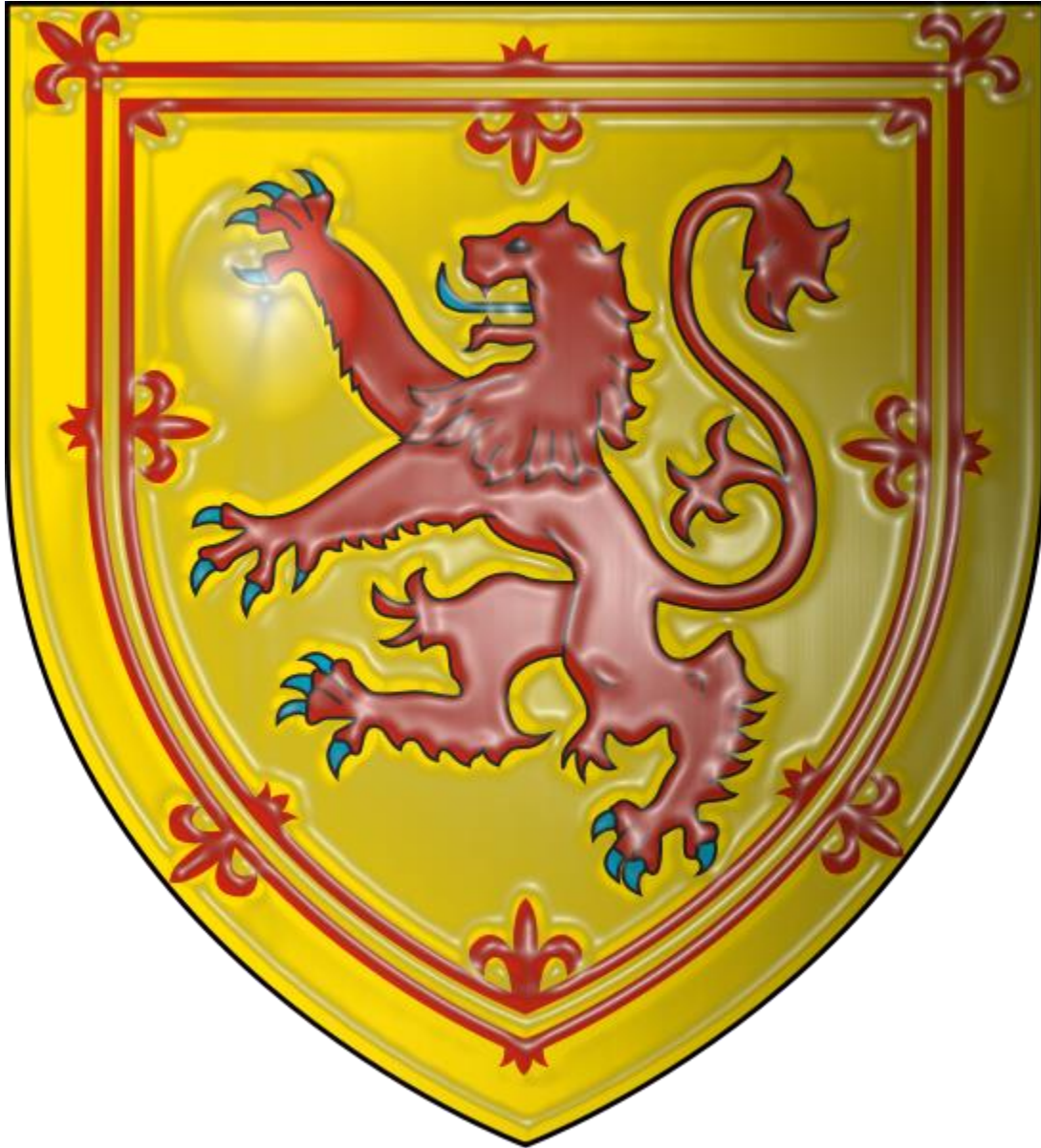


Adventures in Filbar



FA3 - Darkwood Forest

Darkwood Forest

Players Background:

Darkwood Forest is an hour from the village of Tomore and is a buffer between the town and Tarlac Keep. It has long been present and has been cut back at times from the villagers needing strong pine. The forest is composed of evergreens and other conifer trees. As with the slope of the caravan route the forest is also separated by a steep slope making the entire forest a two level area. The forest has always been primordial in nature and is a haven for a wide variety of "nastiness". Gnolls, goblins, and kobolds make up the majority of denizens of the forest and will be stumbled upon quite frequently.

The forest borders the trade route, Tarlac Keep to the East and Lake Lowe to the Southeast. Darkwood is cut off on the South by the river which separated the Deadwood forest for quite some time. The Deadwood Forest is an even larger expansive area and filled with more evil and the Northern counterpart.

Rumors have always been in abundance that the forest was utilized by evil druids and wizards to conduct sacrifices and experiments which may have actually created Goblins, Kobolds and Gnolls which is why they are in such abundance but most adults know that the evil gods spawned their dark minions and if there were or were not wizards and druids in the forest they wouldn't have been responsible for the evil spawn present. As for secret temples and towers no one knows about that. Most of the village and caravan only skirt the sides of the forest although some hunting activity has been done no general exploration of the area has ever been completed.

DM's Background:

North Darkwood is the home to a vast supply of humanoids although there is not much organization to them aside from the residents of the cave complex. A loose confederation is starting and is being fed off of the rumors of some type of

alliance taking place. In preparation some of the humanoids have begun to band together for mutual gain.

Some faint pathways can be found in the forest if tracking methods are used. The clearest path will be to the Darkwood caves where a significant amount of humanoids have made their camp. Other pathways available are to Kargin Temple in the northeast, an old wizard's tower in the northwest and a cave where an Ettin has taken up residence. There are also several solitary caves throughout the forest some of which house bears other mostly empty.

This adventure set is provided to be used as filler material to gain levels and gap the dungeon delving. It is assumed that the pathways found in the forest will be commensurate with the level accustomed to party involved.

Tomore Rumor Listing:

1. Darkwood Forest is cursed and ghosts steal the souls of those who enter
2. A bandit group led by Genghis Torad lives in the forest
3. A monstrous green dragon lives in the forest and lives on those who wander about
4. Gnolls, goblins, and kobolds thrive in the forest and feast on adventurers
5. An abandoned temple in the forest is home to a huge snake
6. Darkwood is the home to the long forgotten cult of Kargin Temple
7. A giant 2-headed troll lives in Darkwood and has a club made of a knight's leg
8. I saw a squirrel dressed like a knight come out of Darkwood
9. The mad wizard who destroyed Tarlac Keep lived in the forest and then became a lich
10. An ancient cult of druidic nomads call Darkwood their home and do living sacrifices
11. The killer rabbit of Caerbannog lives in the forest
12. There is a magic sword in an underwater grave somewhere in the forest but it is guarded by a fierce magical beast
13. Wolves and their vampire overlords rule the forest
14. The dead walk among the living in the forest
15. The woods are filled with bears and possibly lions and tigers
16. In the ancient ruins there is a time travel device
17. A witch in the forest has an artifact that will cure any disease
18. Evil is present because there is a portal to the underworld in the forest
19. Humanoids are massing in the forest to take over the area

20. A giant lives in the forest and collects the skulls of those he has slain

Wandering Monsters:

Humanoids and wolves inhabit the forest at a high frequency. Wandering monsters should be checked every three turns and will appear on a 1-4 D8. They won't have any treasure.

1. Goblin raiding party (2-12)
2. Goblins riding Worgs (1-4)
3. Wild turkeys (2-8)
4. Wolf pack searching for food (1-4)
5. Gnoll raiding party (3-12)
6. Sneaky bunny that surprises
7. Kobolds wandering (3-24)
8. Troll
9. Misc wildlife – badger, beaver, possum, etc
10. Black bear (1-2)
11. Giant spider
12. Deer herd

Section A – Wizards Tower

The forest clears and in the mixed among the growth of trees is a small stone tower with a thatched roof top. The tower itself stands about 20' high made of stone with another 15' wooden structure on top of that. A few windows are present but appear to be bricked up. A search around the 25' tower shows no doorway available.

DM: This structure was the home of a wizard several years ago but when he went off to pick up some materials he was laid low by some bandits. As a result his tower is abandoned and its contents undisturbed. He made entrance to his tower with his ring of levitation but that was with him when he died. The only entry to be made will be to climb up the tower and go in through the roof. There are three levels to examine in the tower – top, middle floor, and base level.

1. Top level

The top portion of the tower has a wooden floor and a hammered silver brazier in the middle. The wood creaks when weight is applied to it. There is a closed hatch with a big black iron ring on it that would appear to lead into the tower.

DM: If more weight than two armored humans and a Halfling are on top of the tower the rotting roof will give way and a cave in will occur down to the middle floor. Damage will be 3-30 save v. dexterity for half damage. This will be from falling through rotting timbers and landing strangely on the furniture below. The brazier is a brazier that summons air elementals. The magic phrase that allows the item to function is tucked away in the wizard's spell book. There are no hostiles on the top level.

2. Middle level

The mid-section of the tower was dedicated to living quarters. There is a bed, armoire, writing desk, general hygiene items. There are a few books in a tiny bookshelf but they are non-magical in nature and only used for historical research.

DM: Either through the trap door in the ceiling or falling through will lead the adventurers to the living quarters of the deceased wizard Homocal the Torrid. The books will contain his name as proof of ownership but little else will reveal much about the wizard. A heavy coating of dust is present throughout. Only general living items will be present except in the bottom of the armoire which has a small green vial with an extra healing potion in it.

This room does have inhabitants in the form of twin imps named "Ook" and "Eek". If the party managed to go through the ceiling on their own terms the imps will be waiting for their chance to strike while invisible. If the party took the quick way down the two imps will attack immediately. If one is slain quickly the other imp will begin bargaining for their life.

If the party allows one to live they will explain about their master's disappearance and why they are concerned. If they sense that the party is greedy they will attempt to trade the "magical hoard" in the lowest level for their life. The entrance to the lower level is another trap door under

the bed. Although it is unlocked the imp(s) will explain it has an explosive trap on it and they will require the magical phrase. Feel free to make up a phrase that the imp(s) will give to give the party a sense of security. The imp(s) will under no circumstance reveal the presence of the guardian of the level in the hopes that it will slay the party and the tower will be saved.

Monsters: Imps (2) AC 2 HD 2+2 HP 16 #AT 1 D 1-4 SA invisible at will magic/silver to hit

3. Lowest level

This area of the tower appears to be used as the study for Homocal the Torrid. It contains a bookstand with a large book bound in brass plates. A work desk with potion making equipment is present as well as small deformed animals in glass jars. The head of an umber hulk hangs on the wall apparently a trophy of some type and there are two large wooden chests in the room.

DM: This area is the study of Homocal the Torrid. He studied his spells and worked on his magic in this area. It is also his trophy room i.e. the umber hulk head. Both chests are trapped one with sleep gas one with a polymorph trap. Anyone setting off the polymorph trap will turn into a fly for one day. All of their belongings will be included and will return when the spell expires in 24 hours.

The large book is Homocal's spell book and in the back tucked on a piece of parchment is the trigger phrase for the brazier on the roof. "Cumulis, thunder, politico" will activate the brazier for anyone skilled in elemental magic. The rest of the spell book is filled with Homocal's repertoire of spells and can be done at DM's choice.

The locked trunks contain the following items: #1 1200sp, 300gp, and small inlaid box <35gp> containing 200gp worth of gemstones of various degree tabards from some of the places he killed people at. #2 contains an ivory box <75gp> with three potions of flying in them and an amulet of alignment detection. It also has a crystal scroll tube with the spells feather fall and fireball in it. A +1 short sword with an inlaid scabbard is

present and the scabbard reads "to the worst fighter I've ever met". The story behind the scabbard is long dead.

The guardian of the room will wait to see if anyone is turned into a fly or falls asleep before it attacks. It is a very cunning shadow that will extract pain upon those who enter Homocal's domain without permission. If found before the trunks are messed with it will attack outright. Note if the roof fell in there will be a beam of light penetration the area.

Monster: Shadow AC 7 HD 3+3 HP 27 #AT 1 D 2-5 + strength drain magic/silver to hit

Section B – Cave Bear Domain

This small cave is the home to an active bear from the amount of bones on the floor. The area stinks and flies wander about. There doesn't appear to be anything of value in the cave.

DM: This small cave is the home of a large cave bear which will be surprising the party from behind unless proper precautions were taken. The cave curves around a small formation so if the party investigates it they will have to light torches. No shadows or ambient light is available to alert the party that the bear is coming up behind them. It will surprise on 1-5 D6. If the bones are picked through an old quiver containing 11 +1 arrows will be found but it will be half hidden under a large pile of feces.

Monster: Brown Cave Bear AC 6 HD 6+6 HP 50 #AT 3 D 1-8/1-8/1-12

Section C – Lair of Ettin

This small high 4 room cave complex is empty except for the back cave which contains a cooking pot over a fire. Behind the pot is a large two headed monster that you believe is an Ettin. It seems distressed that you have interrupted dinner and it reaches for its iron banded club and smashes the pot to one side. A human skull rolls out of the broth and stares at the party with its dead eyes.

DM: This monster is an Ettin who was in the middle of preparing adventurer stew which is now dribbling over the cave floor. There is no bartering with this beast and it will wield heavy damage with its club. Behind where it was sitting is a large backpack that it keeps its possessions in. Some food items, a dead lizard, two diamond earrings <75gp>, 3000 gp, a +2 Long sword in a jeweled scabbard, and a leather bag containing 5 gems worth 200 gp and a ring of levitation are all its worldly possessions. If the monster is slain its heads will fetch a reward with the tax collector upon his next stop in Tomore worth 1000 gp bounty.

Monster: Ettin AC 3 HD 10 HP 72 #AT 2 D 2-16/3-18

Section D – Kargin Temple

Tucked away in the dark recesses of the forest a clearing forms and shrine markers form a pathway to a rough wooden tower structure and a mossy stone temple structure. From the rumors you have apparently discovered the long lost Kargin Temple. Both locations are in poor repair and movement can be seen in both from a distance although it could just be birds.

Wooden tower

This ramshackle tower appears to be lived in by something although from the smell it could be anything. A rickety ladder leads up the tower to a second floor which is mostly covered. Five human skulls hang from the portico outside the tower.

DM: The wooden tower is the current home to the Night hag Matilda. She resides on the second floor so that the Owlbears in the stone temple won't bother her. She has the advantage of height on the second floor as the party will have to successfully negotiate the ladder issue in order to put several swords on her. Matilda has been banished to this plane until she can slay ten good humans. Once that condition is met she will be able to return to her plane of origin. She has currently slain five and has their possessions in a trunk on this level. The trunk also contains her Heart stone which instantly cures disease 3 more times

before it is useless. It's valued at 1800 gp in its current state. There is also a wand of wonder with 5 charges.

Monster: Night Hag AC 9 HD 8 HP 58 #AT 1 D 2-12 SA magic missile x3, ray of enfeeblement x3, sleep cast at 12th level

Stone Temple

This area appears to be the former Kargin Temple although its current appearance isn't quite church-like in appearance. It would appear that at some point in the past it was partially razed by human forces. Any semblance of being a religious gathering is long since gone. Flanking the ruins are two large trees with human faces carved into them almost as though the two humans became one with the trees.

DM: This is indeed the Kargin Temple home to the Tarlac Druids who were disposed of by the humanoid forces that raided Tarlac Keep. They were discovered as the humanoids moved through the forest to get to the keep. When they were discovered the humanoids put the clergy to the sword and destroyed what they could. The only occupants now are two hungry Owlbears ready to feast on living flesh. They have not been a nuisance to the night hag because they realize she doesn't belong here.

If the temple is studied enough it will be discovered that the main columns holding up the structure were pulled down causing the roof to collapse. At this point nothing further needs to be known however future adventure could entail searching the area for the hidden entrance to the Kargin Dungeon <yet to be designed>. In one corner of the ruins will be the Owlbear nest. There can be found a golden bracelet still on an arm worth 200gp and holding a wand of fireballs with 3 charges remaining.

Monsters: Owlbears (2) AC 6 HD 6+6 HP 50 #AT 3 D 1-8/1-8/1-12

Section E – Darkwood Caves

A small set of connecting limestone caves resides near the middle of Darkwood Forest. In the cave complex is the easiest way to get from the high forest land to the low land in this area. The limestone caves allow an easier climb than the rough edges of the forest. It also allows the humanoid force gathering some concealment from the elements.

1. Guard Cave

The West entry point to the caverns is guarded by small humanoids that appear to be goblins and kobolds. There is three of each and are facing off with each other noting their equal contempt for each other.

DM: This is one of two guard caves. The humanoid leaders have decreed that each tribe will pull their own weight when it comes to food and guard duties. At this point there are three kobolds and three goblins present.

Monsters: Goblins (3) AC 6 HD 1-1 HP 7 #AT 1 D 1-6 T 5gp each

Monsters: Kobolds (3) AC7 HD ½ HP 3 #AT 1 D 1-4 T 4gp, 8sp

2. Kobold cave

This smaller cave is filled with kobolds all of whom are eating, drinking, going about their daily business including playing dice games. The cave is dimly lit by two fires where cooking pots are handling food duties. Goblin skull ornamentation exists on their shield which probably makes it difficult to deal with the goblins in general.

DM: This is the kobold area of the complex. The humanoids coexist by the strength of the leaders but aside from guard duties they do not associate with each other. A few of the inhabitants can be picked off but surprising the entire compliment of humanoids in any of the caves will be highly unlikely.

Monsters: Kobolds (15) AC7 HD ½ HP 3 #AT 1 D 1-4 T 4gp, 8sp

3. Goblin cave

As with the other humanoid caves this area is just living quarters for the various sects of humanoids. This one appears to be filled with goblins. Their shield crest is the broken fang tribe.

DM: This cave has been delegated to the goblins. It is longer and a bit more spacious than the kobold cave. It only has one fire pit and it is difficult to tell how many goblins there are.

Monsters: Goblins (13) AC 6 HD 1-1 HP 7 #AT 1 D 1-6 T 5gp each

4. Storage cave

Hanging carcasses of woodland creatures are present in this area as are stacks of arrows and spears. Sacks of portable food are also present in high amounts. Apparently this is a storage cave.

DM: This is a storage cave where the humanoids are holding their food supplies.

5. Ogre cave

The leaders of this humanoid band are three ogre brothers which appear to be sitting with each other discussing something. Their weapons are close by and each sit on a chest with a heavy lock on them.

DM: The leaders of this motley group are ogre triplets. They have struck out on their own and have amassed this band to "get theirs" in this world by force if possible. They rule the band together and have the other humanoids do their bidding as much as possible. They live and die by force and take all the treasure for safe keeping i.e. themselves.

Inside the chests are as follows: **#1** 4700cp <loose> and mixed into it is a gem of seeing. **#2** contains 1100 sp <loose> and an iron box containing 3 small bottles. A potion of invisibility, a potion of healing, a poison potion that cause 2-8 save v poison for half damage. **#3** contains 400 gp, 200 sp and 14 ingots of silver valued at 25gp each. The key to the chests are around the neck of the ogres.

Monsters: Ogres (3) AC 5 HD 4+1 HP 30 ea. #AT 1 D 1-10

6. Water Trap

A small waterfall leading upwards of almost 30' is present. The water has eroded natural steps for use to climb up the cascade.

DM: Nature may have created the steps but not very well. When any party member gets 25' up they will need to save v. wands or fall 25' back down suffering 3d6. If the saving throw is successful the member has no trouble navigating the path. If the party is going up concurrently then each member "on the ladder" will have to save or suffer damage from falling comrades.

7. Bugbear cave

Sitting around the campfire at this location are four large humanoids playing cards yelling at each other.

DM: If the PC's speak bugbear they will be able to understand that there are allegations of cheating going on at the poker table. If the party waits long enough a scuffle will break out and the party can surprise the monsters. If this is the case they will surprise on a 1d6 otherwise combat will ensue with initiative.

Monsters: Bugbears (5) AC 5 HD 3+1 HP 22 #AT 1 D 2-8 T 50gp ea.

8. Gnoll Guards

This cave acts as a guard point and is held by the Gnolls of the broken shield clan. They are quite vigilant keeping an eye on the exit to the caves. There are 8 of them in this area.

DM: If the party chose the water trap area to come up there is a 1D8 chance of surprise on their part otherwise the Gnolls will not be surprised.

Monsters: Gnolls (3) AC 5 HD 2 HP 11 #AT 1 D 2-8 T 25gp ea.

