

PILSHOLME

AN ADVENTURE FOR LOW LEVEL CHARACTERS BY M.J HARNISH

<http://rpg.brouhaha.us>



Legend

S – Secret Door

Background: Centuries ago, the Gnomish monks of Dionard, goddess of brewing, were famed for their qualities beers. The small, hidden monastery of Pilsholme was the center of their brewing activities. Unfortunately, dark times descended upon the lands and the monks abandoned Pilsholme and its location was lost...until now.

Adventure Synopsis: Something has been plaguing local farmers and the group is hired to stop them. After investigating, the group will learn a small tribe of kobolds is responsible. Tracking the kobolds to their lair, they will discover a mysterious Puzzle locked door and if they bypass that will discover the long-lost monastery of Pilsholme.

Adventure Hooks:

- Party is hired to put a stop to raids on local farmers' livestock.
- Party inherits or finds a map to a fabled Gnomish treasure horde.
- A local lord has hired the party to clear his lands of threats.

Suggested Modifications: Substitute goblins or any other humanoid creature if you don't want to use kobolds. The monastery itself could also be populated with undead creatures if you want something a bit more ominous or deadly.

Wandering Monsters: Used for wilderness adventure while tracking kobolds' to their lair:

- 1-3: 1d4 wolves
- 4-5: 1d6 kobolds (hunting party)
- 6-7: 1d4+1 halflings (mushroom hunters)
- 8: 1 Ogre

Room Key

1. **Cave Entrance** - The cave entrance is normally unguarded because it is well hidden within brambles and heavy underbrush.
2. **Living Chamber** - Houses the bulk of the kobold tribe - during the day there are normally 2d4 kobolds sleeping; at night 1d6 will be present and active. Possessions, bedrolls, etc. are scattered about, as are the tanning hides from the livestock the kobolds have been pilfering.
3. **The Pool** - The water is fresh although muddy.
4. **Food Larder** - Butchered carcasses are kept here. Stink is pretty bad.
5. **The Pit** - the pit has no apparent bottom (efforts to measure it will fail). A *carriion crawler* dwells here, but normally stays below, content to feed off the scraps and offal the kobolds throw down the pit. However, it will not hesitate to attack if a considerable amount of noise or activity is going on around the pit. The pit connects to deeper caves if group wants to explore (100' down).
6. **Chief's Cave** - Chief Eg'durok lives here along with his trusted guard. 1 Kobold chief, 6 guards, 1 witchdoctor. He sits upon what appears to be a raised dais with an intricately carved, circular stone. Closer inspection will reveal this is a door (a gnome or dwarf will recognize it as a gnomish puzzle door). The door can only be opened by solving the puzzle. Hundreds of numbers circle the outer edge of the door - The puzzle involves touching two of the numbers in the right sequence based on the runes in the center: Center reads 1 2 5 12 - - Answer is 29 70 (double last number and then add to the number proceeding it).
7. **Long Corridor** - lined with narrow gauge rails built into the floor. Everything is covered in a thick coating of dust and is dead silent.
8. **The Waste Pit** - This opening is concealed by a one way door (only opens out into pit) and is located about 30' over the cave's entrance to the pit. This is where the waste from the brewery was dumped.
9. **Cart storage** - storage for the flat topped mine carts that were used to transport materials. 4 badly rusted (but operational if enough effort is put into it) carts stand here. A giant spider has taken up residence here, preying on the rats in area 20.
10. **The Brewery** - 3 huge copper vats (250 gallons each) are located here. It is possible to restart brewery given several months work. A nasty *slime* (choose a type that suits your taste) has taken up residence in the 3rd vat.
11. **The Vault** - This room is closed by a heavy, iron door which is locked. The room's walls are lined with shelves on which the famous (and most assumed lost) recipes for the Pilsholme lagers are stored. A small (2'x2'x3') cabinet, constructed of exotic woods and covered in arcane runes stands in the center. It radiates magic. Inside, the various yeasts used to make Pilsholme's lagers and ales are stored, kept viable by a magical stasis field.
12. **Great Hall** - Once served as the common room for the monks. Spartan furniture (benches, trestle tables, stools, etc.)
13. **Kitchens** - Once used to feed the monks.
14. **Larder** -
15. **Dormitory** - the novices and monks lived here. There are bunk beds for 20 Gnomish monks, along with their possessions.
16. **Shrine** - Dedicated to the Gnomish goddess Dionard, Mistress of Brewing
17. **Sub-prior's Room** -
18. **Prior's Room** - A secret compartment in the wall behind the desk contains a diary detailing the abandonment of the monastery and also giving the command word to open the main gates (*Ignodma*) and the guardian statues in area 19 (*Shizzat*). A few valuables can be found in a locked and trapped chest here as well.
19. **Entrance Hall** - 2 *Guardian Statues*, left centuries ago to guard the halls, will activate and attack unless the command word '*Shizzat*' is uttered.
20. **Grain Storage** - this area has a magical blessing that slows decay and aging of anything within the room so that it ages at only 1/10th the normal rate. A group of *Giant Rats* (12) have taken up residence here and have been living for decades off the slowly decaying grains.
21. **Lager Room** - This room is magically chilled to a temperature of 45 degrees. It contains numerous barrels, all in varying states of decay.
22. **Winch** - Raises the portcullis (area 23). It is badly in need of oiling but works fine with sufficient effort.
23. **The Gates of Pilsholme** - Can only be opened with the password found in the Prior's Room. The gates are hidden by a powerful illusion as well, making them invisible from the outside to anyone not wearing a holy symbol of Dionard.