

DC-1

THE WARLOCK'S HOME BREW™ Fantasy Adventure



Adventure Module DC-1 **The Outpost On The Edge Of The Far Reaches**

By Paul Fini

An ancient outpost, abandoned centuries ago by a empire in decline, sits atop a lonely hill overlooking a bleak wilderness. Why was it deserted and left unattended all those years? Surely treasures that once littered the court-yard must have been claimed long ago. But still... vague murmurings of a hidden cellar have been overheard as well as visions of long dead veterans still haunting the battlements. Surely, evening tales told in front of a fire to frighten gullible travelers. Perhaps there is something more there than meets the eye?

The elements in this adventure module have been left open enough to be adaptable with most old-school style fantasy role-playing game rules and worlds and should fit easily into any GM's sandbox with but a few alterations and modifications. Recommended for 6-8 adventurers levels 1-3.

THE WARLOCK'S HOME BREW™ Fantasy Adventure



Adventure Module DC-1 The Outpost on the Edge of the Far Reaches

A fantasy adventure for use with most basic fantasy game rule systems.
Recommended for 6-8 characters levels 1-3.

Written and Illustrated by Paul Fini

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The Outpost on the Edge of the Far Reaches

The Warlock's Home Brew Fantasy Adventure Module The Outpost on the Edge of the Far Reaches By Paul Fini

INTRODUCTION

This adventure is intended to be used for any of the numerous Fantasy Retro Clone games that have been created. The module elements have been left open enough to be adaptable to most fantasy role-playing game rules and worlds and should fit easily into any GameMaster's sandbox campaign setting with but a few alterations and modifications. In fact, I did not set out to make a rule-specific module but one that can be thrown into any game as desired by the GM.

This is my contribution to a game that has always sparked my imagination, as I'm sure it has for you for many years. My only hope is for you to enjoy playing and running this adventure and for it to give that sense of wonder and mystery as if you were opening up those fantasy rule books for the first time.

BACKGROUND

Centuries ago, a conquering army set up a military Outpost on the edge of it's furthest reaches. As the decades passed, the once victorious Empire began to crumble due to it's own internal corruption and turmoil. It's influence waning, the frontier position was all but forgotten and abandoned.

As the Outpost sat in ruin and disrepair, various explorers have come across it's bleak stone foundations and have long since picked through it's bones to recover what they may.

In the past year a party of Orcs came across the ruins and concluded that it may make a good position to raid the surrounding countryside. After reporting to their chief, however, their leaders had other plans. It was decided to dig a complex beneath the existing ruins and build their forces to one that they can overrun the nearby settlements and make a name for themselves. Using kobold slaves to dig the tunnels the Orc leaders are waiting for the right moment to let their presence be known.

NOTES TO THE GAMEMASTER

The general scope given in the background information below is to only be used as a guide to fit this adventure into your campaign. You as GameMaster can change the situation around and add your own personal color to suit your needs and the imagination of your players. The most broadest of strokes have been given to most of the room descriptions except when I felt I had something very specific in mind. You are invited to use this as is or just as a starting point.

You will notice that any encounter listed will have both the ascending and descending armor class rating. That is presented to make the GM's job at conversion a bit easier. Other encounter elements have been made as generic as possible. Specific encounter information can be accessed using the agreed upon set of rules or any number of manuals, folios or tomes.

As this module is designed for a general 'old-school' feel and relates to the early days of fantasy role-playing games, more contemporary skills and feats have not been incorporated into this adventure (though the GM, if using such rules, can easily work them in on the fly or with a few scribbled notes in the margins) and instead the character's player will have to use his/her own wits to overcome any challenges presented to them from this module or the GM. If you are unsure of the differences between contemporary RPG playing style and "old school" style of play I would recommend that you read "A Quick Primer for Old School Gaming" by Matthew Finch, a link for which is provided at the end of this module.

Note on the Adventure Itself

As mentioned above, I have attempted to give just a broad-stroke to the descriptions within this adventure but will introduce a number of suggestions or elements that may be helpful to the GM.

The Outpost masonry is not of the local area. It was built by an invading army many, many years in the past. A sense should be expressed of the slight foreignness of the construction of the building itself.

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opening if searching the area around the Outpost. If discovered, warm air can be felt rising up from the holes with possibly a rotted burnt odor (A) and an odor of hot metal (B). The holes are much too small for any character to enter.

1. GATEWAY: The gateway into the outpost is a 20' arched entrance area. The walls are 30' high, the top open to the sky. There is a 4' overhanging ledge that is 25' above the ground. A pair of heavy metal doors are on the east wall leading into the courtyard. One door is ajar.

2. COURTYARD: An open courtyard within the walls of the Outpost. The ground of the courtyard is paved with cracked, broken and weathered flagstone. Weeds and knee-high grass conceal much of the debris scattered throughout, including a broken ladder, a long unused anvil and two rotted wooden tables, of which one lies overturned. There are a number of doors dispersed along the walls which appear to lend entrance to the apartments. All the doors are studded iron and appear closed. Three unbroken ladders can be seen rising up from the grass, still leaning against the walls (see map). They may be climbed to reach the upper parapet. Upon inspection, two of the ladders are old and worn (both labeled C and have a 30% chance of breaking per character climbing), but one (marked D on the map) appears to be sturdier and less aged than the other two.

3. ANTECHAMBER: These rooms were used to gain access to the upper parapet and the lower level. There is a wooded ladder leaning on the west wall at the top of which, in the ceiling, is a steel trapdoor. There is also a wooden trap door on the floor. The ceiling door is not locked but the one on the floor is (standard lock). The locks are nothing special and a thief type character has the standard percentage chance to unlock the door. Both rooms are identical with the exception of the ladder in the southern room. This ladder has been weakened by the Orcs and will give way when a character has climbed half way up or down. The character will fall to the ground receiving 1-2 hp of damage.

4. OFFICER'S QUARTERS: This room smells of mold and rotted wood. There appear to be the remains of three wooden beds scattered throughout the chamber. Tattered clothing and the remains of what appear to be three wooden

beds lay scattered throughout the chamber's cold stone floor. A number of wooded pegs, splintered with age, hang along the walls. There are also two wooden chests, broken open and empty. There is a large puddle of water along the south-west wall, a crack in the ceiling above.

There is nothing of value in this room.

5. KITCHEN: The door to this room is locked (standard lock). There are a number of heavy oak tables in the room, on top of which sit rusted iron pots and pans. Here and there, along the floor, are wood bowls and eating utensils. In the northwest corner of the room is a shallow pit filled with soot and ash, with what appears to be a chimney above. In the northeast corner of the room is a wooden trap door. The door is not locked but is trapped. If it is not discovered and disarmed, a needle in the handle will prick any character opening the door. That character must save vs. poison or fall asleep for 1d6 turns after an initial turn has passed.

There is a large black iron cauldron that is flipped upside-down on the floor underneath a table along the south wall. In the south-west corner, next to the table are a number of large sacks, which appear to be full. There is nothing inside the cauldron but if the sacks are disturbed three giant centipedes squirm out and attack.

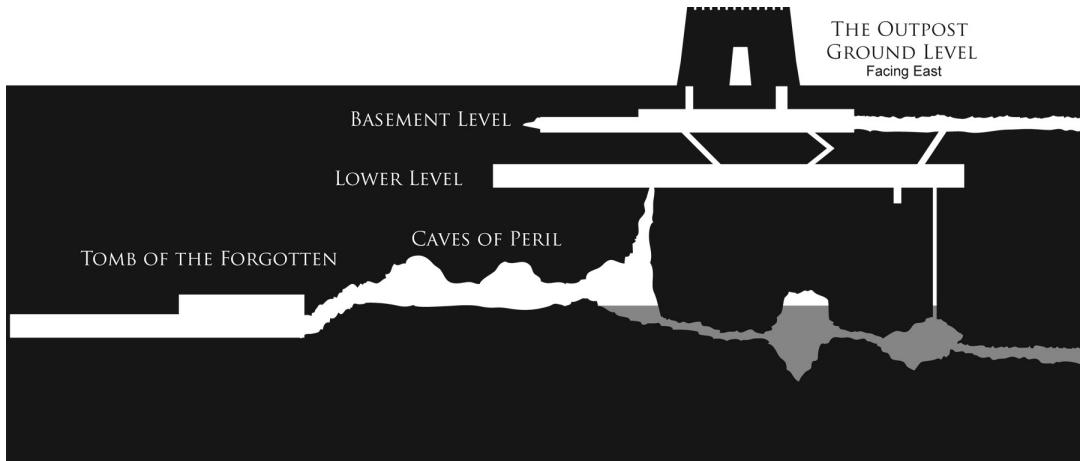
Giant Centipedes (3) – hp: 3,2,1; #AT: 1 bite; D: poison; AC: 9 [11]; MV: 40'; SA: Bite does no damage but characters must save vs. poison +2 or die.

The sacks contain straw and grass.

6. SLEEPING QUARTERS: This dark room has 4 wooden bed frames along the south-east wall. The beds are intact but the wood is rotten and fragile and will creak and eventually collapse if they are laid upon. There are 4 small metal foot lockers at the foot of each bed, all unlocked and empty. The room is devoid of anything valuable.

7. FORGE: A pair of doors, slightly ajar open into this room which appears as if it might have been a foundry. From the doorway can be seen a large hole in the ceiling. Directly beneath the opening are a number of large scattered stones and tall overgrown grass, making the floor hard to see. Along the east wall is large furnace with a large rotted bellows attached to the northern portion. There are two empty barrels along the

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The ground level of the Outpost has, indeed, been abandoned for those many years and has been overgrown with weeds and over-run by small critters (as expressed in the encounter table for the ground level). The current barrenness is the intended illusion. The Orcs living below the Outpost desire to keep the locals / PCs believing it is abandoned as they continue their preparations before make their presence known.

The Outpost has existed for a long time and ground level has been picked over by explorers.

There are two prisons below the ground level and any PC that is captured by the Goblins or Orcs can be placed within a cell, after having been beaten and tortured (see room 52).

If the PCs leave the Outpost and return again, the GM is encouraged to allow for events to happen in and around the Outpost while the PCs were away.

If the PCs didn't run into any Orcs or Goblins on their initial foray to the Outpost, upon their return let them believe that the areas they have explored are as how they left it. Occasionally they may notice an object that has been moved or slightly out of place from before.

If the PCs did run into some Orcs or Goblins and those creatures survived, then assume that those creatures have warned their superiors and precautions have been taken including possibly setting additional traps, look-outs, and even making their presence known by outwardly claiming the Outpost as theirs.

The Goblins have joined with the Orcs hoping for some quick monetary gains but have only been

worked hard and abused. They would like to withdraw from the outpost but do not wish to leave any of their kin behind.

The GM is encouraged to use common sense in the environment below the outpost. The Orcs and Goblins are not just dumb creatures to be stumbled upon and killed. Though not stated specifically in the text, if an alarm is sounded, the population below the ruins will be armed and alert. The GM should take advantage, not to just harass the PC's for the sake of it but to bring these creatures "to life"

The PC's will initially have the element of surprise but for how long is entirely up to player's actions

Beginning the Adventure

There are an infinite number of ways that this adventure can be worked into your campaign. I have listed a few suggestions in the following paragraphs.

The PCs are hired by a local lord to explore the wilderness around the Outpost as Goblin activity has been noticed by the local farmers as of late. The wilderness is left up to the GM to create.

Travelers and merchants moving along the nearby road have vanished or have gone missing. It is believed that the ancient, abandoned Outpost may have something to do with it. Some locals believe it to be haunted.

The PCs are lost in the wilderness and are low on provisions. They have come across this abandoned Outpost seeking shelter from a torrential storm and are willing to face the unknown for a bit of comfort. You can build up

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the mystery and tension like some pulp fantasy novel.

The orcs in the Outpost are allied with a larger enemy. Discovery and defeat of this minor force may cripple the larger threat.

These are just some ideas to kick-start this adventure. Of course, the GM is encouraged to come up with any hook that he sees fit.

SUGGESTED RUMORS

Here is a list of suggested rumors the GM can use to pique the curiosity of his/her players. Of course, the GM is free to create additional rumors or tales and add to these.

1. The Outpost was originally a religious temple where human sacrifices were performed. (F)
2. Goblins have set-up dead-eyed archers on the top of the Outpost to defend against intruders. (F)
3. The Outpost has been empty for many years. (T)
4. Those that have explored the Outpost in recent years say that it is just a ruin and any treasure that may have once been there is long gone. (F)
5. There is a basement level where prisoners were once kept. (T)
6. Some people claim to have seen a beautiful woman wandering the hills near the Outpost. Others say they've seen an old hag. (F)
7. Some have seen a larger presence of Goblins and Orcs in the hills surrounding the Outpost. (T)
8. An evil priest is believed to have been entombed in the lower levels of the Outpost. (F)
9. There are some natural caves below the Outpost where dwell an unspeakable monster. (T)
10. The old guards never left the Outpost but died there and now their ghosts haunt the ruins. (F)

THE ABANDONED OUTPOST

GROUND LEVEL

Wandering Monsters

The encounters that are to be rolled for the ground level are meant to enhance the

desolation and mystery of the Outpost. The ground level is, for the most part, empty (with the exception of what traps the orcs have set up for the unsuspecting party).

A roll of 1 on 1d6 every three turns will indicate an encounter. Roll again to determine what the encounter is. On the ground level, encounters can happen within the courtyard, any room on the ground level, the upper level or even the immediate area around the structure. Roll on the table below to determine what the encounter will be.

1. A pack of wolves begins to howl in the distance
2. A mysterious whistling sound is heard as the wind whips through the abandoned Outpost.
3. A scurrying sound is heard coming from the underbrush or from somewhere in the room
4. A menacing black raven swoops down and lands on the edge of a rooftop and eyes the party's movements suspiciously.
5. Rattle Snake (1) – hp: 2; #AT: 1 bite; D: 1d4 + poison; AC: 5 [14]; MV: 30'; SA: Bite does 1d4 damage plus characters must save vs. poison (affects of poison up to the GM). The snake will rattle its warning before attacking.
6. Stirges (2-6) – hp: 4,4,3,3,2,2; #AT: 1 D: 1-3; AC 7 [13]; MV: 30'; SA: +2 to hit for first attack.

ENCOUNTER AREAS

THE OUTPOST: Rising up about 30' above the desolate hilltop, the stone structure stands as testament to an age long past. The black irregular block stones appear to have been cut by a foreign hand. The outside walls slope from a base that is slightly wider than that of the upper portion. There is 20' wide opening in the west wall. The iron doors that once stood in the portal are weathered and rusted, the north door hanging open while the southern lies on the ground, weeds and grass growing around it. Twenty feet beyond this opening can be seen a pair of doors, one slightly ajar.

Exhaust Vents. There are two exhaust vents marked A & B on the map. These correspond to the lower level kitchen (36) and forge (53), respectively, on the lower levels. A party will have a 15% chance of discovering these small

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north wall and a pile of wood and scrap metal in the west corners of the room. There is an unlocked, metal trap door in the south east corner of the room hidden by the grass with steps leading down.

There are two anvils in the center portion of the room. On top of the northern anvil is an oddly new forging hammer. It is in fine shape and can be used as a weapon (damage 1d4). Any character stepping near the hammer and anvil has a 3 in 6 chance of having their foot fall into a shallow spiked pit. The spikes point downward doing no damage initially but 1d4 if the foot is pulled out. Half damage if the feet are armored.



8. SLEEPING QUARTERS: This dark room has 4 wooden bed frames along the south-east wall. The beds are intact but the wood is rotten and fragile and will creak and eventually collapse if they are laid upon. There are 4 small metal foot lockers at the foot of each bed. Three are opened and empty. However, the 4th is closed and trapped. If opened, an explosion of fine metal dust particles will blind any character in a 5 foot radius. (save or be blinded for 1d6 turns). There is a 5% chance of permanent blindness but the character gets an additional save vs plus CON bonus to avoid.

9. STABLE: A pair of wide, heavy wooden doors are barred from the outside. A single character with a strength of at least 15 can lift the heavy wooden bar.

As soon as the doors are opened, two hungry wolves will leap out and attack. The wolves are pets of the Orcs and have been placed there to attack curious visitors.

Wolves (2) – hp: 10,8; #AT: 1 bite; D: 1d6; AC 7 [12]; MV: 60'; SA: None

Inside there are 4 stables, three of them empty. In the furthest one to the east, there are a pile of half eaten remains and bones. If examined, it can be determined that some might have once been human also a small leather pouch with 20sp may be found.

There is also a trough half filled with water there as well. In the ceiling above is a hole coved by what appears to be wood from the other side (F).

Besides some ancient and useless equestrian tackle, there is nothing of value in the room.

10. PRISION OFFICE: There is a locked metal door (standard lock) leading into this apartment, the key for which is down in room 21.

Beyond the door is a dark chamber seeming untouched for many years, apparent from a thick layer of dust covering everything. There is a heavy wooden desk in the southwest portion of the room, its top covered in parchments and what appear to be maps of the area, all of which are written in some foreign tongue. (**NOTE:** Will turn to dust if touched.) There is a single drawer in the desk which contains a dusty, carved, leather sheath with dagger (tarnished silver (30gp) and a key (to the cabinet).

There is a small locked cabinet (key is in the desk drawer). Inside is a small wooden chest with two pouches inside. One pouch contains 25gp, while the other contains 2 gems worth 50gp and 75gp respectively.

There is a larger unlocked cabinet in the northern section. Inside are rusted manacles and a iron ring with a number of keys (which unlock the cell doors on the level below).

Also in the northern portion of the room is a latched metal trap door.

11. OUTPOST ROOFTOP: The roof level of the outpost overlooks the surrounding countryside. The 6 foot wall running along the outer edge is evenly distributed with gaps most likely used for a ranged defense. The floor is made of long stone slabs which have been worn smooth with age.

Other points of interest are discussed below.

C. Fragile wooden ladder. 30% chance of breaking upon being used.

D. A wooden ladder

E. A stone platform that overhangs the foyer.

F. A wooden cover that hides the hole into the stable (9). It is hinged and latched and will easily open. In the hole can be seen the remains of the victims, the water trough, and the wolves if they are still alive.

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G. A large chunk of stone has broken away and is shattered on the floor of the foundry below.

BASEMENT LEVEL

There are no Wandering Monsters listed for the Basement Level. The GM can add encounters as desired.

Encounter Areas

12. PANTRY: Within this pantry and storage room are a number of barrels all open and empty. There is a stone spiral staircase in the north corner of the room that leads up to a trap door latched from the other side. There are wooden shelves along the walls with a number of jars of dried herbs and empty flasks and small wooden crates.

The shelves along the southeast corner are a bit peculiar. The items on these shelves cannot be removed. Some are sloppily nailed down to the while others have been stuck in place with a sticky adhesive. The shelves in fact hide a secret door and will pivot into room 13 if pushed with effort.

13. STORAGE ROOM: A mostly empty room except for a wooden chest along the north wall. The chest is trapped with a trip wire that, if opened, triggers an avalanche of metal pots and pans, helmets and shields and rusted armor from a false plate in the ceiling, clobbering anyone within 5 feet of the chest. It won't injure the character(s) but it will make quite a racket and alert the goblin guards in the alcoves (25). After 1 turn, 5-8 goblins will come up to investigate searching as far as the Pantry and the Hallway. If confronted by intruders, one goblin will be sent back down to alert the rest of the complex.

There is a secret door that can be opened by a hidden mechanism disguised as the stone itself. It opens into 13A the sloping passage that spirals down to the lower level (23).

14. FORGE SUPPLY BASEMENT: This room is filled with smashed crates and rubbish piled in the corners. There are 6 hungry giant rats.

Giant Rats (6)– hp: 4,4,3,3,2,2; #AT: 1 Bite; D: 1-3 + disease; AC 7 [12]; MV: 40'; SA: Bite has 5% chance of disease.

15. TEMPLE: A pair of metal double doors open into what appears to have once been a temple. On the north and south walls are mosaic tiles in

spiraling patterns once colorful now covered in dirt and black grime. There are many places where the tiles have been shattered and litter the floor. There is a similar tiled pattern along the floor leading from the door to a raised dais in the east end of the room atop of which is a vandalized and defiled statue of a foreign deity (the GM can determine the details to fit into his/her campaign world). Upon examination, the statue, base and platform appear to have been carved from a single massive stone and cannot be moved. If the base is probed a small concealed compartment may be found. Inside there are two rolled scrolls which turn to dust if touched. An ornate silver sensor on a chain (20gp) and a silver cup (15gp).



16. ACCESS ROOM: This is a mostly empty access room from the ground level to the basement level. There are sconces for holding torches dispersed along the wall. There are two trap doors in the ceiling in the northeast and southeast corners of the room. They lead to both rooms 3 respectively. There are 3 empty weapon racks along the west wall and an old brittle wooden table in the center of the room. If stood upon by any character(s) with a weight of more than 150 lbs, there is a 3 in 6 chance of breaking.

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There are 2 secret doors that are opened by twisting the wall sconces that are nearest.

17. NORTH ESCAPE TUNNEL: This is a rough, uneven tunnel that heads north about 70 feet where it ends in a pile of rubble caused by a cave-in long ago. There are scattered bones along the floor and if examined most will be from medium sized rodents but a few will be humanoid. There are silken strands that dangle from the ceiling and cling to the walls which become more dense further down the hall. This is a lair of a giant spider to whom, occasionally, the Orcs and Goblins feed their captives.

Among the bone is a old leather sachel with 30gp and a vial of Healing Potion.

Giant Black Widow Spider (1) – hp: 12; #AT: 1 Bite; D: 2d6 + poison; AC 6 [13]; MV: 20' web 40'; SA: Bite is poisonous save vs poison or die after 1 turn.

18. SOUTH ESCAPE TUNNEL: This irregular passage goes about $\frac{1}{4}$ of a mile before opening out of the south side of the hill. The entrance is hidden from the outside by a false stone that pivots open. It can be moved aside with a strength of 16 or more.

140 feet from the secret door (rm. 16) there is another secret door. The trigger for the door is a false stone to one side of the opening. A keen examination of the floor will reveal footprints and drag marks along the floor leading from the secret door southward.

19. BARRACKS: The door to this room is barred from the outside. As one approaches the door one notices odor of decayed flesh hanging heavy in the air and in front of the door is a large dark stain (blood).

Inside the room is a disarray of rotted cots, broken crates and scattered bones. There are 5 ghouls and will immediately attack anyone that enters the room. 3 ghouls appear to have once been human, 1 ghoul has a pigish shout and very orcish features. The last is smaller than the rest and appears goblin like.

Ghouls (5) – hp: 12,11,9,4,3; #AT: 3 – 2 claws, Bite; D: 1d3,1d3,1d3 + paralyze; AC 6 [13]; MV: 30'; SA: save vs paralysis

Scattered on the floor are a number of coins. It will take a turn to collect the 100sp and the 300cp.

The undead orc carries a ring with a set of 5 skeleton keys that dangles from an bloody old worn leather belt. The keys opens the locked steel door in the hallway (see map), room 19 and 20 and both doors in 22 and cell 23.

The orc was a captain who lead the initial exploration party below the outpost. He had discovered the keys but never had a chance to use them before he and his party were ambushed in this room by the ghouls. The other orcs retreated and barred the captain in the room with the ghouls and the keys. The goblin was also a victim of the same party.

20. SCRIBES ROOM: There is a thick layer of dust upon everything in this room. The air is heavy and stale and there is an eerie stillness as it seems apparent that the room has sat unchanged for decades or even perhaps hundreds of years.

There is a circular rug upon the floor with an exotic design. It is very, very old but is still in good condition and can fetch upwards of 200gp.

There is a raised desk, with a tall wooden stool with ornately carved legs of scales and clawed feet next to it. Upon the desk is an oil lamp, a dried ink well and a quill pen. There are a number of brittle parchments on the table as well all written in an ancient tongue. If translated, there will be accounts of the day to day running of the outpost as well as a scroll of *Protection from Undead*.

In one corner of the room is a 4 post bed with yellowed silk coverings and a nightstand with a single drawer. The bed can bring 500gp but would have to be dismantled and put back together by an experienced woodworker. The drawer is trapped with a needle trap (save vs. poison). Inside the drawer is a small black pouch with a fancy gem worth 100gp.

21. CAPTAIN'S ROOM: An eerie stillness hangs heavy in the stale air. There is a thick layer of dust upon everything in this room.

There is a tall wardrobe along the south wall. Inside are a pair of leather gloves and an Elven Cloak.

There is an empty bed frame and a nightstand with a single drawer. Upon the nightstand is a silver mirror worth 30gp. Inside the drawer is a key to the Prison Office (rm 10) and a small pouch

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with 2 semiprecious gems valued at 25gp each.

Under the bed is a small iron chest with 700sp and 350gp.

Above the bed is a metal shield. The shield will not give any extra bonuses in combat but is, indeed, enchanted and has little weight to it. It adds only 2 lbs of encumbrance weight.

There is a tapestry hanging on the wall depicting a desert and a spired city along the coast. It is cumbersome but can bring 300gp if a buyer can be found.

22. PRISON HALL: There is a spiral stone staircase in the southern corner of the hall that leads up to a metal trap door in the ceiling that is locked from the other side.

The hall reeks of decayed flesh & death. There are 2-5 ghouls wandering this hallway.

Ghouls (2-5) – hp: 9,8,7,7,6; #AT: 2 claws, 1 bite; D: 1d3,1d3,1d3 + paralyze; AC 6 [13]; MV: 30'; SA: save vs paralysis

There are doors that line the north and south walls. The doors are noted on the map as either locked, closed or open. The keys from room 21 unlock or lock all the cell doors except for room 24. Behind the doors are empty 10X10 cells. The Cell marked H contains 1 hungry ghoul.

Ghoul (1) – hp: 11; #AT: 2 claws, 1 bite; D: 1d3,1d3,1d3 + paralyze; AC 6 [13]; MV: 30'; SA: save vs paralysis

23. ANTECHAMBER: A small 10X10 antechamber. The key from room 10 unlocks the north door but will not unlock the south door. The key for the south door is part of the keys that are found in room 21.

24. CELL TUNNEL: This is an empty cell where the back wall has been tunneled out. The 5 foot wide passage beyond is carved out of the stone itself and ends 20 feet east. There is a secret door beyond which lie steps leading down to room 50, the GUARD CHAMBER.

LOWER LEVEL

Wandering Monsters

A roll of 1 on 1d6 every two turns will indicate an encounter. Roll on the table below to determine what the encounter will be. If encountered monsters are killed, then the encounter will not be

repeated. Treat a duplicate encounter as nothing or just distant noise. If the adventuring party leaves the outpost and returns another day, the wandering encounters start fresh.

1. A pair of very drunk orcs who think the adventuring party is but a hallucination. If fought, they will battle with -2 to hit their opponents.
2. A clamorous sound is heard echoing through the halls. A sound similar to a pile of iron pots and pans crashing to the ground.
3. Guard Dogs (2-4) – hp: 7,7,6,2; #AT: 1 bite; D: 1d4 + hold; AC 6 [13]; MV: 50'; SA: After scoring a bite a dog can hold on ding 1d4 damage every round. Character can break free (save vs. Death Ray +/- STR bonus).
4. Goblin Patrol (2-6) – HP: 7,7,5,4,2,1; #AT: 1; D: 1d6 (short sword); AC 5 [14]; MV: 20'; SA: none
5. Orc Patrol (2-6) – HP: 7,7,7,5,4,3; #AT: 1; D: 1d6 (short sword); AC 5 [14]; MV: 40'; SA: none
6. Ogre (1) – hp: 20; #AT: 1 weapon D: 2d6 (large club); AC 4 [15]; MV: 30'; SA: none.

Encounter Areas

25. ALCOVES: There are two goblin guards in each alcove. They will pull a cord that is hanging from either wall that rings a bell located in rooms 24 to alert their companions. The Goblins carry short swords and 10-20 sp each.

Goblin Guards (4) – HP: 4,4,2,1; #AT: 1; D: 1d6 (short sword); AC 5 [14]; MV: 20'; SA: none

26. GUARD ROOMS: 6 goblins in each room. If alerted by the bell pull they will rush into the alcoves (25) through the secret door to aid their companions. The goblins are sitting around a table rolling bones. There is a pile of silver coins on the table, 300 sp in each room.

Goblin Guards (6) – HP: 6,6,6,4,2,1; #AT: 1; D: 1d6 (short sword); AC 5 [14]; MV: 20'; SA: none

Goblin Guards (6) – HP: 6,6,6,4,2,1; #AT: 1; D: 1d6 (short sword); AC 5 [14]; MV: 20'; SA: none

27. GOBLIN CAPTAIN'S QUARTERS: Capitan Gronk is the Orc captain that commands the goblins in rooms 25, 26, 28 and 29. He doesn't like the goblins much and treats them badly. Capt. Gronk feels that he is deserving of a better task than barking orders to a bunch of lowly Goblins.

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The Goblins don't like being ordered around by some orc and undermine Gronk's command. Thus, when fighting for Gronk, goblin moral is -1 under their standard of 6. Unbeknownst to "captain" Gronk, the orc chief gave him a task that he's barely qualified for. To the other Orcs he's just dim-witted Gronk. He carries a club.

Gronk (Orc) (1) – HP: 6; #AT: 1; D: 1d4 (club); AC 6 [13]; MV: 40'; SA: none.

In the room is a pile of hay Gronk uses for a bed hidden under which is a leather pouch with 100 cp, 40 sp, 6gp.

28. GOBLIN BARRACKS: 8 mats on the floor and 8 goblins sleeping unless an alarm is sounded. These Goblins will be carry short swords and 10-20 sp.

Goblin Guards (8) – HP: 6,5,4,4,2,2,1,1; #AT: 1; D: 1d6 (short sword); AC 5 [14]; MV: 20'; SA: none

29. GOBLIN BARRACKS: 8 mats on the floor and 8 goblins sleeping unless an alarm is sounded. These Goblins will be carry short swords and 10-20 sp.

Goblin Guards (8) – HP: 6,5,4,4,2,2,1,1; #AT: 1; D: 1d6 (short sword); AC 5 [14]; MV: 20'; SA: none

30. SLAVE MASTER: Goblins Fat R' Ek and H'ak are the slave masters of the Kobolds found in room 31. They carry the keys to unlock the gates in room 30 and 31.

Goblins Slavemaster Fat R'ek (1) – HP: 3; #AT: 1; D: 1d6 (short sword); AC 5 [14]; MV: 20'; SA: none

Goblin Slavemaster H'ak (1) – HP: 2; #AT: 1; D: 1d6 (short sword); AC 5 [14]; MV: 20'; SA: none

31. SLAVE PEN: 30 hungry and battered Kobolds are chained together. They are being used to dig the tunnels for the complex. A couple want revenge against Fat R'ek and H'ak but most just want to be free to leave. On the floor of the room are bones and a couple of dead Kobolds. In the center of the room is a reeking pit. Within the pit are 12 giant rats gnawing on the bones of dead Kobolds.

Kobolds (30) – HP: 3 each; #AT: 1; D: 1d4; AC 7 [12]; MV: 20'; SA: none

Giant Rats (12) – hp: 3 each; #AT: 1 Bite; D: 1-3 + disease; AC 7 [12]; MV: 40'; SA: Bite has 5% chance of disease.

32. EXIT CAVE: Beyond the gate (keys found in room 30) is a 1/4 mile passage that leads out into the wilderness from a concealed opening.

33. STORAGE ROOM: Digging supplies (shovels, pickaxes) and wheeled carts. Planks of wood and empty barrels.

34. GOBLIN BARRACKS: 6 mats on the floor with 4 sleeping goblins. 2 are awake keeping watch along the west wall. The Orcs in room 43 sneak through a secret door and steal from the goblins. The goblins want to catch them in the act. These Goblins will be carry short swords and 10-20 sp.

Goblin Guards (6) – HP: 5,4,4,2,2,1; #AT: 1; D: 1d6 (short sword); AC 5 [14]; MV: 20'; SA: none

35. DINNING ROOM: 3 long wooden tables lined with benches. Atop the table are rusty metal plates with dried rotted food. There is a 20% chance that the two goblin assistants from the kitchen (36) will be coming in and out of the southern door cleaning up the dishes.

36. KITCHEN: Oloff the ogre chef and his two goblin assistants prepare the meals for the complex. There are many pots and pans hanging from the ceiling. There is a large table / butcher block in the center of the room with some pots and pans as well as the bloody carcass of a deer being prepared for a meal. In the northwest corner is a smoldering fire pit with a vent leading up to the surface. The vent is much too small for any character to climb through. Next to the pit is a pile of logs. There is a white chicken that confidently struts around the room pecking at the ground.

Along the south wall is another table with more pots and pans. Above the table are smoked and salted meats of all kinds (both human and animal) hanging from hook on the ceiling.

In the south east corner of the room is a pit in the floor with a rope and pulley system above it. The rope is tied to a large barrel. 20 feet down the pit is a well of water.

It is not the cleanest kitchen but for orcs and goblins, it'll do.

Oloff takes great pride in his cooking and will try to offer to fix a quick meal for any intruder (their last meal) before he will try to kill them. He attacks with a giant meat cleaver. While he is preparing the meal he will slowly bar the doors

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and try to get the character's to lay down their arms. When the party is finished eating, Oloff will ask how they liked the meal and then kill the adventures with his *Cleaver of Culinary Delights*.

The *Cleaver of Culinary Delights* is enchanted and will let the user chop herbs, vegetables and meats twice as fast as normal. If used as a weapon, it allows two attacks every 3 rounds of combat doing 2-5 points of damage (1d4+1). The blade always stays razor sharp and never needs to be sharpened.

Oloff also has a pet chicken that he named Cluk. Olof loves his pet and has viciously defended it against all manner of hungry orc. If Oloff is attacked, Cluk the chicken will jump and flap its wings around the attacker causing distraction and confusion subtracting 1 from the attacker's to hit-roll. If the chicken is killed, Oloff will stand stunned for 1 round and will not attack. Thereafter, he will fight with a +1 to hit and damage due to his rage.

Oloff (Ogre) (1) – hp: 18; #AT: 1 weapon D: 2-10 (Cleaver); AC 5 [14]; MV: 30'; SA: none.

Goblin Assistants (8) – HP: 4 each; #AT: 1; D: 1d4(daggers); AC 8 [11] Padded; MV: 20'; SA: none.

Cluck the Chicken (1) – hp: 1; #AT: None D: None; AC 9 [10]; MV: 10'; SA: causing distraction and confusion subtracting 1 from the attacker to hit roll.

37. PASSAGE: There is a door on the west wall that leads down a passage and to a flight of steps and a secret door that opens up into 18. Oloff and his assistants use this passage to haul in hunted animals for their meals.

38. OLOFF'S QUARTERS: This 15" X 15" chamber is Oloff's room. There is a pile of hay and animal fur in the southeast corner of the room where he sleeps. There is a small stone block next to his bed with a pipe and a large jar of stale pipeweed.

Oloff's valuables are hidden in a chest under a loose stone in the floor underneath his bed. Inside the iron box are 120 gp and a semiprecious gemstone worth 50gp.

39. PANTRY: Barrels of dried goods line the floor and large jars of herbs and spices fit for an orc's meal stand on shelves along the walls. Dangling from hooks in the ceiling are all manner of smoked limbs of animals and humanoids.

40. GRISLA'S GAMBLING DEN: Grisla, the orc whore, runs the gambling den for the orcs. She



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keeps them dim witted with Grog and hustles them until they're purses are empty. The dice are loaded and the house wins often. Fights break out frequently but Grisla can more than hold her own against a handful of rowdy kin.

There are two tables in the room for playing cards and an area on the floor for throwing bones. In one corner are two tapped kegs of grog. At any one time there will be 6 drunken orcs gambling (1-3 will be passed out drunk). There is a pile of 50 gold coins on one of the tables. The room is lit by candles along the wall. Rowdy noise will always be coming from this room.

Grisla (Orc) (1) – HP: 8; #AT: 1; D: 1d4 (dagger); AC 6 [13] (studded leather); MV: 40'; SA: none.

Orcs (6) – HP: 8,6,6,3,2,1; #AT: 1; D: 1d6 (short sword); AC 6 [13]; MV: 40'; SA: none.

41. GRISLA'S ROOM: This door is locked at all times and the key is kept hidden on Grisla's person. There is a bed of hay covered in animal furs. The room is dimly lit by an oil lamp hanging from the ceiling. Grisla's treasures are hidden behind a false stone in the wall. It is a small locked chest and the key for which is kept on a chain around Grisla's neck. The small chest is booby trapped and removing it from the space in the wall causes a metal blade to drop in the opening. A character can make a save plus their DEX bonus to pull their hands out in time, otherwise they lose 1-5 fingers and 1 hp per finger. Within the chest is a fancy gemstone (100gp) and 200 gold coins.

42. TOILETS: There is a ragged curtain covering this opening leading into a wretched stench filled 20 foot hall that opens up into a 20" X 20" cess pool of a room with holes in the floor. There is a single orc squatting over a hole doing his business and is pretty annoyed that he is being disturbed. The stench is so awful in the room that a save must be made or the character becomes violently ill and incapacitated for a turn while they recover.

Orc (1) – HP: 7; #AT: 1; D: 1d4 (dagger); AC 6 [13]; MV: 40'; SA: none

43. ORCS BARRACKS: 8 snoring orcs try to get some sleep in this chamber. the orcs have on them 1-10 gp.

Orcs (8) – HP: 7,7,7,6,6,5,4,3; #AT: 1; D: 1d6 (short

sword); AC 9 [10] / 6 [13]; MV: 40'; SA: none

44. ORC TRAINING ROOM: Weapon racks line the walls with an assortment of swords, halberds, axes and other weapons. There are three hacked practice dummies in the room with the shortest one having a sign nailed to it with the word DWRF scrawled in blood.

There are 6 orcs inside, 4 of them betting on the two that are wrestling. They each carry 10-20 gp.

Orcs (6) – HP: 6ea; #AT: 1; D: 1d6 (short sword and or hand axe); AC 6 [13]; MV: 40'; SA: none



45. ORC CAPTAIN'S CHAMBERS: There is a 20% chance that the orc captain Riz'ak will be here in this room otherwise he is with the orc chief in room 60.

Orc Captain (1) HP: 7; #AT: 1 D: 1d6 (sword); AC 6 [13]; MV: 40'; SA: Fights as 2HD Monster.

The room is sparsely decorated. There is a bed in a metal frame in the northeast corner of the room and a small heavy stone with a single candle on it as a nightstand. Above the bed is a trophy head of a minotaur.

There is a secret door in the southeast corner of the room. There is a tiny hole in the wall where a key can go to unlock the door. The skeleton key is worn by the Orc Captain Riz'ak.

In the 10X10 room beyond is a iron chest on the floor. It is locked and the key is also held by the Captain Riz'ak. The key is needed to unlock the chest without setting the trap off. The trap is an explosion which will do 2D8 damage to anyone in the 10X10 alcove. The trap can be disarmed through standard means. Within is 300 gp and a potion of speed in a vial.

46. LARGE BARRACKS: This a a large barracks with 3 columns of 7 bunk beds. At the foot of each bed is an empty footlocker. All the beds

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are empty and are prepared for the large force of orcs that will be moving in here in the near future.

47. PIT TRAP: Any PC walking over the trap door will trigger it on 2 in 6 dropping them 10 feet into a pit (1d6 damage). As the door opens it slams against the inner wall making a very loud bang that will alert the denizens of the complex.

48. STATUE ROOM: All doors to this chamber are closed, they open into the hall. Against the east wall there is an iron statue of an orc warrior holding a shield with an outstretched blade facing the west door. Once all characters have entered the room, the doors will all close and lock. The statue is enchanted with a magic mouth which appears upon the actual mouth of the statue and will say in orkish: **"I SALUTE THE SLAYER OF MEN"**. The characters have 60 seconds (of actual time) to salute the statue by hitting the outstretched orc blade with a similar piece of metal.

No to hit-roll is needed but the strength of the character must be at least 12 to trigger the response. The response is the unlocking of the doors. If there is no proper response within that 1 minute, the statue will mechanically clang the sword against the shield for 1 turn signaling an alarm. The goblins from room 25 will head to the south door, the orcs from room 44 will head to the west door while the orc guards from room 58 will come to the north door. There is a trigger outside of the room near the doors that unlocks the doors. The orcs and goblins will attack and attempt to capture all who are in the room. The doors cannot be picked or unlocked from the inside.

49. STAIRS: Packed earth and stone stairs lead from room 24 above.

50. GUARD CHAMBER: 2 goblin sit around a table and guard the entrance to the dungeon. They have keys to open all the cells on this level as well

as the Torture Chamber (52).

Goblin Guards (2) – HP: 6,5; #AT: 1; D: 1d6 (short sword); AC 5 [14]; MV: 20'; SA: none

51. PRISON CELLS: All the cells are locked. They are empty with the exception of the one furthest east. In that cell is a bloodied and bruised dwarf in a loin cloth, **Morgo Redbeard** (S15 D10 C11 I8 W11 Ch11 Lvl2 Hp: 13 (2)). He is shackled and chained to the floor. The keys from room 50 will unlock his bonds.



He was recently captured and made a slave to help dig out the tunnels and chambers but has proven a bit too "difficult to work with" having killed two of his goblin captors with his bare hands. Since then he has been thrown in this cell and beaten and tortured by the Long-Fang brothers in room 52. Morgo is looking to escape. He has only a single hit point left but if healed will gladly help the party, not for treasure but for gleeful vengeance on all orc and goblin within these tunnels, especially the LongFang Brothers (see room 52). Morgo will not defile himself using an orc-made weapon or orc-made armor but will gladly accept any other that is offered. Due to his wrath, he will fight the residents of this complex at +1 to hit and damage.

Though severely beaten, he has kept his ear to the ground and has heard of the coming of a larger orc force that will be moving into these halls in the coming days and would very much like to prevent that from happening.

52. TORTURE CHAMBER: The LongFang Brothers, 2 despicable orcs, run this torture chamber and take great joy in their tasks. If possible they will try not to kill intruders but capture them and lock them in the cells to be used for future "games". They have keys to the prison cells (51) and Morgo's chains.

LongFang Brothers (Orcs 2) HP: 7; #AT: 1; D: 1d6 (spiked club / spear); AC 6 [13]; MV: 40'; SA: none

Within the room are a number of crude devices and appliances; a cage, chains, branding irons in a small fire pit. pincers, whips and knives. In the

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northern corner of the room is a rack. In one crate is dwarven chainmail and a shield.

53. FOUNDRY: 2 orcs Grik and Rakk and their 3 goblins assistants work the foundry creating weapons and armor for the coming orc marauders. The orcs are very skilled in their work and take great pride in their wares which usually goes unnoticed by the rest of their kin. The two orcs are very skilled fighters and attack as a 2 HD creature.

The room contains a bellows and a furnace. Above the furnace is a vent leading to the surface. The vent is too small for any access. There are a number of barrels of water and a pile of scrap iron. There are two anvils and hammers and tongs. There are a pile of orc shields, mail, and swords, axes, and helms.

Grik (orc 1) - HP: 6; #AT: 1; D: 1d6 (hammer or sword); AC 6 [13]; MV: 40'; SA: fight as HD2 monster.

Rakk (orc 1) - HP: 6; #AT: 1; D: 1d6 or 1d10 (hammer or +1 Great Axe); AC 6 [13]; MV: 40'; SA: fight as HD2 monster.

Goblin Assistants (3) – HP: 3,1,1; #AT: 1; D: 1d4 (hammer or dagger); AC 5 [14]; MV: 20'; SA: none

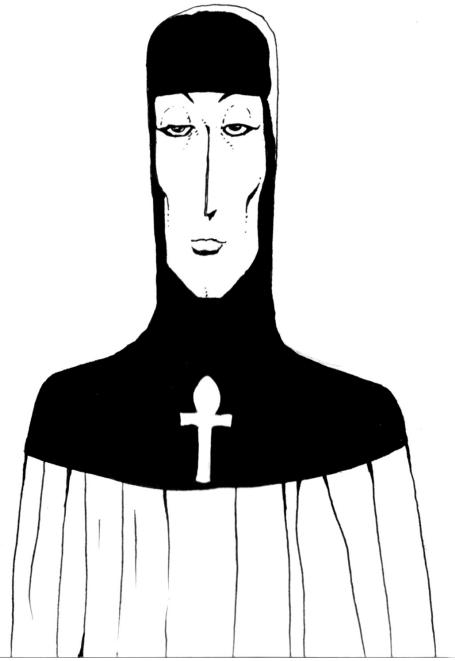
54. ARMORY: This room is filled with orc mail hanging on racks along the walls, orc swords, axes and spears are in wooden racks spread throughout the room. In the southeast corner are a pile of metal war-helmets.

55. STATUE ALCOVE: There is a large iron statue of an orc in battle armor. He is holding a spear and is facing south. The statue is not a trap but a work of orc 'art' and was created by Grik and Rakk the metal workers in room 53. The statue has been worked into a stone pedestal. It is actually very well done and can bring 500gp if the statue can be moved and a buyer can be found.

56. GRIK AND RAKK'S CHAMBERS: The bedchamber of Grik and Rakk, the metal workers from room 53. There are two beds in metal frames one against the west wall the other against the south wall. Above the southern bed is an orc-made shield (+1) and a broadsword. Above the western bed is a two-handed battle-axe (+1). The weapon's bonus is due to craftsmanship and not magic. Beneath the western bed is a chest. The

chest is trapped with nauseating gas (10 foot area, effects last 2 turns, save vs poison to resist).

Along the north wall is a hay filled cage with a pet Giant Rat. Hidden in the hay is a pouch with 120gp.



57. CHAMBER OF THE DARK PRIEST: This room houses the human dark priest. His sect has sent him as a representative to strike up a deal with the orc chieftain. The GM is encouraged to use this element as a hook to tie into other campaign events.

The Dark Priest Calithor – HP: 10; #AT: 1; D: 1d6+1 (mace +1); AC 1 [18]; SA: +1 Mace +2 shield Spells: Detect Good, Cause Fear;

The room is richly decorated with two woven tapestries depicting scenes of erotic blasphemies. They are quite large but can be sold for 400gp each if a buyer can be found. Along the west wall below the tapestry is a block alter made of jet black stone. Upon the alter are four devilish candle holders with blood red candles. There is a silver incense holder burning an exotic blend filling the room with a thin haze. Upon the alter is a silver dagger with an ornately carved handle. The dagger can bring 100gp. In the northern portion of the room is a 4 post bed made of wrought iron covered in fine red silken sheets. Next to the bed is a small wooden nightstand with a single drawer.

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58. ENTRY HALL: There are 4 orc guards standing in front of the double doors. If approached by intruders, one of them will ring a warning bell to alert the guards in room 59. They will attack and fight to the death.

Orcs (4) - HP: 7,5,3,2; #AT: 1; D: 1d6 (short sword); AC 6 [13] / 6 [13]; MV: 40'; SA: none

59. GRAND HALL: 6 orcs guard this hall and the entrance to the chieftain's chamber. They will attack any intruder and will fight to the death.

Orcs (6) - HP: 7,7,6,5,3,1; #AT: 1; D: 1d6 (short sword); AC 6 [13] / 6 [13]; MV: 40'; SA: none

60. ORC CHIEFTON HALL: There are two stone pillars in the room between the double doors and the large chair made of stone and bone that is used as a throne for the Orc Chief, Brak-Ak of the Iron Jaw clan. There are 2 orc guards. The chief has a wolf chained to the wall and will release him if attacked. The thing is, the wolf has been poorly treated and may attack anyone in the room:

1-10% Orc Chief

11-20% Other Orcs (Captain, guards, Ogre, etc)

21-99% Party

100% Run completely out of the room.

There is a large ogre that is the muscle for the chief. If he is not already alerted and in the chamber, he will come from room 61 and attack the party.

The light in the chamber is from 2 lit braziers throwing a red glow throughout the chamber.

Chief Orc Brak-Ak (1) HP: 10 (HD2); #AT: 1; D: 1d6 (+1 Morning Star); AC 6 [13] / 6 [13]; MV: 40'; SA: none.

Wolf (1) – HP: 11; #AT: 1 bite; D: 1d6; AC 7 [12]; MV: 60'; SA: None.

Ogre (1)– HP: 25; #AT: 1 weapon D: 2d6 (large club); AC 5 [14]; MV: 30'; SA: none.

61. OGRE'S CHAMBER: A sparsely decorated chamber. There is a pile of straw covered in a roughly woven cloth. A large platter with gnawed bones lies on the floor. Hanging on the northern wall are a number of oversized weapons, a mace, morning star, large battle axe, spiked metal club. These weapons are made for an Ogre and any smaller being would need to

use both hands to wield the weapon as well as a STR of 15. The ogre that lives in this chamber will select one of these weapons when called to battle. There is a concealed treasure hidden behind a stone in the wall near the bed. Inside the niche is an iron chest with 800gp and two semi precious stone valued at 50gp and 100gp.

62. ORC CHIEF'S ROOM: In this dark and gloomy bedchamber are the Orc Chief's possessions. There is a bed along the northern wall with an iron frame. Upon the bed is a iron platter of raw meat and gnawed bones, some human. Next to the bed is a small wooden nightstand with a single drawer. The drawer is locked and the Chief has the key. On top of the nightstand is a bloodstained leather whip. In the nightstand drawer is a vial with a potion of flight. There are shackles hanging from the ceiling in the south west corner of the room. On the southern wall is a tapestry given to the Chief as a gift from the Dark Priest. It is quite large but can be sold for 400gp if a buyer can be found. Behind the the tapestry is a secret door to a small chamber.

63. HIDDEN ROOM: A small 5X5 foot chamber with a iron chest on the floor. The chest contains the Chief's treasure. The chest is trapped with a poison needle (save or die). Inside is 1200 gp and 2800 sp.

64. BARRED DOORS: These doors are barred with 3 heavy wooden bars and wedged closed with planks. There is a painted skull on the door and the words in orcish: Keep Out! The area beyond the door is an area that was discovered by the orcs. Digging deeper below the ground, they discovered natural caves. However, upon exploration, the orcs were waylaid by the unspeakable horror that, for ages, has rested undisturbed. The expedition was decimated and the entrance barred.

65: Beyond the door is a sloping passage. The west end of this passage appears to be dug from the earth and is less finished than the rest of the other passages. About 40 feet east of the door there is a massive natural stone blocking the passage. At the base of the stone is a opening in the floor large enough for a man to squeeze through. Beyond is an open space beyond and cool damp air can be felt. There is a 50' coil of rope on the floor with one end tied to a pinion sticking out of the stone.



THE CAVES OF PERIL AND THE TOMB OF THE FORGOTTEN

The caves below the tunnels of the orcs are natural caverns. They are cold and damp. The walls and ceiling are irregular. There is a narrow tunnel in room 71 that leads to a long lost forgotten tomb where dwells a wight. The wight attacked the orcs when they came down to explore the caverns, thus there are two orcish wights that dwell in room 70. There are no wandering monsters on this level but that shouldn't stop the GM from rolling dice to keep the players on their toes.

Encounter Areas

66. NATURAL CAVE: A roughly 20 X30 foot natural cavern. The ceiling is roughly 40' high with a man-sized crack leading to the sloping hallway (64). There is a pool of cold fresh water taking up ½ of the chamber. The deepest portion being 6 foot deep and gradually sloping up from there.

67. CAVERN: An apparently empty cavern. In the southern corner of the room are some natural crystal with what appears to be a glistening material on the floor. The crystals are non-precious and the material on the floor is grey ooze.

Grey Ooze (1) - HP: 11; #AT: 1; D: 2d8; AC 7 [12]; MV: 10'; SA: Can be killed only by lightening or

physical blows.

68. EMPTY CAVERN: An empty cavern.

69. FUNGUS CAVE: This natural cavern is dimly lit by a phosphorous material on the wall. There appears to be a small forest of giant mushrooms in the center of the chamber. Among the giant shrooms are 2 shreikers, if triggered will alert the 2 wrights in room 70 that will come running into the chamber from both northernly entrances. In the southwest portion of the chamber are fuzzy bulbous formations covered in a yellow fuzzy material. That would be yellow mold.

Shreikers (2) - HP: 21, 9; #AT: special; D: nil; AC 7 [12]; MV: 5'; SA: movement with 10' causes the fungus to emit a piercing shriek for 1d3 rounds.

Yellow Mold (1) - HP: 11; #AT: special; D: nil; AC: can always be hit; MV: 0';

70. WIGHT CAVE: Two former orcs, now wights, dwell in this cave. They were created by the wright in room 72. If the party sets off the shreikers in room 69 they will rush to that chamber and attack the party taking two different passages to get there. Otherwise, they will be found here.

Wights (2) - HP: 11, 9; #AT: 1 touch; D: Energy drain (1 level); AC: 5 [14]; MV: 30'; SA: Energy drain (1 level), hit only by magical or silver.

71. EMPTY HALL: An empty cavern. There is a narrow opening in the west wall. The passage is only 3" wide and goes about 40 feet, sloping down, and ends in another small opening into the Tomb (72).

72. FORGOTTEN TOMB: This 40 X 30 room has been untouched for ages. This is the tomb of a ancient female warrior from ages past whose memory has been lost to the eons. Though a hero in life, this warrior has been cursed to live eternity as a wight. Thus she has roamed this tomb and the adjacent caverns for many lifetimes.

There are two pillars intricately carved with overlapping decorative designs spiraling up towards the vaulted ceiling 30 feet above. In the center of the northern wall are a pair of locked double doors made of iron.

There is a small fracture in the wall in the northeast corner of the room. It is 3 feet wide and leads to room 71.

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In the southern portion of the room is a raised dais which is reached by 3 steps. Upon the dais is a carved stone sarcophagus. The lid has been removed and is shattered on the floor beside. In the sarcophagus is the wight who will rise up and attack anyone that enters the room.

Wight (1) - HP: 22; #AT: 1 touch; D: Energy drain (1 level); AC: 5 [14]; MV: 30'; SA: Energy drain (1 level), hit only by magical or silver.

On either side of the dais are two stone containers. The stone lids are easily removed to reveal the treasure within. A total of 5300cp, 1300sp, 400gp and a pair of diamond earrings worth 1600gp.

If the wight is destroyed and the remains are placed back in the sarcophagus, the double doors in the north wall will unlock, otherwise, there are standard chances to unlock and open the doors.

73. HALL: This hallway is actually the grand entrance to the tomb. It is 20 feet wide by 30 feet long. There is a locked iron door in the center of the north wall and a pair of iron doors in the center of the south. There is a path of polished flagstones connecting one door to the other. The rest of the floor is a rough texture stone painted black. There are four pillars holding up a vaulted ceiling 20 feet above. The pillars are carved with coiling snakes whose heads are near the ceiling. Their eyes that look down upon the flagstone path are large rubies (150gp each), thus there are 4 pairs. Along the east and west wall are 12 heavy tapestries, 6 per wall. The tapestries each depict a different warrior in exotic ancient armor. Behind each tapestry is a small niche alcove with a skeleton warrior. This cannot be noticed from the doorways or the flagstone path.

Traveling from door to door is done by staying on the flagstone path. If any PC steps off the path for any reason on to the rough black surface the skeleton warriors will awaken and attack.

The rubies, if reached, can be easily pried out and gathered.

Skeletons (12) – HP: 8,8,7,7,6,5,4,4,3,3,2; #AT: 1 (sword); D: 1d6; AC 4[15]; MV: 20'; SA: Enchanted and fight as 2HD monsters.

74. PASSAGE: This is a stone passage that gently slopes upward for just under a quarter mile. It

ends at a smooth stone wall. This wall is the entrance to the tomb. It cannot be opened from the inside. If explored from the outside, it will be discovered as a narrow hidden ravine leading the same smooth stone wall. The secret means of opening this door has been lost to the ages.

**THIS ENDS THE MODULE
“THE OUTPOST ON THE EDGE OF THE FAR
REACHES”**

Acknowledgments

I'd like to give a honorary thanks to Dave Arneson, the late Gary Gygax, Mike Carr, Eric Holmes, David Sutherland, Erol Otus and the other founding fathers for the creation of their imaginative game those many years ago. I also want to thank everyone on Dragon's Foot, Robert Pinnell, a special thanks to Jay Sharpe for his generous suggestions and eagle eyes, the countless blogs and the creators of the various rule sets all of which have inspired this fantasy game once again.

Below you will find a list of links that I have found useful in recent years regarding this Old School Revival.

Dragonsfoot.org

SwordsAndWizardry.com

BasicFantasy.org

GoblinoidGames.com

www.lulu.com/content/3019374

A Quick Primer for Old School Gaming by
Matthew Finch

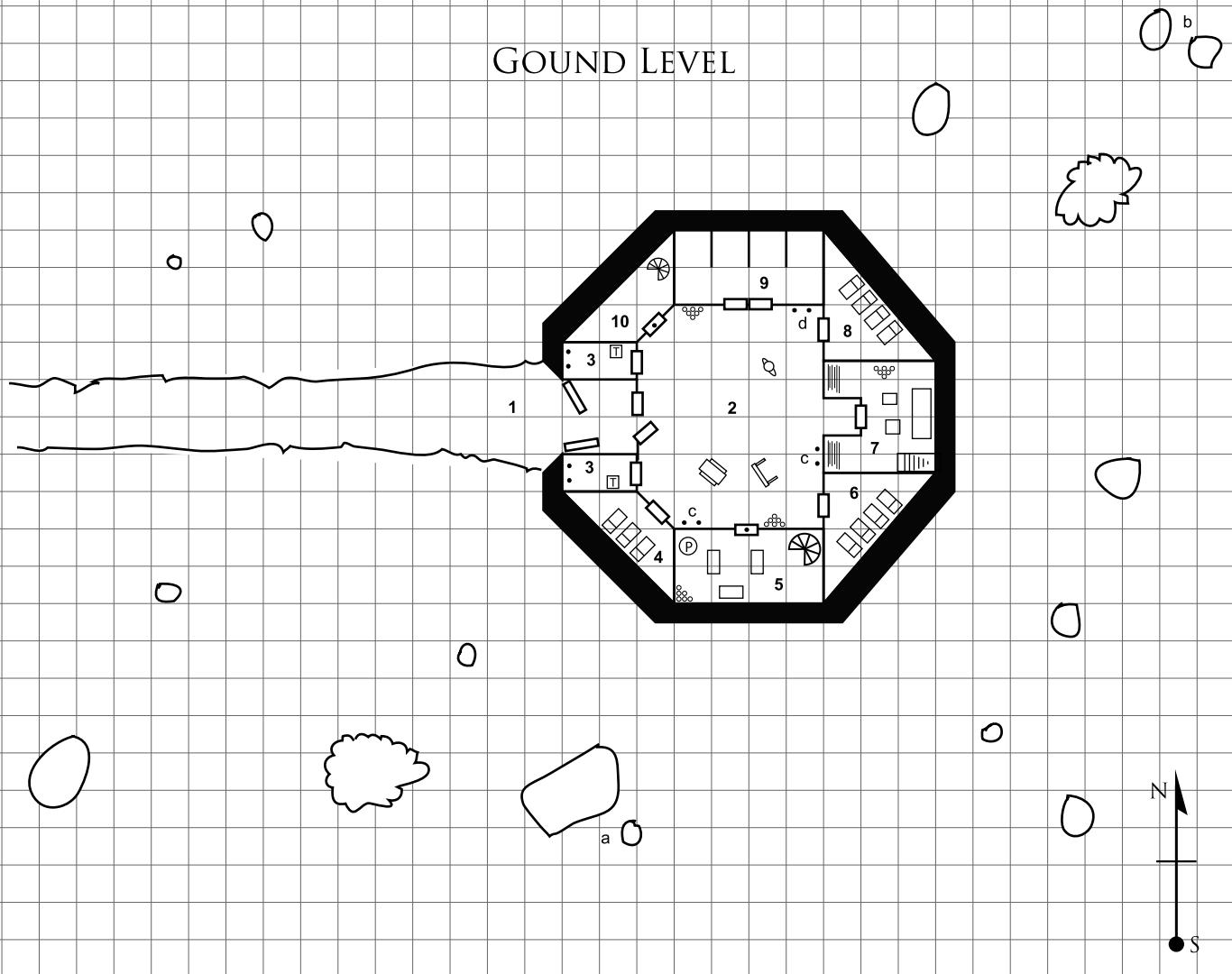
If you enjoyed this adventure, keep an eye out for
**DC-2: “The Lost Temple Of The Whispering
Shadows”** from The Warlock's Home Brew!

contact@indieonlycomics.com

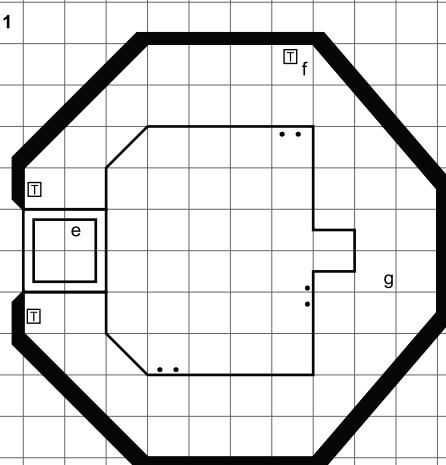
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THE OUTPOST ON THE EDGE OF THE FAR REACHES

GROUND LEVEL



OUTPOST ROOFTOP

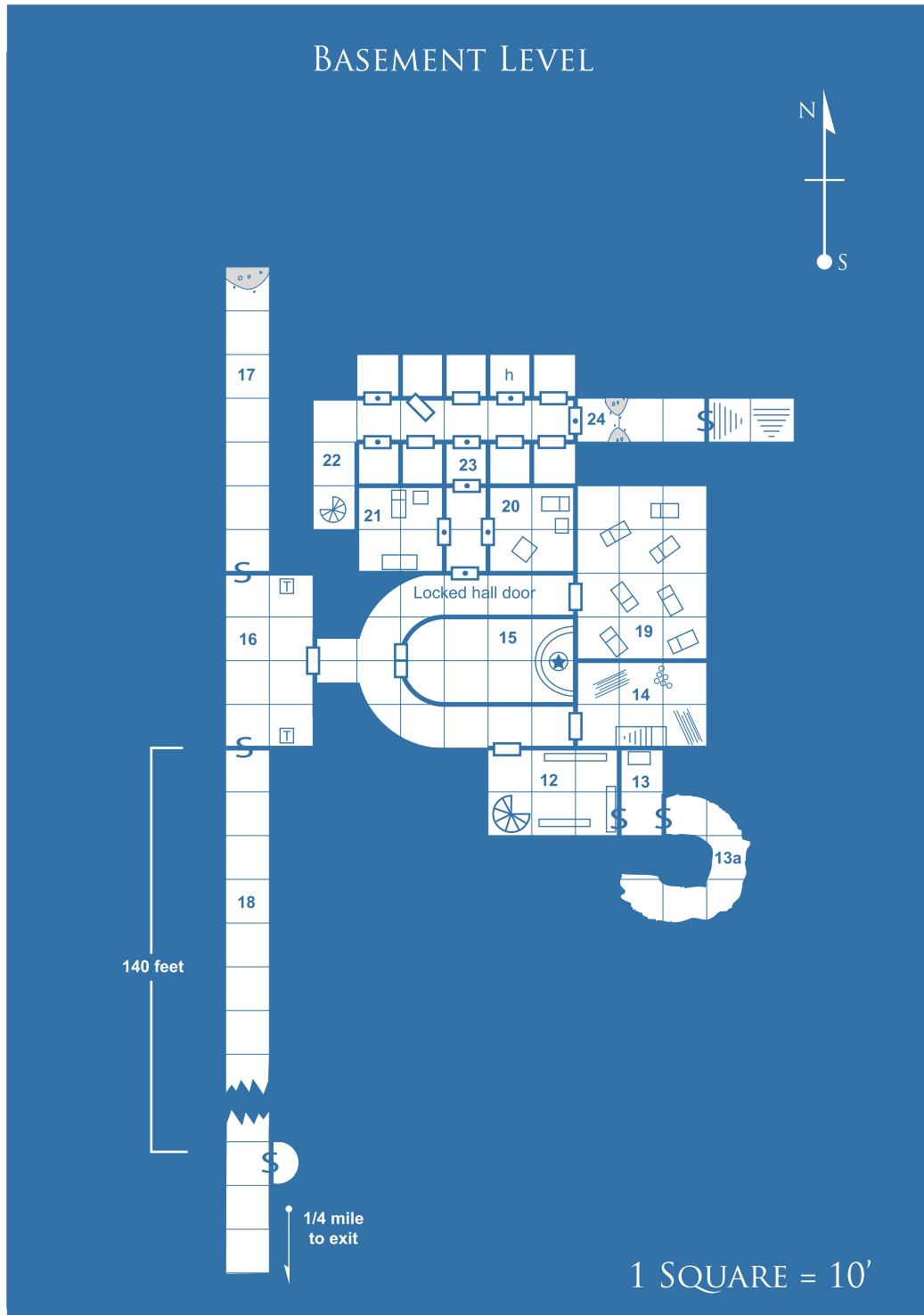


MAP KEY

Door	Dais
Locked Door	Dummy
Statute	Portcullis
Secret Door	Pillar
Stairs	Pit
Ladder	Pit Trap
Trap Door	Sarcophagus
Rubble	Water

1 SQUARE = 10'

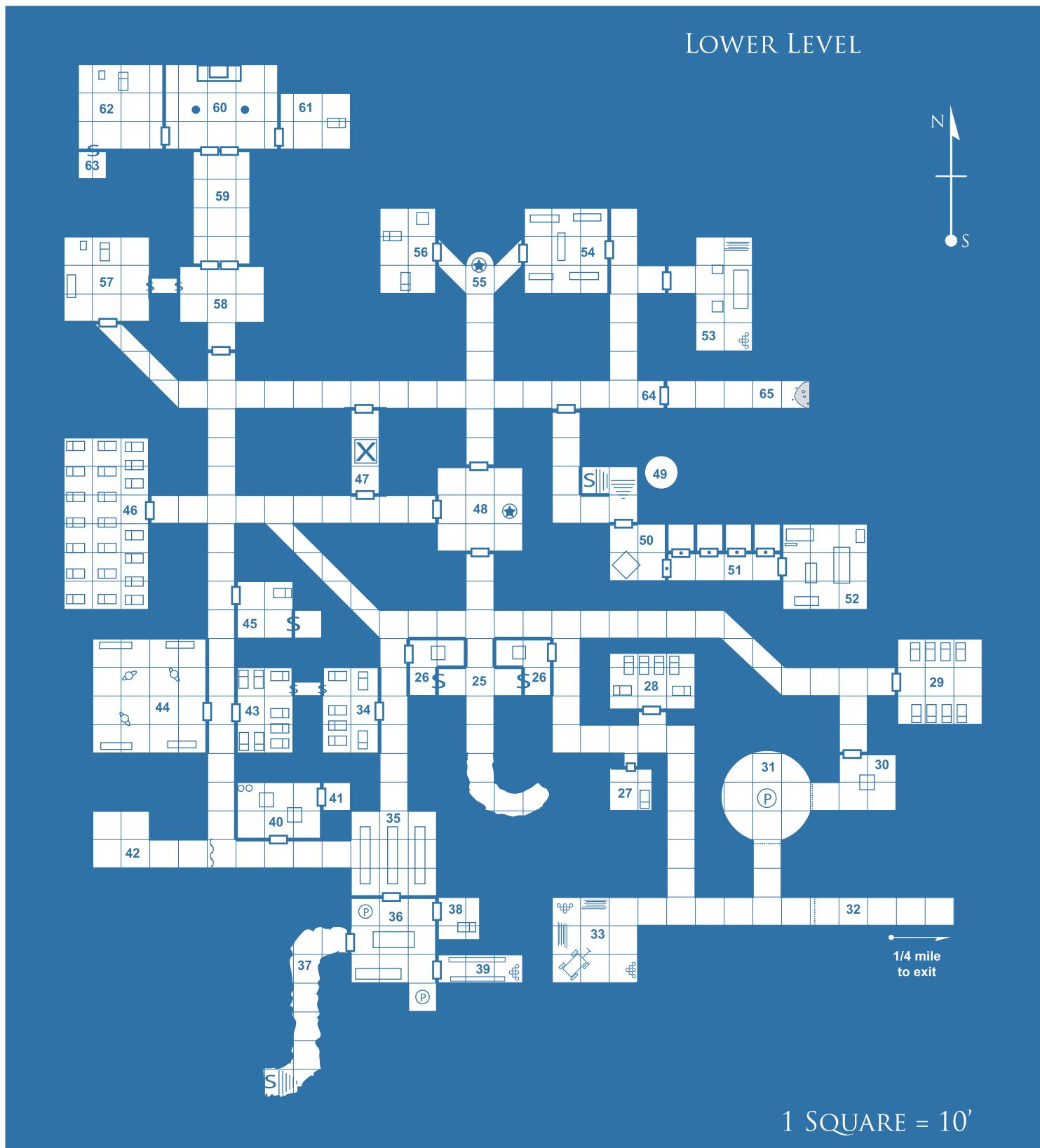
BASEMENT LEVEL



MAP KEY

Door	Stairs	Dais	Pit
Locked Door	Ladder	Dummy	Pit Trap
Statue	Trap Door	Portcullis	Sarcophagus
Secret Door	Rubble	Pillar	Water

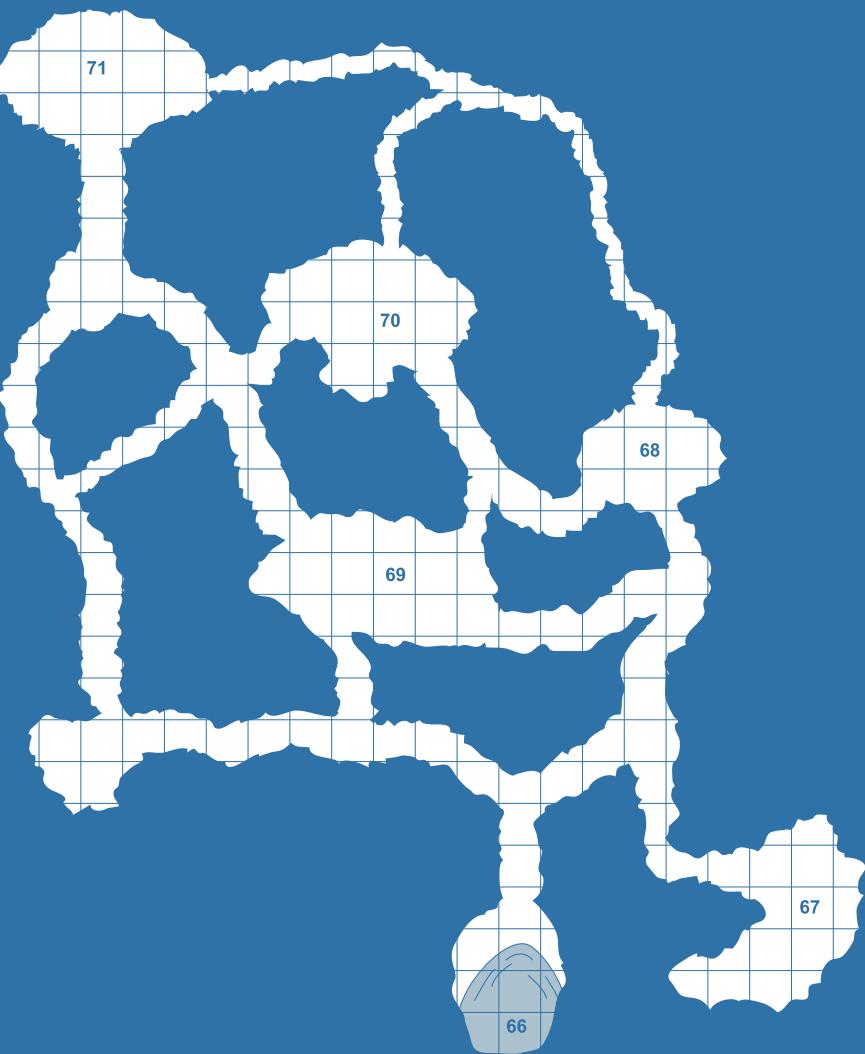
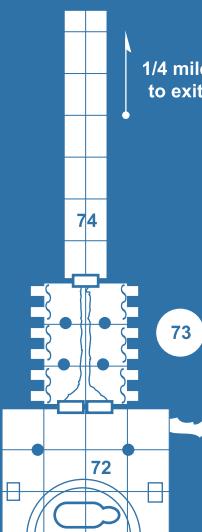
LOWER LEVEL



MAP KEY

Door	Stairs	Dais	Pit
Locked Door	Ladder	Dummy	Pit Trap
Statue	Trap Door	Portcullis	Sarcophagus
Secret Door	Rubble	Pillar	Water

THE CAVES OF PERIL AND THE TOMB OF THE FORGOTTEN



1 SQUARE = 10'

MAP KEY

	Door		Stairs		Dais		Pit
	Locked Door		Ladder		Dummy		Pit Trap
	Statute		Trap Door		Portcullis		Sarcophagus
	Secret Door		Rubble		Pillar		Water

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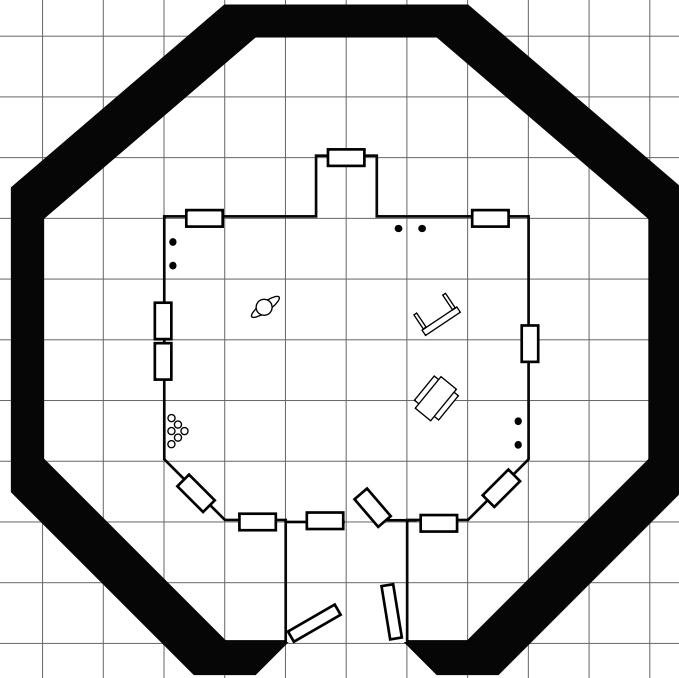
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THE OUTPOST ON THE EDGE OF THE FAR REACHES
PLAYER MAP



N S

1 SQUARE = 10'



THE
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