faith. It grants the wearer +1 to saving throws, +1 hit points, and +1 "to hit" against evil-aligned creatures. It will stack with other magic items.

THUNDERSTONES

Thunderstones are magical sling ammunition which look like normal stones, but they have a bluish hue to them. On a successful hit these stones release a thunderclap, causing 2d4 damage and requiring the victim to *save vs. petrification* or be stunned the following round.



These stones are destroyed on a successful hit. They are treated as a +3 weapon for purposes of whether a creature may be struck by them, but provide no "to hit" or damage bonuses.

WAND OF ACID ARROW

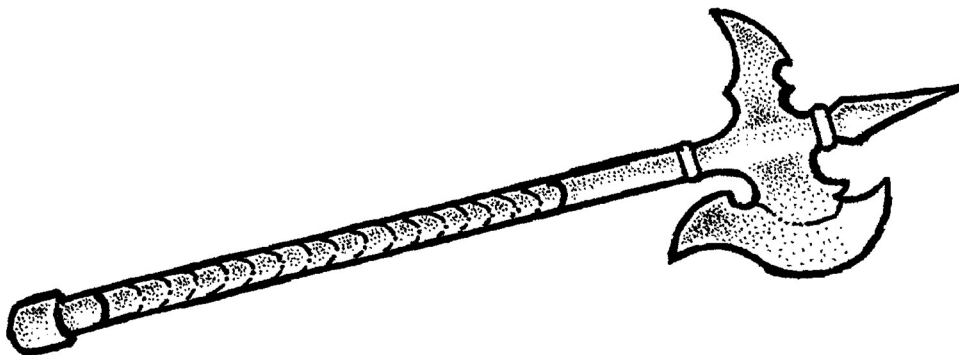
This ½ inch wooden wand is a foot in length and tipped with a jade gemstone. When the command word is spoken the wand causes an **acid arrow** (as the mage spell) to spring forth and speed to its target. The wand functions as if the spell were cast by a 10th level mage. The wand will have 1d20+6 charges, and may be recharged by absorbing castings of its namesake spell.



APPENDIX F: SO2 Random Encounters Table

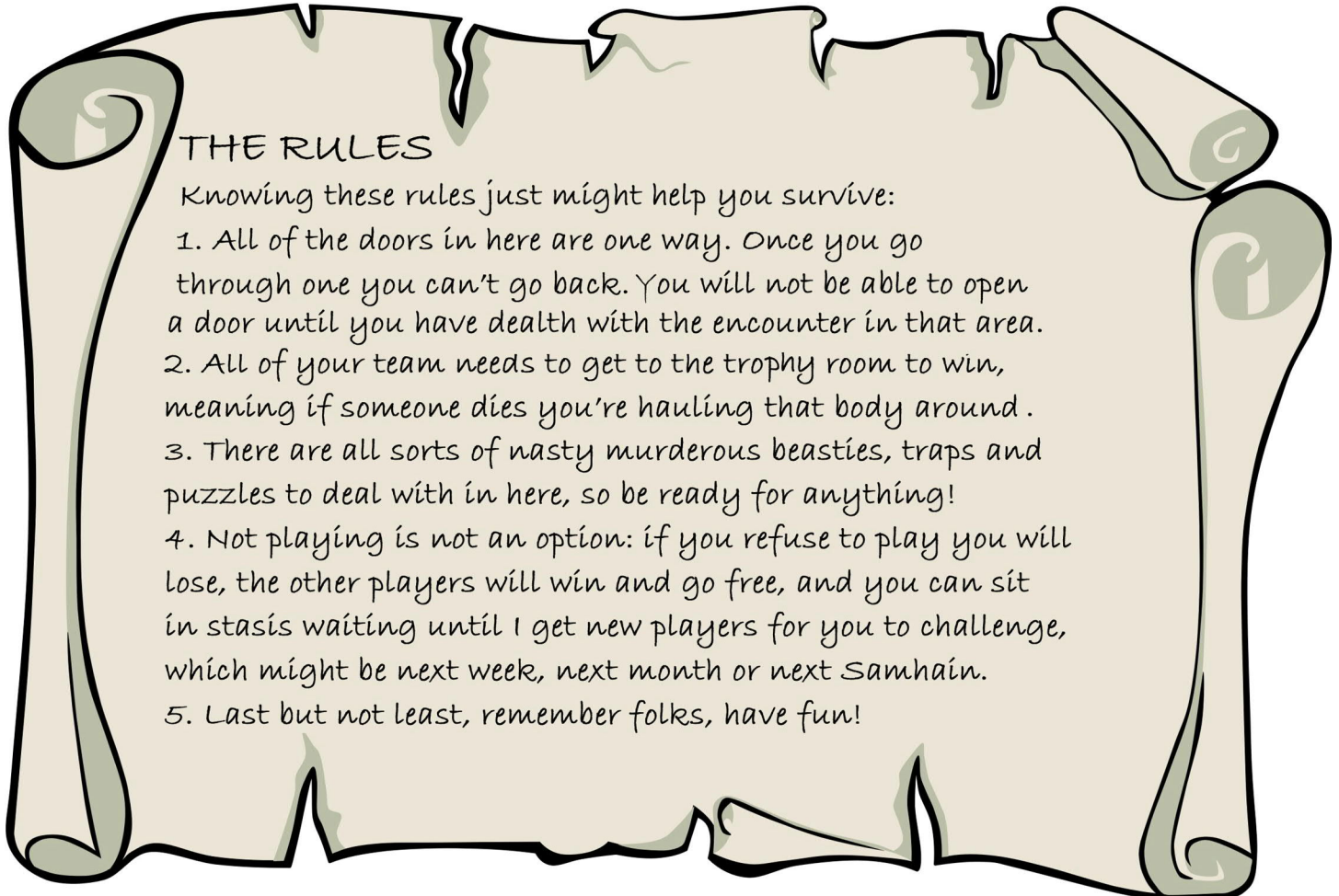
As discussed above, the GM should make one random encounter check each time the party travels from one objective to the next during the invasion. The GM, of course, has discretion to increase or decrease the difficulty of the encounter the party faces to match the needs of their campaign.

Dice Roll (d12)	Random Encounter
1	2 Ogres (AC 5; MV 9"; HD 4+1, 20hp each; #AT 1; D 1d10, halberd; Sz L, 9' tall) wearing tattered chainmail hauberks and wielding halberds (D 1-10). They have a small sack with 50gp, a 100gp gem and 16 bolts +1.
2	The party hears a muffled cry nearby. Examining the area, they find a villager being slowly crushed to death under a wagon. It takes a combined 35 points of STR to lift the wagon. The party earns 500xp for this rescue.
3	4 Dire Wolves (MV 18"; AC6; HD 3+3, 17hp each; #AT 1; D 2d4; Sz M). The dire wolves are gathered around a corpse, eating the remains. The man had a pack with 35gp, 50ep, and a mage scroll (2/2, GM's choice).
4	A volley of arrows lands in the area, and each player is targeted by 2 arrows. The GM should make "to hit" rolls as if the arrows were fired by a 4HD monster. A successful arrow strike does 1d6 damage.
5	Troll (MV 12"; AC 4; HD 6+6, 37hp; #AT 3; D 1d4+4/1d4+4/2d6; SD regenerate, 3hp/round, only killed by fire or acid; Sz L, 9' tall). It has a wooden coffer with 300gp and a cleric scroll (3/2/1, GM's choice).
6	An incoming volley of thrown boulders lands in the area the party is occupying. Each party member must make a DEX check or take 2d6 damage.
7	3 Wererats (AC 6; MV 12"; HD 3+1, hp 19hp; #AT 1; D 1-8, long sword; SA surprises on 1-4 in 6, disease; SD only hit by silver or magic weapons) armed with long swords (D 1-8). One wields a <i>long sword</i> +1.
8	As the party walks through town, the wall of an adjacent structure, which has been weakened by the invader's siege weapons, collapses upon them. Each player must make a DEX check or take 2d6 damage from falling rubble.
9	2 Giant spiders (AC 4; MV 3"/ Web 12"; HD 4+4, 24hp each; #AT 1; D 1d8; SA poison, webs). Their bite is poisonous and victims must save vs. poison or die. It takes 2 rounds to break free from their webs (+1 round per point of STR below 17). The spiders were feasting on a villager: on the corpse there is a 250gp ring.
10	Moving through the streets the party comes upon a house in flames, with a mother and daughter crying out from the second floor. If a player enters the house it takes 2 rounds to find the pair and bring them to safety. A CON check is made each round: failure results in 2d6 damage. The party earns 1,000xp for this rescue.

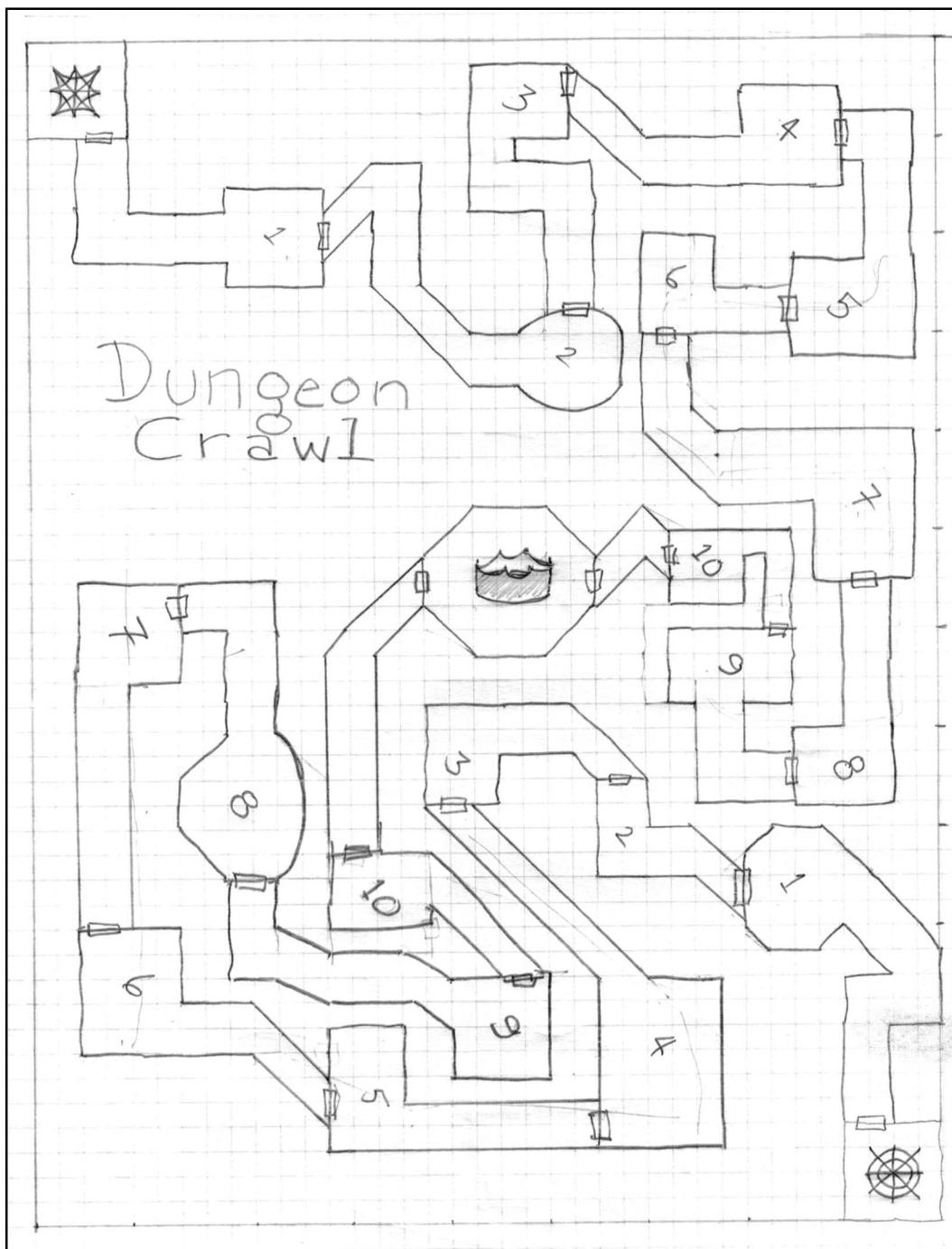


APPENDIX G: SO3 Wycked Summons: The Rules

“The Rules” of **Arawn’s** competition are set forth on this parchment. It appears in the player’s starting location within the dungeon moments before the competition beings. **Arawn** advises the players to read the rules as it may make the difference between success and failure, life or death.



APPENDIX H: SO3 Wycked Summons: Original Hand Drawn Map (1980's)



As an added bonus, I thought readers might enjoy seeing my original hand drawn map for this adventure, created by me in the 1980's heyday of early *Dungeons & Dragons*™!

I was researching my writing and campaign materials from the 1980's when I came across this map stuck in one of my notebooks from that era, just like the magic scrolls our players are always finding stuck in some old, forgotten tome.







I remembered drawing it but I could not find the map key describing all of the rooms' contents. So I thought it would be great fun to repurpose this 1980's map for a modern OSR module.

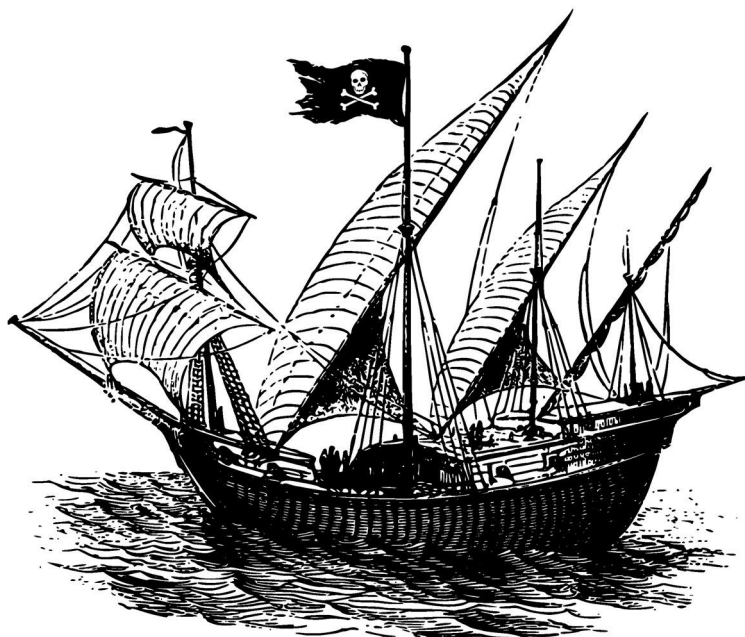
As you will see, the published maps are not far off from the originals, just a few tweaks here and there. The map does bear my original title for the adventure "*Dungeon Crawl*", and I tried to capture that little touch in the new digital map as well, as a throwback to its original form.

Most of the changes in the published map relates to trying to fit it on one page.

APPENDIX I: SO4 Pirate Henchmen

Below are the full stat blocks for **Pegleg Peggy's pirate henchmen**, which the party will encounter in Area 13. As noted above, the intention of the encounter is for there to be an equal number of party members and NPC foes. The GM should use a number of henchmen equal to the number of party members, up to a full squad of six pirates. However, as also noted above, Leftenant **Ronda Thumbskull** is **Peggy's** second in command and the leader of these henchmen: as such she should always be included in any NPC group the GM puts together to battle the players.

Characters:					
					
Zergno Scurven	Heather Vernon	Darna Suliban	Hengry Cogstop	Korgin MacLordon	Ronda Thumbskull
Half-Orc Male	Human Female	Half-Elf Female	Male Gnome	Male Human	Female Dwarf
Ability Scores:					
S 17 D 15 C 13 I 10 W 8 CH 10	S 12 D 15 C 15 I 13 W 17 CH 9	S 8 D 15 C 15 I 17 W 13 CH 15	S 13 D 17 C 15 I 13 W 12 CH 13	S 10 D 17 C 15 I 8 W 5 CH 9	S 17 D 12 C 15 I 8 W 11 CH 9
Vital Statistics:					
Class: Fighter/6 HP: 44 AC: 2, 4 rear Gear: chain mail+1 shield (L) cutlass+2 hand crossbow with 24 bolts potions of free action and healing Loot: 78sp, 95gp, 4x 50gp gems and a silver ring (150gp)	Class: Cleric/7 HP: 49 AC: 2, 4 rear Gear: scale mail +2; shield (L) mace+2 brooch of shielding potions of extra healing, speed, and fire resistance Spells: 5/5/3/1 Loot: 56sp, 99gp, 9x 50gp gems and a holy symbol (150gp)	Class: Illusionist/8 HP: 35 AC: 0, 1 rear Gear: robes bracers of armour +6 ring of protection +3 dagger +2 12 darts +1 chime of opening Spells: 4/3/2/2 Loot: 74ep, 254gp, 500gp gem and a ruby and diamond choker (1,000gp)	Class: Thief/6 HP: 36 AC: 3, 4 rear Gear: leather +2 cutlass +1 sling with 18 bullets 6 thunderstones potion of climbing poison (save vs. poison at +2 or die) Loot: 92sp, 116gp, 250gp gem, and a gold pin (900gp)	Class: Assassin/7 HP: 39 AC: 3, 4 rear Gear: studded leather cutlass ring of protection +3 shortbow +2 16 arrows +1 boots of speed poison (save vs. poison at +1 or die) Loot: 82sp, 147gp, 250gp gem and a jade pin (750gp)	Class: Fighter/8 HP: 70 AC: 1, 1 rear Gear: bracers of armour +6 ring of protection +3 defender longsword hand crossbow with 24 bolts lantern of revealing Loot: 68ep, 322gp, a pink pearl and diamond necklace (1,500gp)



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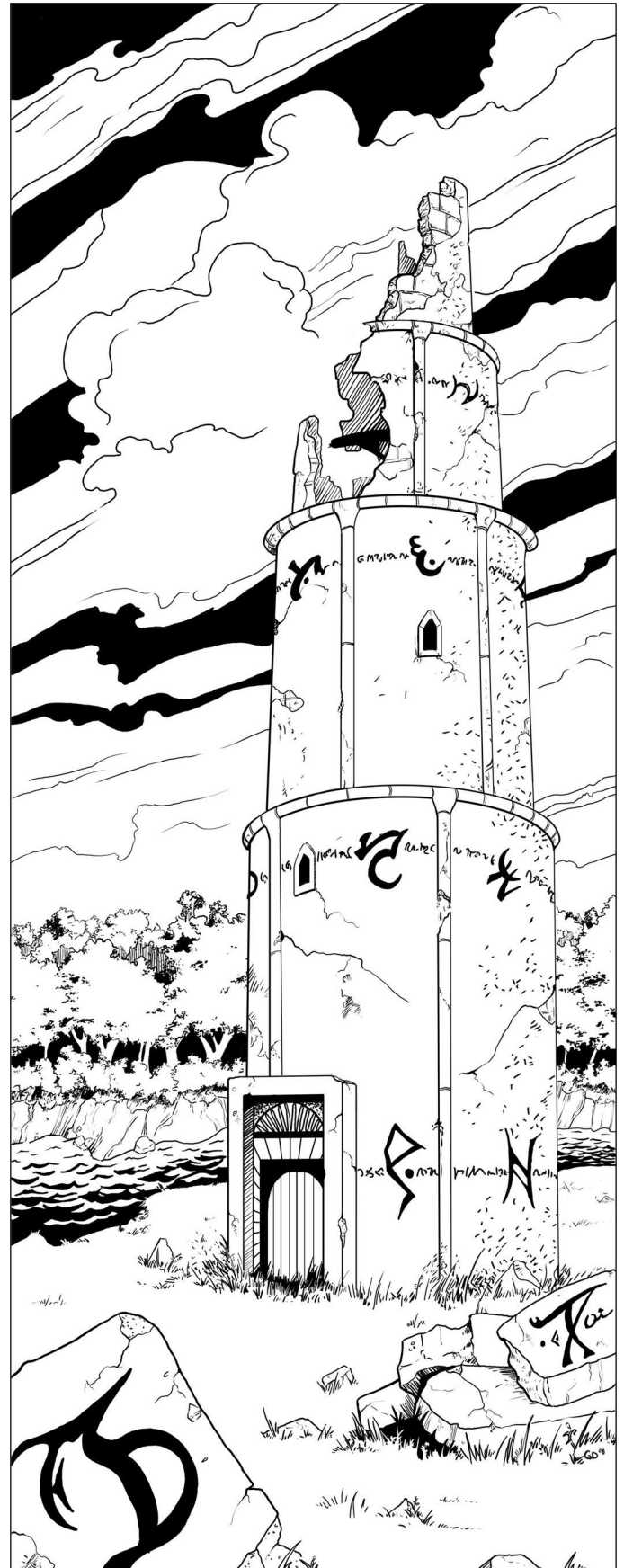
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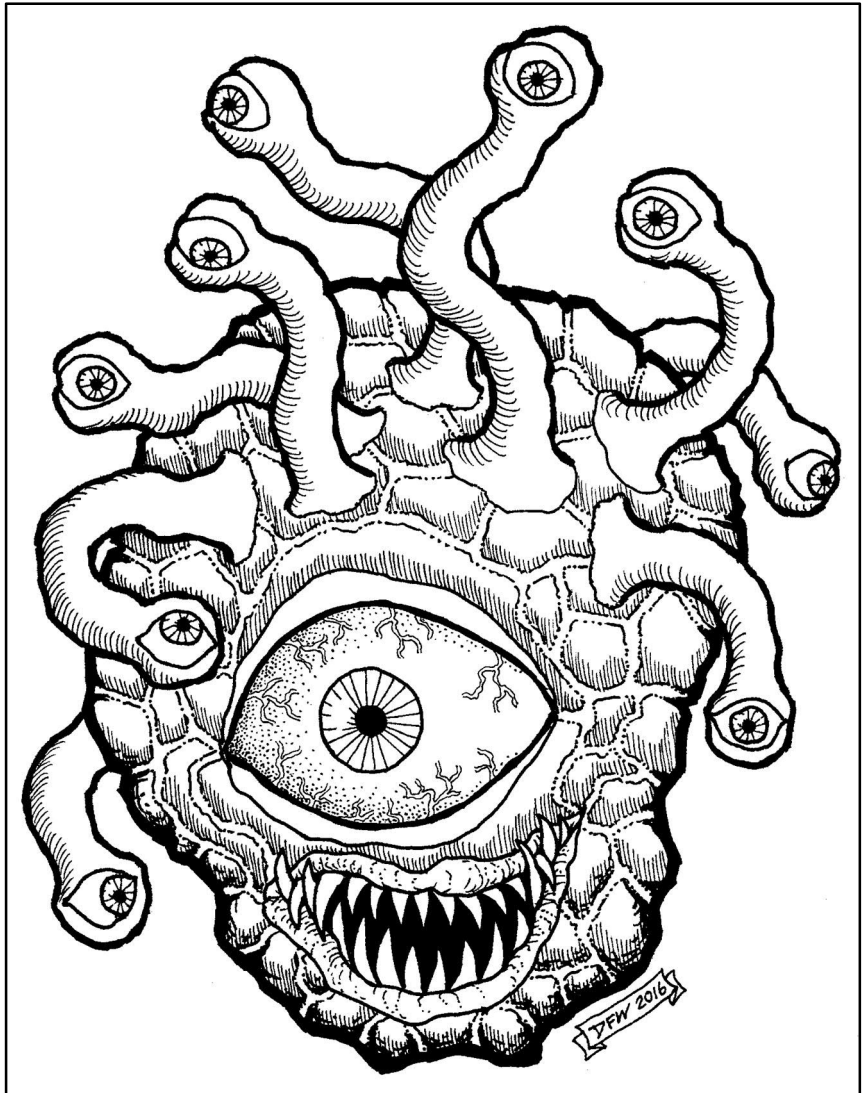
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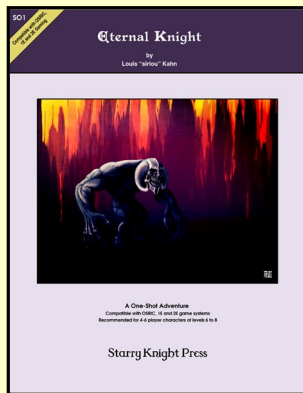


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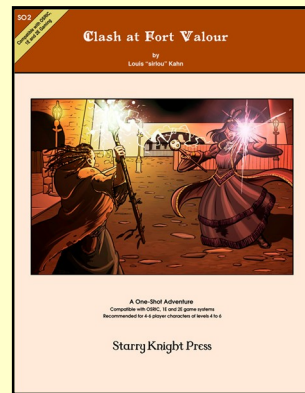
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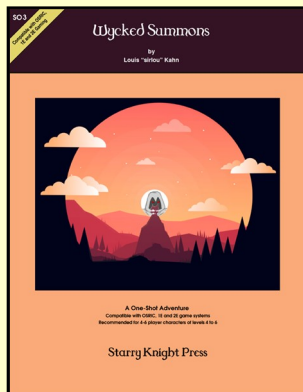
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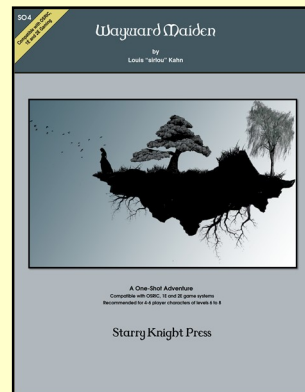
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