

White Dragon Run

The little village of White Dragon Run is at the edge of civilization - the place where monsters are a constant threat and adventurers thrive. It is here that reputations are made or broken, and deeds are performed only to be set in verse decades after the real story is long lost. On this thin line between country and chaos lies White Dragon Run, the last stop for the civilized before the well-trodden road becomes the weed-infested trail leading to creatures that would rather fight than herd, fish or farm.

There's a fortune to be made for the up and coming adventurer with the strength, the wile, and the cunning to strike out against dangers both natural and unnatural. White Dragon Run is the final stop before meeting one's destiny behind the sword, stave, dagger, or holy symbol.

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Advanced Adventures

White Dragon Run

By James C. Boney



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An OSRIC™ module designed for 4-6 adventurers of levels 2-4

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ADVANCED ADVENTURES MODULE #13

White Dragon Run

by James C. Boney

AN ADVENTURE FOR CHARACTER LEVELS 2-4



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White Dragon Run

Introduction: The little village of White Dragon Run is at the edge of civilization - the place where monsters are a constant threat and adventurers thrive. It is here that reputations are made or broken, and deeds are performed only to be set in verse decades after the real story is long lost. On this thin line between country and chaos lies White Dragon Run, the last stop for the civilized before the well-trodden road becomes the weed-infested trail leading to creatures that would rather fight than herd, fish or farm.

There's a fortune to be made for the up and coming adventurer with the strength, the wile, and the cunning to strike out against dangers both natural and unnatural. White Dragon Run is the final stop before meeting one's destiny behind the sword, stave, dagger, or holy symbol.

STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.

Notes for the Game Master: Consisting of the village itself and its inhabitants, tables for developing the surrounding wilds, and two small sample dungeons ready for play, White Dragon Run is an adventure scenario geared for PC's of levels 2-4. The GM should familiarize himself with every aspect of this module before attempting to run it for his players; the more he knows about the denizens of this area, the more he will be able to bring them to life for play.

The surrounding wilds are filled with several encounters that will to test the party and help (or hinder) their goals. The two sample dungeons provide the meat of the game; here the party will find the gold and glory they seek... or a quick death.

There is no right or wrong path of play here. There is no grand conclusion nor overarching plot. White Dragon Run is an open field for players to do as they wish subject to the judgments of the GM. This is the place for new players (or PCs) to flex their muscles, learn the rules, find out what they can or can't do, and explore the possibilities of play. The GM is greatly encouraged to develop this material for his co-campaign, to expand as play develops, and to change whatever within that doesn't fit his personal views.

This module contains a number of distinct names for geographical features, peoples, and gods. If these names do not fit your general campaign world, feel free to change them. It is best to place this scenario somewhere on the edge of civilization and away from the populated and well-charted areas of your game world.

Local Geography: The general area surround the village is known by the locals as the Skathernes, with the name deriving from the Skath Hills ranging to the north and west. The general byway leading to more populated areas extends to the southeast with another less traveled road coming into the village from the south.

At one time, the Skaths presented excellent mining opportunities for those seeking gold and silver. As the mines proved to be rather shallow and played out, other sources in less dangerous areas drew the miners from here, and White Dragon Run shrank in size from its former days. Indeed, there are mines and mining tunnels extending throughout this area. What the GM has on the map is not a tenth of the adventuring potential here should the players seek to explore every nook and cranny of this area.

The village itself takes its name from the stream which runs through it on a northeast to southwest direction from the Skaths and into a nearby river. The Run is fed by many small streamlets throughout the area and provides adequate silt in the late winter months as it rises to make for excellent farmland along its banks.

In this region lie three major wooded areas: the dangerous Auranas and the Mimir both crowd next to the hills while the (slightly) safer Lathergraves stand between White Dragon Run and the majority of the County.

The entire Skathernes falls under the lordship of Count Ontos of Wylm. Ontos cannot normally be bothered to show up in this region in order to fulfill his normal liege duties, and has thus placed a garrison in White Dragon Run with which to keep the peace here (and the wild denizens of the Skaths out). Despite his foppish ambience and his obsession with courtly goings-on in his castle south of White Dragon Run and elsewhere, Ontos is keenly aware that the Skathernes is the one area in his County where the humanoids could potentially gather and cause trouble for the rest of the realm. As such, he will have no qualms about sending additional troops to reinforce the garrison should necessity require it. After notification, additional troops will arrive within a full day of very hard riding.

THE SKATHERNES

Should the party wish to explore the countryside surrounding White Dragon Run, below are several encounter tables suited for each geographical area. Tables are given for daylight and nighttime encounters.

Auranas and Mimir Woods: Daytime encounters (check once per every two hours; a 1 on a 1d6 indicates an encounter, then roll 2d6 for specific encounter with 2d6x10 indicating how many yards away)

- 2 - 1-4 **Brownies** (AC 3, HD 1/2, HP 2 each, ATK 1, DAM 1-3)
- 3 - 1-8 **Sprites** (AC 6, HD 1, HP 5 each, ATK 1, DAM 1-4 and special)
- 4 - 2-8 **Elves** (AC 5, HD 1+1, HP 7 each, ATK 1, DAM 1-8 by bow or longsword)
- 5 - 2-8 **Wolves** (AC 7, HD 2+2, HP 14 each, ATK 1, DAM 2-5)
- 6 - 2-12 **Orcs** (AC 6, HD 1, HP 5 each, ATK 1, DAM 1-6 with spears and shortswords)
- 7 - 2-8 **Gnolls** (AC 5, HD 2, HP 10 each, ATK 1, DAM 1d6 or 1-8 with spears and longswords)
- 8 - 2-16 **Kobolds** (AC 7, HD 1/2, HP 3 each, ATK 1, DAM 1-4)
- 9 - 1-6 **Zombies** (AC 8, HD 2, HP 12 each, ATK 1, DAM 1-8)
- 10 - 1-8 **Huge Centipedes** (AC 9, HD 1/4, HP 2 each, ATK 1, DAM poison)
- 11 - 1-2 **Ogres** (AC 5, HD 4+1, HP 25 each, ATK 1, DAM 1-10)
- 12 - 2-8 **Quicklings** (AC -3, HD 1/4, HP 7 each, ATK 3, DAM 1-4/1-4/1-4)

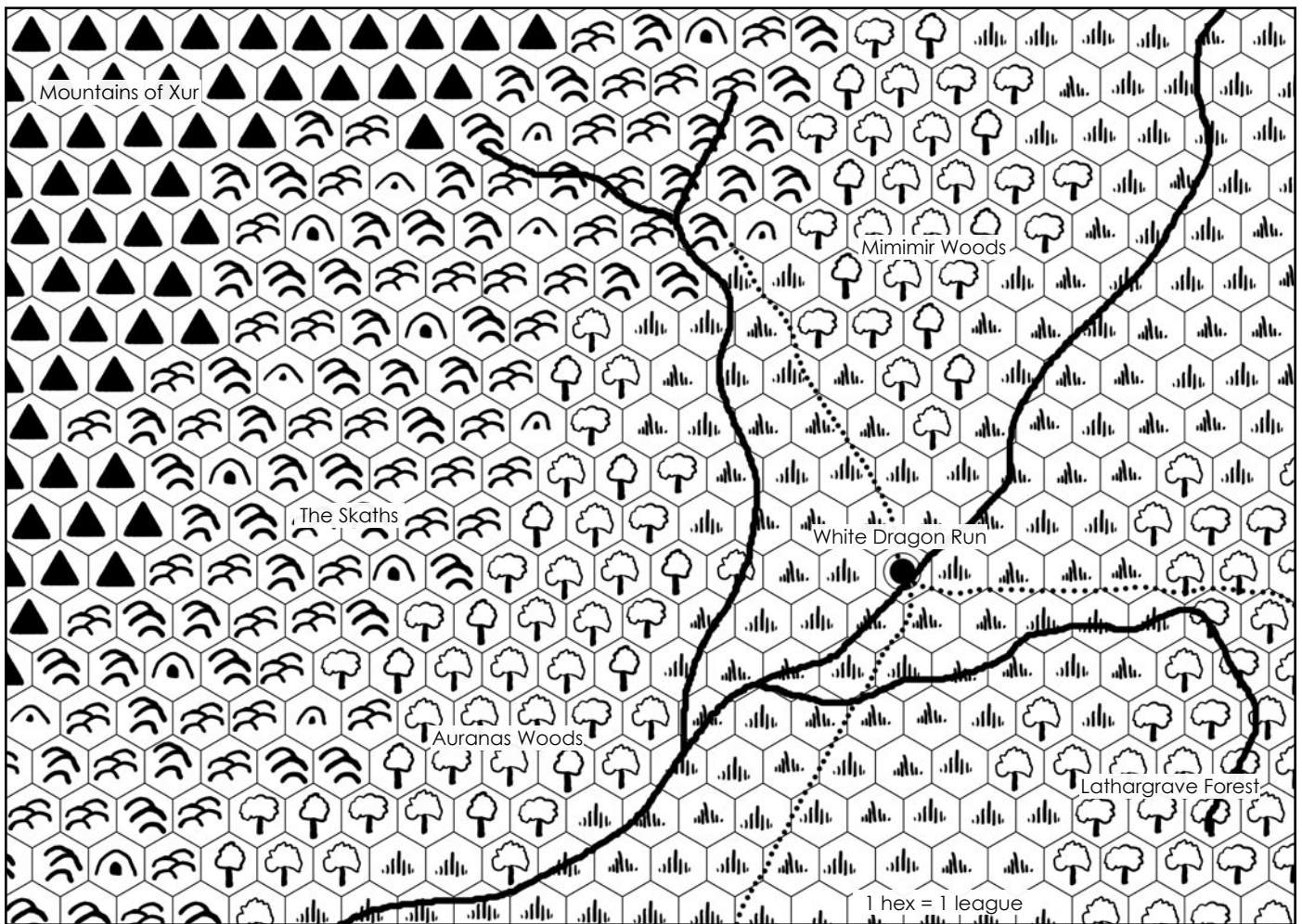
Nighttime encounters (check once per every hour; a 1 on a 1d6 indicates an encounter. Roll 1d8 to determine encounter)

- 1 - 1-10 **Zombies** (AC 8, HD 2, HP 12 each, ATK 1, DAM 1-8)
- 2 - 2-16 **Gnolls** (AC 5, HD 2, HP 10 each, ATK 1, DAM 1-6 or 1-8 with spears and longswords)
- 3 - 2-16 **Wolves** (AC 7, HD 2+2, HP 14 each, ATK 1, DAM 2-5)
- 4 - 2-12 **Orcs** (AC 6, HD 1, HP 5 each, ATK 1, DAM 1-6 with spears and shortswords)
- 5 - 1-4 **Ogres** (AC 5, HD 4+1, HP 25 each, ATK 1, DAM 1-10)
- 6 - 1-4 **Worgs** (AC 6, HD 4+4, HP 20 each, ATK 1, DAM 2-4)
- 7 - 1-12 **Bandits** (AC 7, HD 1, HP 5 each, ATK 1, DAM 1-6 or 1-8 by shortbows or longswords)
- 8 - 1-10 **Berserkers** (AC 7, HD 1, HP 7 each, ATK 1, DAM 2-9 by axes)

Lathergrave Forest: Day or night (check once per every two hours; a 1 on a 1d6 indicates an encounter, then roll 1d6 for specific encounter with 2d6x10 indicating how many yards away)

- 1 - 2-24 **Merchants** (AC 9, HD 1-1, HP 4 each, ATK see monster description)
- 2 - 2-8 **Elves** (AC 5, HD 1+1, HP 7 each, ATK 1, DAM 1-8 by bow or longsword)
- 3 - 2-12 **Halflings** (AC 7, HD 1, HP 5 each, ATK 1, DAM 1-6 by shortswords)
- 4 - 1-12 **Bandits** (AC 7, HD 1, HP 5 each, ATK 1, DAM 1-6 or 1-8 by shortbows or longswords)

MAP OF THE SKATHERNES



- 5 - 2-12 **Goblins** (AC 6, HD 1-1, HP 5 each, ATK 1, DAM 1-6 by shortwords)
- 6 - 1-3 **Giant blowflies** (AC 6, HD 3, HP 15 each, ATK 1, DAM 2-9 + special)

White Dragon Run: Traveling within 2 miles of the Run (except within 1 hex of the village itself) will result in monster checks from this table (check once per every two hours; a 1 on a 1d6 indicates an encounter, then roll 1d8 for specific encounter with 2d6x10 indicating how many yards away).

- 1 - 1-3 **Crocodiles** (AC 4, HD 3, HP 18 each, ATK 2, DAM 2-8/1-12)
- 2 - 1-6 **Giant frogs** (AC 7, HD 3, HP 21 each, ATK 1, DAM 1-3, 1-6 or 2-8)
- 3 - 2-12 **Batrachians** (AC 6, HD 1, HP 7 each, ATK 1, DAM 2-9 by spear)
- 4 - 2-8 **Merchant men** (AC 8, HD 1, HP 4 each, ATK 1, DAM 1-8 by longwords)
- 5 - 2-12 **Zombies** (AC 8, HD 2, HP 14 each, ATK 1, DAM 1-8)
- 6 - 1-3 **Giant crayfish** (AC 4, HD 4+4, HP 24 each, ATK 2, DAM 2-12/2-12)
- 7 - 1-3 **Giant poisonous toads** (AC 7, HD 2, HP 16 each, ATK 1, DAM 2-5 + poison)
- 8 - 2-16 **Wolves** (AC 7, HD 2+2, HP 14 each, ATK 1, DAM 2-5)

The Skaths: Daytime encounters (check once per every two hours; a 1 on a 1d6 indicates an encounter, then roll 1d8 for specific encounter with 2d6x10 indicating how many yards away)

- 1 - 1-12 **Zombies** (AC 8, HD 2, HP 12 each, ATK 1, DAM 1-8)
- 2 - 2-20 **Gnolls** (AC 5, HD 2, HP 10 each, ATK 1, DAM 1-6 or 1-8 with spears and longwords)
- 3 - 2-20 **Wolves** (AC 7, HD 2+2, HP 14 each, ATK 1, DAM 2-5)
- 4 - 2-16 **Orcs** (AC 6, HD 1, HP 5 each, ATK 1, DAM 1-6 with spears and shortwords)
- 5 - 1-6 **Ogres** (AC 5, HD 4+1, HP 25 each, ATK 1, DAM 1-10)
- 6 - 1-8 **Worgs** (AC 6, HD 4+4, HP 20 each, ATK 1, DAM 2-8)
- 7 - 1-12 **Bandits** (AC 7, HD 1, HP 5 each, ATK 1, DAM 1-6 or 1-8 by shortbows or longwords)
- 8 - 1-12 **Berserkers** (AC 7, HD 1, HP 7 each, ATK 1, DAM 2-9 by axes)

Nighttime encounters (check once per every hour; a 1 on a 1d6 indicates an encounter. Roll 1d8 to determine encounter)

- 1 - 1-4 **Wights** (AC 5, HD 4+3, HP 27 each, ATK 1, DAM 1-4 + level drain)
- 2 - 1-3 **Ghasts** (AC 4, HD 4, HP 24 each, ATK 3, DAM 1-4/1-4/1-8 + paralyzation and stench)
- 3 - 1-6 **Shadows** (AC 7, HD 3+1, HP 16 each, ATK 1, DAM 1-6 + ability drain)
- 4 - 1-8 **Worgs** (AC 6, HD 4+4, HP 20 each, ATK 1, DAM 2-8)
- 5 - 2-8 **Gnolls** (AC 5, HD 2, HP 10 each, ATK 1, DAM 1-6 or 1-8 with spears and longwords)
- 6 - 1-4 **Giant spiders** (AC 4, HD 4+4, HP 16 each, ATK 1, DAM 1-8 + poison and webs)
- 7 - 1-8 **Giant ticks** (AC 4, HD 3, HP 18 each, ATK 1, DAM 1-4 + 1-6 blood drain + disease)
- 8 - 2-20 **Stirges** (AC 8, HD 1+1, HP 8 each, ATK 1, DAM 1-3 + blood drain)

POPULATING THE SKATHERNES

To make this area truly unique to your own game, a randomization method for filling each hex is detailed below.

When moving into a hex not already described elsewhere, roll 1d6 and consult the following table. Note that an encounter of 6 doubles the chance of a wandering monster encounter (which should not be ignored regardless of what is determined below).

1-3	Nothing
4	Dead bodies
5	Camp
6	Ruins

Once the encounter type is determined, consult the appropriate table.

Dead bodies: the result of some battle or raid as determined below (1d8):

1	2-24 Orcs
2	1-20 Goblins
3	2-20 Humans
4	1-6 Adventurers (general make up: 50% F, 25% C, 20% MU, 5% other class)
5	1-3 wagons wrecked (no corpses)
6	2-8 Gnolls
7	2-8 Elves
8	1 Young Dragon

A 1 in 6 indicates some treasure left behind on the dead bodies. Roll as appropriate for the encounter and reduce to roughly 20%.

Camps: small camps of various intelligent creatures as determined below (1d8). Roll stats and treasure as appropriate.

1	1-10 Humans
2	2-12 Orcs
3	2-8 Batrachians
4	1-12 Lizardmen
5	1-8 Elves
6	2-12 Hobgoblins



Sir Kallan - Garrison Commander

Ruins: Generate ruins from the following table (1d6): Any individual ruin will be haunted on a 1-2 on 1d4, and if not haunted, will be occupied on a 1-2 on a 1d4.

Ruin	Haunted	Occupied
1 Village	2-16 Ghouls	2-24 Orcs
2 Temple	2-16 Skeletons	2-20 Hobgoblins
3 House	2-8 Zombies	2-16 Bandits
4 Manor	1-4 Shadows	1-6 Bugbears
5 Tower	1-3 Wights	2-20 Kobolds
6 Garrison	1 Poltergeist	2-8 Lizardmen

With ruin encounters, roll stats and treasure as appropriate.

A. The Village of White Dragon Run

The village is governed by a panel of three prominent citizens with almost-absolute say over the affairs of the area: the Triune. Any decision made by the Triune can be over-ruled by Count Ontos (should he desire to do so), but since the Count tends not to meddle in trivial local affairs, that is a rare event.

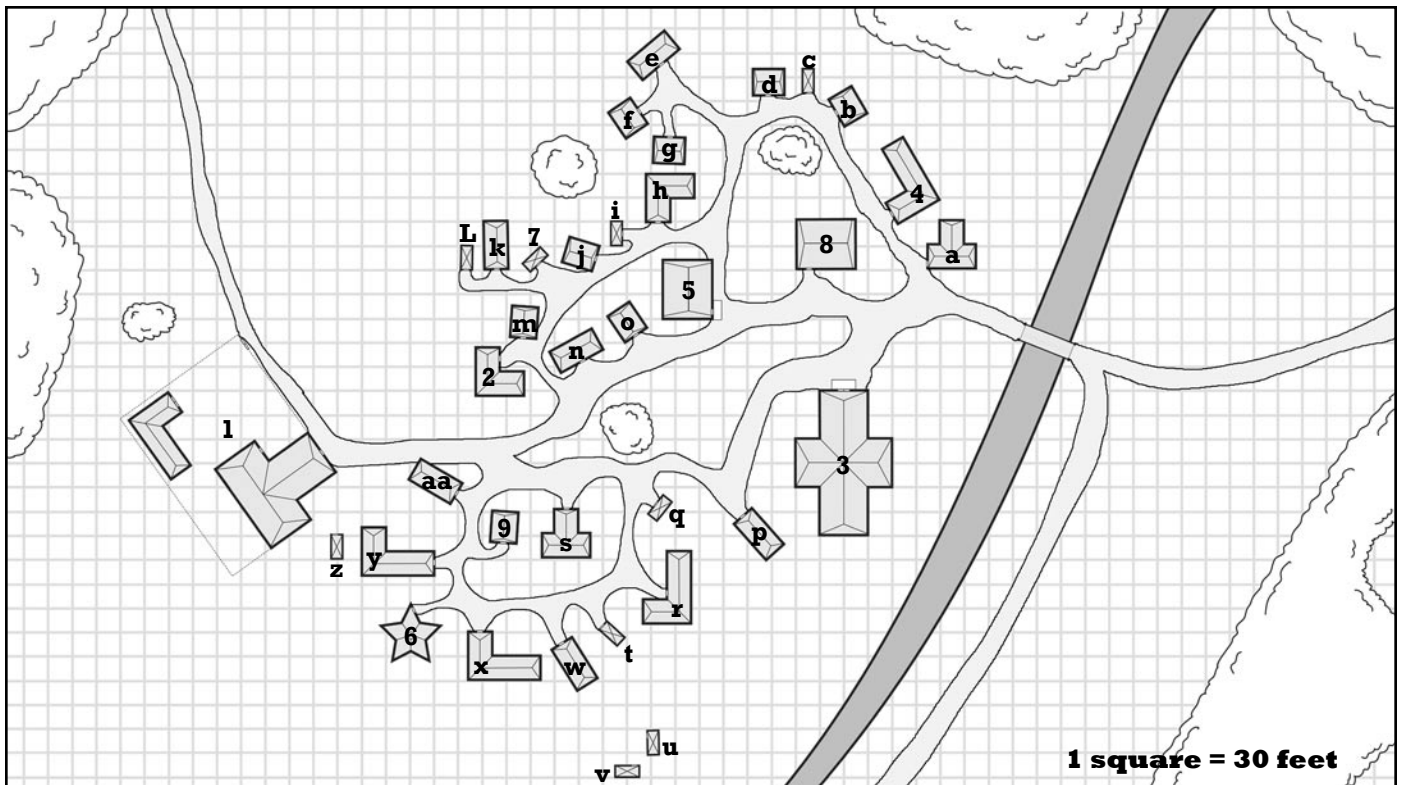
Sir Kallan, the garrison commander, is first in the Triune and acts as its governor. Landan the paladin and Janra the Priestess serve as the other two regular members. Their method of decision making is rather enlightened; Sir Kallan must abide by any majority vote in the Triune. Defendants appearing before the Triune are subject to their whims, but may appeal any unfavorable ruling to Lord Ontos himself. Prisoners are hustled off to the garrison for dungeon residency or put in the stocks as the Triune decides.

The Triune cannot meet if Sir Kallan is not available. Should either of other two members not be available, they have chosen alternates as follows: Landan's alternates are Smoke then Zeller; Janra's alternates are Wornst then Omrey

The Rumor Mill: assorted legends, both fact and fancy, have sprung up over the years about this region. Provided below is a long list of rumors (marked T or F according to veracity) which can be gained at the Tavern and from talking to locals. Rumors can be rolled at random on a 1d20 or chosen.

1. There are abandoned mines at the end of the northwest road. (T)
2. Beware the undead that walk in the Minimir Woods! (T)
3. Wornst hosts secret gambling sessions in a hidden place with no cut going into the royal coffers. (T)
4. The land west of the Run is littered with the bodies of dead adventurers like yourself! (basically T)
5. Smoke the magician once fought a band of orcs to a standstill in the Skaths. (T)
6. An abandoned temple sits somewhere in the Skaths. (T)
7. A young gold dragon was recently killed by humanoids from the Skaths. (T)
8. Sir Kallan is really chaotic evil and has the entire council fooled through use of a magic ring. (F)
9. Alf the baker is really an assassin. (T)
10. There is an abandoned garrison near the mines at the end of the northwest road. (T)
11. Morale in the garrison is low due to the mysterious deaths of four soldiers. (F)
12. Zeller has a fortune buried somewhere on his property! (T)
13. Shadows of the local patrol sometimes take on a life of their own! (F)
14. Smoke keeps skeletons as servants in his house. (F)
15. Janra the priestess keeps a book that details many secrets of the Skaths. (T)
16. Count Ontos is afraid to travel here because Wornst's wife Mana has sworn to kill him on sight. (F)
17. Janra knows a major force of humanoids is brewing to the northwest capable of easily overwhelming the garrison, but won't tell Sir Kallan. (F)

THE VILLAGE OF WHITE DRAGON RUN



18. The great mountains of Xur beyond the Skaths form an almost impenetrable barrier. (T)
19. Four mysterious and powerful adventurers passed through this town a fortnight ago on their way to the Skaths. It is said they seek a strange golden golem capable of imparting deep magics. (T)
20. Elves will stop anyone trying to enter the Skaths through the Auranas Woods. (F)

includes: a spear, a dagger, a riding horse, saddlebags with several days rations and water and 20 gp.

4 squads of mounted soldiers, 10 in each squad (all male humans, Neutral, 1st level fighters, AC; HP as listed below). They each wear leather armor, carry a shield and wield a shortsword. Typical gear when encountered out of garrison includes: a spear, a daggers, a riding horse, saddlebags with several days rations and water and 2d6 gp each.

KEY TO THE VILLAGE OF WHITE DRAGON RUN

1. **VILLAGE GARRISON:** The forces of Lord Ontos maintain an outpost here to protect the byways running through this town. The garrison maintains a foot patrol through the streets and a roving cavalry normally reaching no further than 10 miles from the village center. If brigand activity is detected or reported, elements of the local militia will be summoned to take over village security while the entire garrison will mount to deal with the problem. The garrison consists of one commander and 46 mounted soldiers in two buildings: the garrison proper and a fenced yard with stable within.

Garrison commander, **Sir Kallan** (male half-elf, Lawful Neutral, 5th level fighter, AC 1, HP 37) wears **platemail +1**, carries a shield and wields a **longsword +1**. Typical gear when encountered out of garrison includes: a spear, 3 daggers, a warhorse, saddlebags with several days rations and water and 50 gp.

2 company commanders, **Gahrin** and **Mordoon** (male human and male elf, Neutral, 3rd level fighters, AC4; HP 18 and 24). Each wears a chainmail hauberk and carries a shield while wielding a longsword. Typical gear when encountered out of garrison includes: a spear, 2 daggers, a warhorse, saddlebags with several days rations and water and 30 gp.

4 squad sergeants, **Bahr**, **Omlee**, **Dennen**, and **Vorse** (all male humans, Neutral, 2nd level fighters, AC4; HP 12, 12, 14, 10). Each wears a chainmail hauberk and carried a shield while wielding a broadsword. Typical gear when encountered out of garrison

For tracking purposes, the hit points of each is tabled here:

12 x 3 HP (3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3)
 10 x 5 HP (5, 5, 5, 5, 5, 5, 5, 5, 5, 5)
 10 x 6 HP (6, 6, 6, 6, 6, 6, 6, 6, 6, 6)
 8 x 7 HP (7, 7, 7, 7, 7, 7, 7, 7)

The troops of the garrison will be courteous and just toward all villagers and newcomers unless given a good reason not to be. Lawbreakers will be brought here and placed in the dungeon after judgment by the Triad. The town patrol consists of two soldiers moving about at all times. In an emergency, one will deal with the situation while the other sounds his horn toward the garrison for reinforcements before joining his comrade.

2. **HOME OF LANDAN:** **Landan** (male human, Lawful Good, 3rd level paladin, AC 8 or 0, 30 HP). At home, he wears no armor but carries his **longsword +1**. When needed, he possesses platemail and a **shield +1**. His mount is a normal warhorse and he possesses 450 gp, 380 sp, and a bag of 20 gems worth 100 gp each.

Landan was sent here by his order (The Knights of Astilarian) with an eye toward keeping tabs on any uprisings of evil that may filter down out of the Skaths. He is courteous but restrained and will not normally help the PCs unless the situation is dire. Should the party alert him to any significant evil forces in the area, he will confer with Sir Kallan and then go out to investigate for himself.

3. **CHURCH OF ONEN:** dedicated to Onen, the deity of force and protection, this building is one of the oldest in the village having been built on the site of a shrine to another god (Gaevud) over twelve decades ago. Onen is the patron deity of Lord Ontos.

The priestess **Janra** resides here along with her two assistants. Janra (human female, Lawful Neutral, 4th level cleric, AC 9 or 3, 28 HP) normally does not wear armor, though she has a suit of platemail for combat. Her weapon is a **footman's mace +1** which is always nearby, and she always carries a **staff of compulsion** (as a badge of office; 17 charges). Her two assistants, **Crantz** and **Gilda** (human male and female, Lawful Neutral, 2nd level clerics, AC 10 or 5, 16 and 14 HP) serve her faithfully in all things. Each has chainmail stored nearby in case of need, and both keep a footman's mace. Crantz possesses a **ring of fire resistance** while Gilda wears **boots of speed**. All three clerics pool their monetary resources into the church's coffers: 900 gp, 1400 sp, and 2390 ep. The altar ware is gold-plated and worth 1,200 gp total.

The clerics here will be friendly to all strangers and will heal the wounded if called upon to do so at a substantially reduced rate of 10 gp per HP healed. Janra knows a great deal of local folklore and could be persuaded to part with pertinent information with the right donation to the temple's coffers. Hidden in the temple's small library is the Wide Book of Genth; should Janra feel the party needs access to this tome, she will allow it under supervision.

The Wide Book of Genth is a large and ponderous tome full of lore both real and fiction concerning the Skathernes and the varied ruins in the hills. It details the incursion of man into this area some 250 years ago, the various mining expeditions that came to little, the rise of Sardrus the Meq and his small kingdom here, and many other topics of interest. See APPENDIX A for excerpts that can be read aloud to the players, and feel free to add details as you develop them.



Janra - Priestess of Onen

4. **HOME OF OMREY:** This attractive building is the domicile of **Omrey** who passes himself off as a retired merchant, but is really a retired thief from a larger city (human male, Neutral, 3rd level thief, AC 8, 18 HP). Omrey no longer practices his former trade. If his confidence is somehow gained by someone who speaks "his language" he will imply having certain skills useful in a dungeon situation. He will not, however, join the party on any expeditions.

Omrey knows as much of the local lore as Janra does, and is freer with it... especially after a pint or two at the tavern. He will prove to be a valuable source of information if treated well.

Omrey carries a **dagger +2** on his person at all times, but wears no armor. He also carries 70 gp and 43 sp, and has a large stash buried under the rear stoop of his house (2000 gp, a crystal statue worth 750 gp, and a necklace worth 800 gp). His pet weasel, Victor, is very intelligent and will quickly alert Omrey to anyone approaching the house.

5. **TWELVE TOES INN AND TAVERN:** The village inn sits near the middle of town and is a haunt for locals and travelers alike. This large inn is owned and operated by the husband and wife team of **Wornst Twelve Toes** (human male, Neutral, 2nd level fighter, AC 8, HP 14, ATK 1, DAM 1-8 with longsword) and his lovely wife **Mana** (human female, Neutral, 0-level, AC 9, HP 3, ATK 1, DAM 1-4 with rolling pin). Wornst does indeed have six toes on each foot, and will display them if asked.

Their staff includes 4 barmaids; **Shasta**, **Kelle**, **Miranda**, and **Greya** (human females, Neutral, 0-level, HP, ATK 1, DAM 1-3 with knives; Greya has a CHA of 7 which causes her public relations problems sometimes with the patrons) and one stable boy named Buckley (human male aged 10, Neutral, 0-level, HP, ATK 1, DAM 1-3 via knife).

The inn serves three meals a day at reasonable prices:

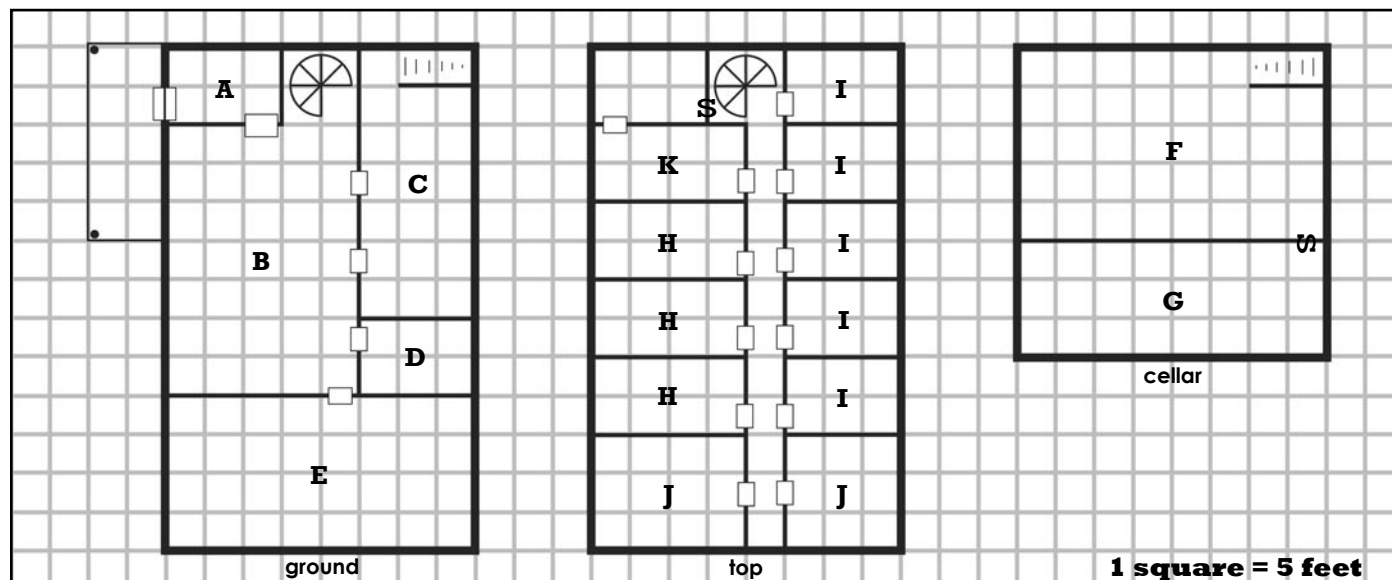
Breakfast, plain	10 cp
Breakfast, fancy	2 sp
Dinner, plain	12 cp
Dinner, fancy	3 sp
Supper, plain	15 cp
Supper, fancy	4 sp
Ales of various kinds	1-5 ep
Beer, various quality	2-5 ep
Wine, locally brewed	1 gp per bottle
Wine, imported	5 gp per bottle
Rotgut	5 cp per mug
Wornst's home brew*	5 sp per mug

*Wornst brews a particularly potent form of muscadine wine behind the inn. A patron who wishes to try it must first swear aloud in front of witnesses that he will not hold the inn responsible for what happens. Any PC drinking the home brew must make a save vs. poison at -2 or become violently drunk for 1d3 hours. Each point of CON above 14 negates a penalty point (thus the PC may wind up with a bonus to the roll). During this period of mind-numbing drunkenness the PC is effectively under the control of the GM.

The inn also provides lodging as follows:

- 5 single rooms at 1 gp per night (roll 1d6 upon arrival by the party to see how many are already occupied)
- 3 double rooms at 10 sp per night per head (roll 1d3 upon arrival to see how many are already occupied).
- a large common sleeping area which can accommodate 30 (roll 1d20 upon arrival to see how many spaces are already occupied)

TWELVE TOES INN AND TAVERN



The stables for the inn are shared with the garrison for extra security. The stable boy will put up and feed horses and other normal mounts for 5 cp per day (additional considerations such as medical care cost extra).

The inn is further described as below:

GROUND FLOOR KEY

- A. CLOAK ROOM: The front porch leads to this the cloak room for hanging hats, coats and capes. A bell on the front door signals an entry, and a barmaid will rush to take all outer garments from patrons as needed.
- B. MAIN ROOM: The tavern room is spacious and well heated and lit. The two doors leading to the kitchen are constantly opening and closing with barmaids rushing to fill orders from the patrons. There is no bar here; all drink orders are filled in the kitchen. A spiral staircase leads to the rooms above.

At any given time during the day or evening, 2d6 commoners are here drinking or eating. The chance of finding a notable towns-person in those hours is as follows:

Person	Day	Evening
Kallan	20%	40%
Gahrin	10%	40%
Mordoon	10%	40%
Landan	15%	10%
Janra	25%	40%
Crantz	25%	35%
Gilda	25%	35%
Omrey	50%	75%
Smoke	40%	70%
Zeller	60%	90%
1-3 garrison guards	65%	75%

- C. KITCHEN: This is usually a busy place any time of the day or evening. Meals are drinks are prepared here among the several tables, crates and boxes. A stairwell leads to the cellar below.
- D. PRIVATE ROOM: This room can be rented for 10 sp an evening for private meals, conversation, and games.
- E. COMMON SLEEPING ROOM: The common room is large, dusty and full of floor mattresses. Despite the best attempts at keeping it clean, sleeping here will give a PC a 25% chance of contracting lice.

THE CELLAR KEY

- F. CELLAR: This storage space holds several barrels of beer and assorted other alcoholic drinks. Crates hold vegetables and fruits, while various meats hang on hooks from the walls.
- G. GAMBLING DEN: A secret door leads to another room where private gambling takes place on a semi-regular basis. On any given evening, there will be 0-9 patrons here partaking of vices not generating taxes for the realms. Neither Worst nor his fellow innkeeper staff will speak of this room to anyone they don't know extremely well, since Worst takes a 5 gp fee up front every night.

TOP FLOOR KEY

- H. DOUBLE ROOMS: The two beds in these rooms are in fair condition and disease and vermin free.



Worst Twelve Toes - Innkeeper

I. SINGLE ROOMS: The beds here are nicer than the double occupancy beds.

J. MAID'S QUARTERS. Two maids live in each room.

K. OWNER'S QUARTERS. The front room provides sitting space, while the bedroom holds a comfortable large bed, and a secret door for access to the stairwell. A large chest (locked) holds 1500 gp, 890 sp, 230 ep, and 140 pp.

6. SMOKE THE MAGICIAN'S HOME: Here resides **Smoke the magician** (male human, Lawful Good, 3rd level magic user, AC 7, HP 10, ATK 1, DAM 1-6 by staff or spells). His typically memorized spells are:

1st level: **charm person, sleep**

2nd level: **detect evil**

His spell book also holds the following spells which he may learn if given notice as needed: 1st level - **identify, magic missile**; 2nd level - **continual light, esp**

Smoke faithfully serves his Lord Ontos and lives here as an extra set of eyes in case of trouble. He has journeyed into the Skaths on occasion with some friends (who have since departed for larger gains), and knows something of the border hills nearby. He will freely share what information he knows with adventurers he trusts.

Smoke will tolerate no evil; should he suspect any of the arriving party harbor evil tendencies, he will quietly alert Landan and let him take care of the matter.

7. ZELLER'S HOME: this small stone house is the residence of Zeller, a retired soldier of his Lordship's forces. **Zeller** (male human,



Smoke - Magician

Neutral, 2nd level fighter, AC10 or 4, HP 14) is still young enough to journey where he will, but prefers the quiet of the rural village. He will discourage visitors and their questions. He normally does not wear armor or carry a weapon, but keeps a suit of **splintmail +1** and a **longsword +1** handy in case of action. He has 230 gp and 1,000 sp hidden under his mattress and carries 1d20 gp on his person at all times.

8. VILLAGE STORE: Run by **Astla Datyn** (human male, 0-level, AC 9, HP 2), this store carries a general supply of household equipment and tools at 10% markup over list prices. Adventurers may find needed equipment subject to the following availability factors:

Type of equipment	In stock chance
Armor (each type)	45%
All melee weapons	65%
All missile weapons	75%
Clothing (each type)	45%
Lighting equipment (each type)	75%
Miscellaneous	50%
Riding animals (each type)	55%
All other animals	40%

Astla is resupplied once per fortnight, so all chances reset once the wagon comes in. Special orders can be made on three weeks turnaround at 115% normal cost.

9. JEWELLER: **Elmorth** (elf female, Chaotic Good, 2nd level thief, AC 7, 11 HP), the proprietor of this establishment, will buy and sell gems and jewelry here. Elmorth is the lone female elf in White Dragon Run and her worthy grace and beauty attracts attention from all in the village. She is especially interested in any rare items coming from out of the Skaths. She will buy items at 80% of assessed value, and will sell items for 110%. She currently has on hand: 45 gems worth 100 gp each, 20 gems worth 250 gp each, 5 gems worth 500 gp each, and 7 pieces of jewelry worth 100-500 gp each. Elmorth pays the town watch to keep a close eye on her place of business, so thieves would do well to ply their trade elsewhere.



Elmorth- Jeweler

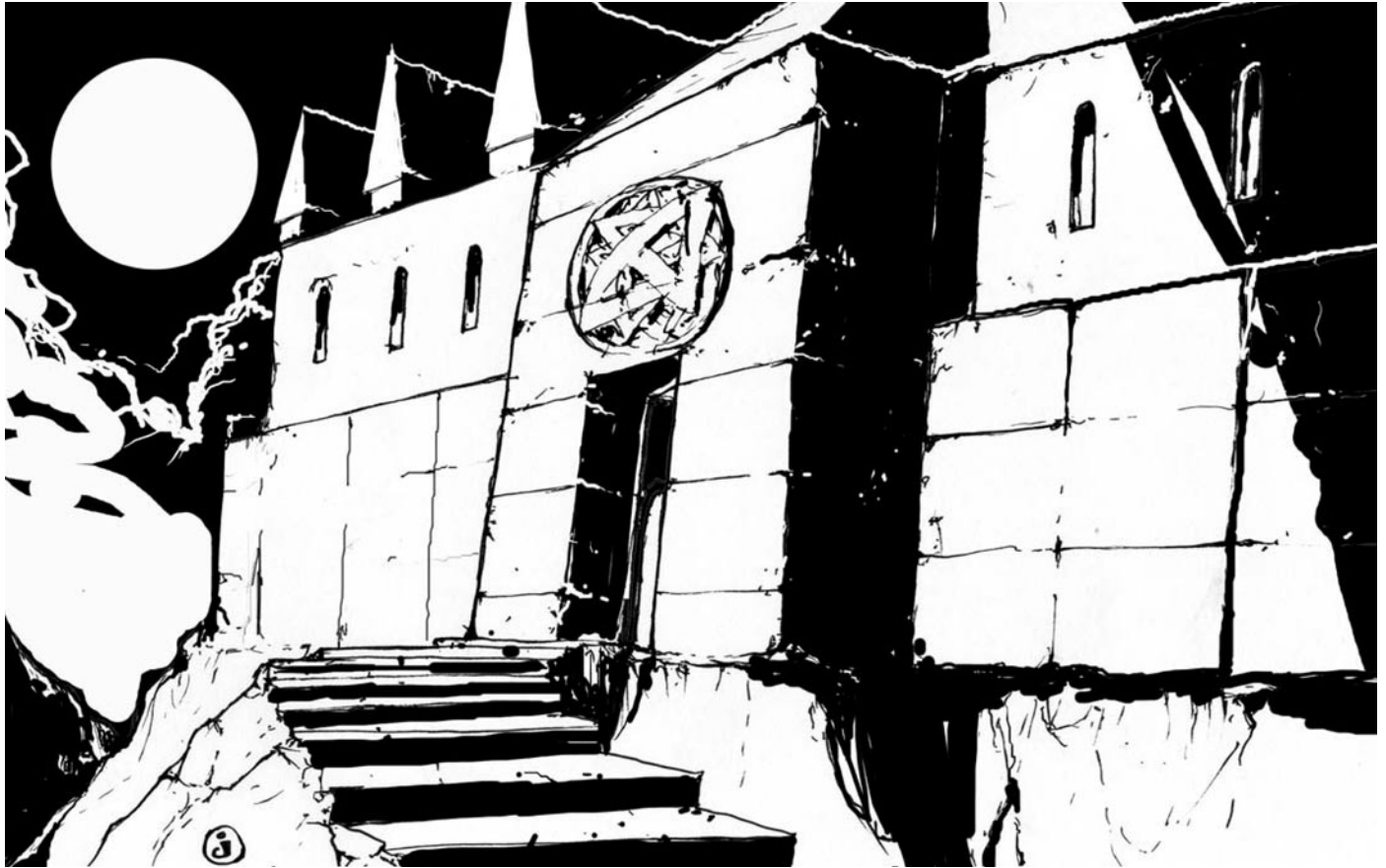
THE COMMON FOLK OF WHITE DRAGON RUN

The following list gives brief details of the commoners who make up the bulk of the village's population. The GM should make up additional information on the fly as needed should any of these domiciles be approached by the PCs.

All encountered on this list are 0 level NPCs with 1-3 HP possible. All males are in the militia except in homes marked with 3 males (where only 2 are militia-ready). Any given household will possess 1-20 gp, 2-40 sp and 10-100 cp.

Each building is marked on the village map by a corresponding letter. Construction/Condition gives a general description of how the building looks. The occupants are listed according to the number of adult males/adult females/children present at any given time (children are considered youths under the age of 13 and not militia-ready). Occupation signifies the primary work of the adult occupants.

Construction/Condition	Occupants	Occupation
A. stone/frame - good	1/1/5	mason
B. stone - good	1/1/4	farmer
C. frame - fair	2/2/4	hunter
D. frame - good	1/2/4	shepherd
E. frame - fair	3/2/5	farmer
F. stone - good	1/2/4	shepherd
G. stone - fair	1/2/3	farmer
H. frame - poor	2/1/2	weaver
I. frame - fair	2/2/0	farmer
J. stone/frame - good	1/1/2	clothier
K. stone/frame - fair	1/1/1	farmer
L. stone - good	3/2/1	farmer
M. frame - poor	2/2/1	shepherd
N. frame - poor	2/2/3	farmer
O. stone - good	2/2/7	farmer
P. stone/frame - good	2/1/4	smith
Q. stone/frame - good	1/2/3	bowyer
R. stone/frame - fair	1/2/8	butcher
S. stone/frame - poor	2/2/5	carpenter
T. stone - fair	1/2/0	fisherman
U. stone - good	2/2/3	farmer
V. stone - good	2/2/5	mason
W. frame - good	3/2/3	baker
X. frame - fair	1/1/2	carpenter
Y. frame - fair	1/1/1	hunter
Z. frame - good	2/2/3	farmer
AA. stone/frame-good	1/1/1	millar



THE GRAY TEMPLE

This fallen temple is the first of two examples of the adventures available in the Skathernes. The GM should feel free to place this, as well as the next, sample dugeon wherever he sees fit.

Long ago abandoned by the evil god Gaevud and his followers, this 200-foot by 230-foot gray stone structure sits in a narrow vale about a league into the Skaths. Dusty stained-glass windows choked with debris and bird's nests adorn the sides, while a stoney stairway leads to a set of large, wooden double doors.

The right door has fallen; sunlight streaming into the hallway beyond reveals little from the outside other than excessive amounts of dust. The structure has become home to various creatures over time, but still contains promise of treasure and perhaps magic!

Note on interior doors: unless otherwise noted, all doors are either opened or fallen. Doors that are still closed require an open doors roll in order to force them.

Wandering monsters: Roll each turn within 1 mile of the temple; a 1 on a 1d6 indicates an encounter, and a roll of 2d6x10 indicates distance away when first encountered.

- 1 - 3-18 **goblins** (18 possible, AC 6, HD 1/2, HP 3 each, ATK 1, DAM 1-6)
- 2 - 2-8 **hobgoblins** (8 possible, AC 5, HD 1+1, HP 6 each, ATK 1, DAM 1-8)
- 3 - 2-16 **giant rats** (16 possible, AC 7, HD 1/2, HP 3 each, ATK 1, DAM 1-3)
- 4 - 1-2 **giant lizards** (2 possible, AC 5, HD 3+1, HP 14 each, ATK 1, DAM 2-9)

- 5 - 1-4 **huge spiders** (4 possible, AC 6, HD 2+2, HP 16 each, ATK 1, DAM 1-6 + poison)
 6 - 1-4 **giant ticks** (4 possible, AC 4, HD 3, HP 12 each, ATK 1, DAM 1-4 +1-6 + blood drain + disease)

Once the possible number of any particular monster have been slain while found wandering, no more of that choice is possible.

ENCOUNTER KEY

1. FOYER: This 20-foot wide and 70-foot long passage way empties out into ROOM 2. Its walls are covered with intricate paintings focused on battle and a sign of a black flame within a purple disk. Nothing of real interest can be found here.
2. THE OUTER CHAPEL: The faithful rank and file would be stopped here and attended to by lesser priests. The floor is worn smooth by the sandals and boots of many of the devoted over time. A thin layer reveals tracks of several different creatures: human, humanoid both large and small, four legged, and some unidentifiable to anyone except a ranger. Those with more serious business would be carefully vetted and sent on to the high priest of this complex in ROOM 13.

A nest of 8 **large spiders** have dened here (AC 6, HD 1+1, HP 7 each, ATK 1, DAM 1-4 +poison) Unless the party is extremely careful and wary of the mass of webs in the northeast corner, the spiders will automatically gain surprise over the PCs and attack first. A hobgoblin is cocooned in their web; his belt pouch holds 18 sp, 12 gp, and 6 pp.
3. THE LIBRARY: What was once a full library is now a wrecked and abandoned chamber of empty shelves. A few recoverable volumes are scattered about on the odd shelf or on the floor. A search will find 4-12 books on various topics of little interest and slight worth (1 gp to 10 gp). However, each found book has a 10% chance of being one of the following books of note (one copy only per title): **An Illustrated Guide to Herb Gardens** (35 gp), **The Canticles of Gwyannon** (25 gp), and a richly decorated **Words of Gaevud** (80 gp). One of the books of little

interest holds a flattened out **clerical scroll of cure light wounds** (x2) (found on a 2 in 6 if searched for).

4. MEDITATION CHAMBER: The tapestries which once decorated the walls here have been ripped down and thrown into a large bundle in the center of this floor thus making a nest for 14 **giant rats** (AC 7, HD 1/2, HP 4 each, ATK 1, DAM 1-3). There is no treasure to be found here.
5. TRAINING HALL: What was a martial training space of sorts, this room is lined with weapons racks along all the walls. The majority are gone, but 14 weapons still remain in various states of usefulness. A quick search will reveal 2 halberds, 2 longswords (rusty, but still functioning), 4 shortbows without strings and 6 spear heads in need of shafts.
6. HIGH PRIEST'S CHAMBERS: Once the abode of the chief priest of Gaevud, this ornate chamber has descended into decay and filth. The wrecked remains of a large bed, a cabinet and a writing desk have collapsed into splintery heaps. A dead goblin, his face wracked with the pain of his final moments, lies near the door.

The evil god of this place performed one last act of guardianship by placing a **necrophidius** (AC 2, HD 2; HP 16, ATK 1, DAM 1-8, performs dance of death for paralyzation) as guardian over the high priest's private library of sacred texts. The necrophidius stays under the bed until someone enters and will then attack. It has a 50% chance of surprising any intruders in order to perform its dance of death and paralyze them.

The cabinet, if searched, holds 8 scrolls in their tubes. Six scrolls are religious treatises of a foul nature, and any good PC who destroys these documents will gain 50 XP per scroll for doing so (a neutrally aligned PC will gain nothing in the act, and an evil PC will gain 50 XP per scroll for preserving them). The other two scrolls are a **scroll of command**, and a **scroll of hold person**. The treatises can be sold to the right buyer for 300 gp.

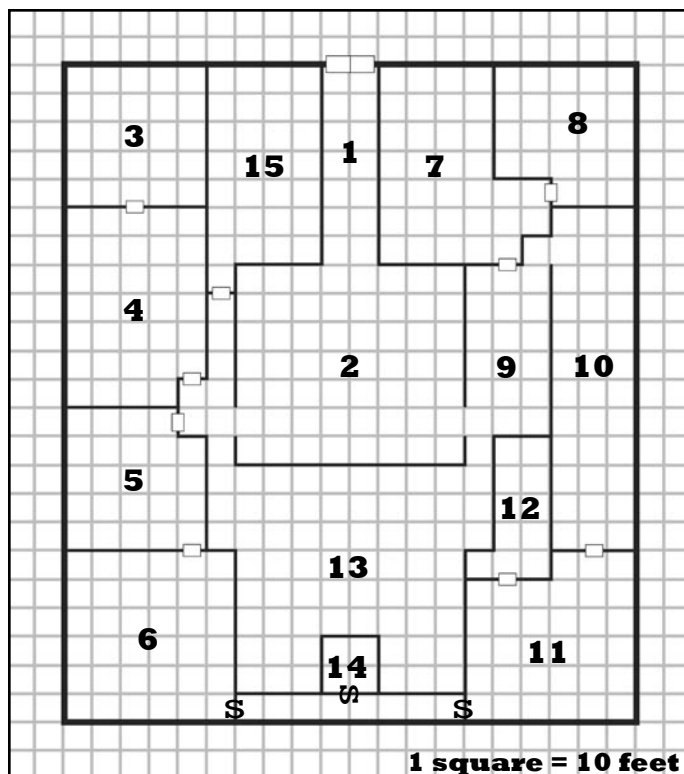
7. DINING HALL: The large and damaged dining table dominates this room. At one time, it probably seated 20 or more; now one leg is missing and the table tilts with its top toward the door.

Once the party enters, they will hear the sound of many feet pattering all at once, and will be attacked by a starving horde of 12 **giant rats** (AC 7, HD 1/2, HP 3 each, ATK 1, DAM 1-3) who have made their nest behind the table. A search of the nest will reveal 130 gp, a gem worth 50 gp, two pieces of silverware worth 20 gp each, a helmet, a shortsword, a goblin skull, and a normal dagger still in its scabbard. See ROOM 10 for further details as to combat action in this area.

8. KITCHEN: This large room was where the order's meals were cooked. It has been stripped bare except for the falling cupboards along the walls. The fireplace on the south wall is choked with debris over the years. Allow the players to search to their hearts' content, but there is nothing of value to be found here.
9. GALLERY: This long room once displayed art sacred to the order. Careful examination shows where paintings once occupied space on the walls. There is nothing else of interest here.
10. HOBGOBLIN LAIR: 15 **hobgoblins** (AC 5, HD 1+1, HP 6 each, ATK 1, DAM 1-8) have laired here. Once the party enters the area of ROOMS 7-9, the creatures will be alerted. If they hear combat in ROOM 7, a party of 5 hobgoblins will sneak forward and attempt to ambush the PCs from behind before retreating back to this area (hopefully drawing the party into an ambush made up of the remainder in waiting).

The hobgoblins have managed to gather a small amount of treasure in the month they have been camping here, and it is

THE GRAY TEMPLE



stored in a small chest on the south end of the room: 140 gp, 164 sp, 23 ep, a silver pitcher worth 75 gp, and a **dagger +1** (the humanoids are not aware of its power and have thus stored it here due only its silver inlaid scabbard.

11. STORAGE: The north door to this room is heavy and locked; the hobgoblins never made it into here and gave up trying after a few attempts, so the party will need to either pick the lock or force the door off its frame. Forcing the door open requires a successful bend bars made at -10%. A pry bar or other tool reduces the penalty to -5%. Inside are several crates and boxes left here after the temple's abandonment. If the PCs search the items, they will find the following:

- crate 1: 5 belts, a 20-foot-square canvas, and ten leather flasks
- crate 2: a grappling hook, a box holding 10 sheets of parchment, a box holding 10 sheets of vellum, and an iron holy symbol
- crate 3: 6 empty large sacks, a left shoe, 50 feet of hemp rope, 4 whet stones, and 20 sling bullets
- crate 4: a light mace, a pair of heavy boots for a human, a cloak, a right shoe, a small cauldron, and a bronze lamp
- crate 5: a fishing net, three sets of manacles, two shovels, and a satchel holding 10 sets of knucklebone dice
- box 1: 25 torches
- box 2: 2 silver bells worth 10 gp each and a silken dress worth 50 gp
- box 3: 10 empty flasks
- chest 1: a 20-foot length of chain
- chest 2: 2,103 cp
- trunk: a mule skull and a saddle

12. STORAGE: The door to this space is locked as well; feeling the door beforehand will reveal it to be quite cold. The entire room is magically transformed into a deep freeze. **Dispel magic** will remove the effect within the radius of the spell. Staying in here without magical help for more than 5 minutes will inflict 1 HP of damage per turn. The walls are lined with the carcasses of animals, both common and unidentifiable, hanging on hooks. Time has overrode the magics of this room, and the entire affairs stinks beyond description. There is nothing of value here.

13. SANCTUARY: The inner sanctuary of the temple has been stripped all most things of value. The altar itself could not be moved, and is still inlaid with gems (it's possible to dislodge 15 gems worth 25 gp each but doing such requires using a pickaxe or chisel and hammer - which has quite vexed the hobgoblins in ROOM 10 as they are lacking such tools). The walls are decorated with murals of pure evil and all signed by the name "Xaxas."

This entire room is permanently enchanted with a **protection from good** spell which the astute PC may deduce from the thin line of dried blood and incense which follows the perimeter of the room. All combat conducted by good or neutrally aligned PCs here will suffer -2 to combat rolls and saving rolls. Should the perimeter circle be broken, the effects of the spell will disappear over the span of one hour.

14. HIDDEN ROOM: Beyond the secret door lies the former treasury of the temple. The last high priest of this temple had replaced his predecessor in haste (i.e. through assassination) and had failed to discover the whereabouts of this room... thus, there is a goodly amount of loot still here for the taking.

The taking, however, is difficult: the secret doors on each end of this hallway require a search check of 1 in 8 in order to find them. Mapping of ROOM 13 will show the obvious architecture suggesting a hidden room here.

The entire hallway is muralized in a fashion so as to be incredibly distracting to any searchers who make it here. The middle secret door (covered with a mural of a demon wrapping its wings around a hapless waif) is trapped with ward which will shock anyone who touches tries to open it for 2-12 HP damage each time. Only pressing the demon's left hand will allow access to the hidden room.

The room contains the following:

- two silver lamp stands (worth 100 gp each) with each holding an open lamp made of silver (worth 50 gp each).
- a large trunk (locked and trapped with a poison needle; save vs poison or die) holding 1,000 gp and 800 ep.
- a large trunk holding 540 sp and two tapestries of intricate weave, each worth 150 gp.
- a three-foot-tall silver-plated statue of a monkey-human hybrid, worth 125 gp with the right collector.
- a complete altar service collection, worth 200 gp with the right collector of unusual religious antiques. The service is also **cursed**; the PC who claims it for himself will stand a 1 in 4 chance per week of being visited at night time by a pair of **spiked devils** (AC 3, HD 3, HP 21 each, ATK 1, DAM 2-7 by trident). If this duo is destroyed, no further attacks will occur.

15. THE FORGOTTEN DEAD: Not everyone abandoned this temple to evil; many worshipers and two lower priests stayed behind and were ultimately destroyed only to rise as undead. Here they stay near the place they were killed, and they will attack anyone who enters (they will not leave this room unless turned and forced to flee; they will ultimately return here if possible. The door to this area is closed and will require an open doors roll to open. There is no treasure here.

2 **coffer corpses** (AC 8, HD 2, HP 16 each, ATK 1, DAM 2-7 by mace)

8 **zombies** (AC 8, HD 2, HP 12 each, ATK 1, DAM 1-8)

THE FORGOTTEN OUTPOST

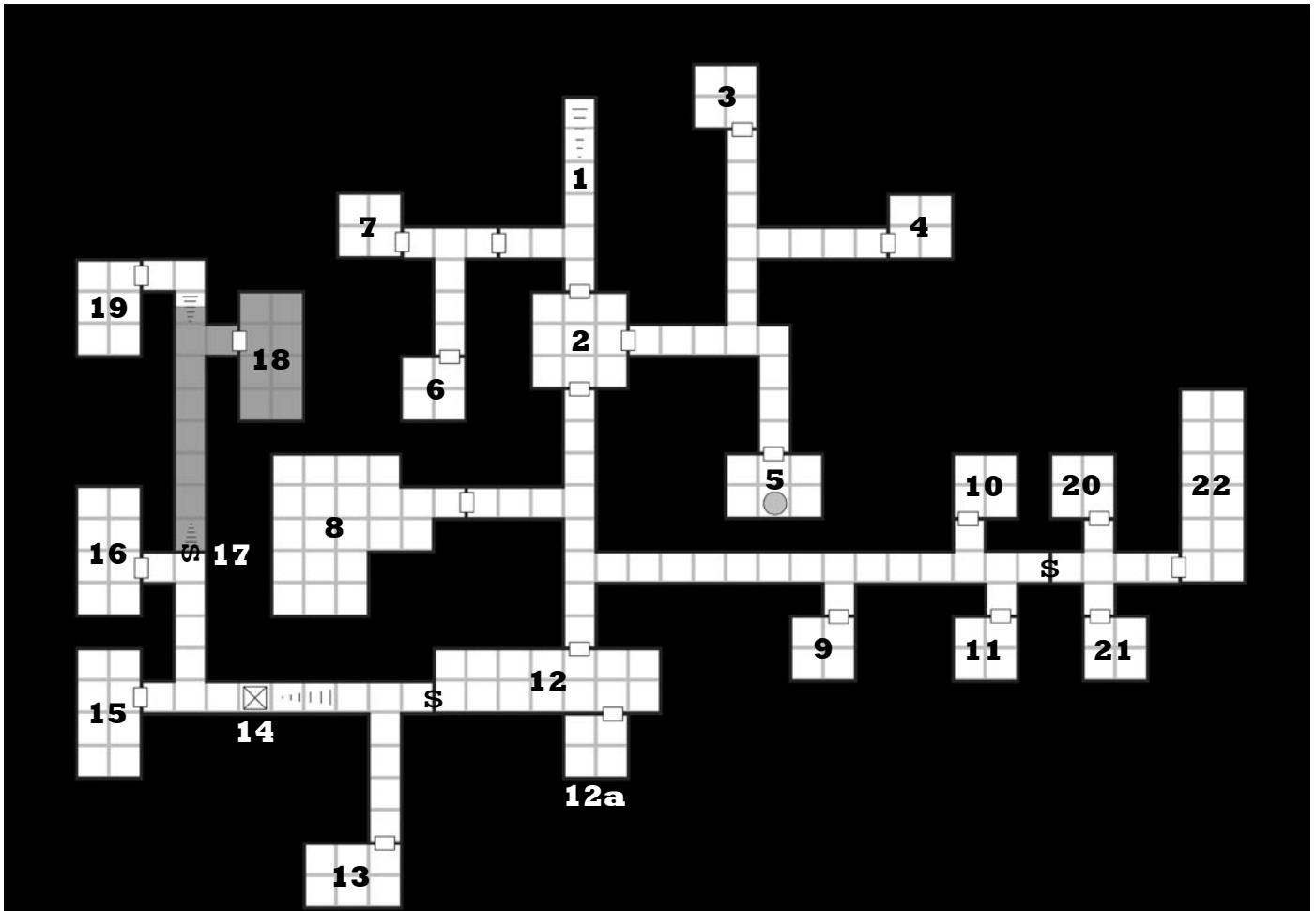
On the edge of the Skaths lies a small underground complex that once served as a way station for the Count's forces in this area. Twelve years ago, it was over-run and sacked by humanoids who left no survivors but failed to explore the entire outpost. Over the last year, a new group of brigands have moved in and made this their base of operations for waylaying hapless wanderers who travel under-protected.

After almost a year of raids in this area, the Count has decided enough is enough and has ordered Sir Kallan to deal with these dogs. Though no one is sure, the general theory is that the brigands are operating from this outpost. It is possible that Sir Kallan may approach and hire the party to investigate this forsaken place and see what's afoot. If they accept, he is willing to pay the party 25 gp for each brigand head brought back to him... with the understanding that all materials found which obviously belong to the forces of the Count should be returned as well, but all else can be kept by the party for their own benefit.

In addition, news has reached White Dragon Run that a merchant was taken for ransom by the brigands. If the merchant is still alive, his family is willing to pay a reward to his liberators.

Having inherited this position from his predecessor, Sir Kallan has no real grasp of the outpost's layout and therefore doesn't know what was left behind after the massacre. It is therefore possible that the party may make out well on this expedition... should they survive it.

THE FORGOTTEN OUTPOST



THE BRIGANDS: This sorry pack of human wolves have made this complex their home and they are comprised of the following:

1 **brigand leader, Alfis the Ghezir** (human male, Chaotic Evil, 3rd level fighter, AC 4, HP 21, ATK 1, DAM 1-8 for longsword or 1-6 for shortbow) who wears a chainmail hauberk and carries a shield.

2 **lieutenants, Bellar and Vorn**, (human males, Chaotic Evil, 2nd level fighters, AC 6, HP 15 each, ATK 1, DAM 1-8 for longswords or 1-6 for shortbows) who wear ringmail and carry a shield.

23 **brigands** (18 human males and 5 human females, Chaotic Evil, 1st level fighters, AC 7, HP as below, ATK 1, DAM 1-8 for longswords or 1-6 for shortbows) wearing leather armor and carrying a shield.

Hit points are as follows (laid out for tracking purposes):

8 have HP: 7 7 7 7 7 7 7 7

6 have HP: 6 6 6 6 6 6

6 have HP: 5 5 5 5 5 5

3 have HP: 4 4 4

THE OUTPOST: The entrance to this complex is built into the side of a large hill about 5 miles into the Skaths. The layout of the hills prevents observation of the entrance until one is almost right on top of it, though the observant PC may spot a single thin column of smoke coming from a narrow chimney a short stretch up the side of the rocky hill (2 in 6 chance per PC who is actively looking for anything unusual).

The entrance to this place is bricked and open to the air. A quick search of the area surrounding the complex will reveal a small glen with a pond less than 30 yards from the outpost entrance. The brigands keep their mounts here when they aren't marauding. Two guards will be on station here at all times until they are relieved by their comrades.

ENCOUNTER KEY

1. **ENTRANCE:** The stairs leading down to this complex are cobwebbed, dusty and littered with trash of all sorts. Trackers will be able to determine that all footprints here are human and apparently large items have been recently dragged down these stairs.

2. **FIRST CHAMBER:** The northern door to this area is barred from the other side; a successful bend bars roll will give the party access but spoil any chance for surprise. In addition to the bar, a three foot tall cabinet has been placed to block the door, thus making a quick physical entrance impossible. A signal knock is used by returning brigands to indicate the door should be unbarred by the guards within.

Five **brigands** will be on guard here at all times. When the party enters, one will leave through the east door in order to alert the higher ups, one will go south to alert the remainder of the brigands and the other three will pull back to the east door and make a stand until help arrives.

3. **LIEUTENANTS' QUARTERS:** The two lieutenants **Bellar** and **Vorn** sleep here. Two makeshift cots are on the west wall with a locked chest at the foot of each one. Both chests hold assorted

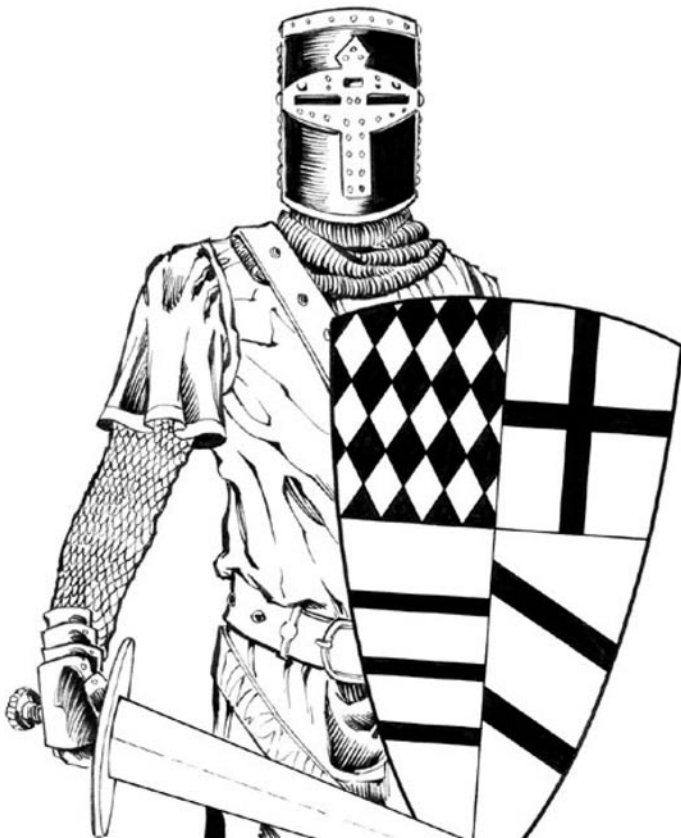
clothes and personal items; chest 1 also holds a small bag with 110 gp and 20 sp while chest 2 holds a large pouch with 200 gp and 230 cp.

If the alarm is sounded, the two lieutenants will be here. They will quickly gear up for battle and join their fellow bandits in ROOM 2 or as needed.

4. LEADER OF THE BRIGANDS: This is **Alfis'** personal quarters. A bed, a large table with three chairs, and a trunk occupy this room. He will be here unless the alarm is sounded; when the fighting begins, he will gear up and assess the situation. Should his forces be defeated, Alfis will retreat here with as many brigands as he can muster, bar the door and make a stand.

The table is covered with crude maps of the area and a few dinner utensils along with a flagon of wine. The trunk is locked, trapped with a poison needle (save vs. poison or be killed) and holds 1,200 gp and 470 sp along with a silver-plated statue of a dog-god worth 50 gp.

5. WELL ROOM: this wet, cool room is dominated by a large pool bricked in to form a well. The water is fresh and capable of quenching the party's thirst. There are no significant encounters nor much of note here.
6. STORE ROOM: The brigands store items here that may prove useful on their raids. Saddles from all the horse are kept here along with 10 lances and a crate holding 20 days field rations for one.
7. EMPTY ROOM: The brigands have found no ready use for this room yet.
8. BARRACKS: Here the rank and file sleep on cots. All **brigands** not on guard duty will generally be found here (unless it is meal time, in which case the bulk will be found in ROOM 12). If the alarm is sounded from ROOM 1, the brigands will gear up to rush to the defense.



Alfis the Ghezir- Bandit Leader

9. PRISON CELL: This cell is open and empty. Any party members captured alive by the brigands will be placed here until Alfis decides what to do with them. A stout padlock and a bar secure this room's door which features a barred window.

10. PRISON CELL: The former occupant of this cell is now a badly decomposed corpse at least two weeks dead. A stout padlock and a bar secure this room's door which features a barred window.

11. PRISON CELL: The merchant **Tomuz** (Chaotic Good human male, 0-level, AC 10, HP 2) is jailed here while **Alfis** awaits word on whether or not this victim's ransom will be paid. Should he not be freed within 48 hours of the party's initial assault on this complex, Alfis will decide to do away with Tomuz. The merchant will gladly arrange a reward with his family (as described above) of 500 gp to the party for his release. Tomuz is near mad from the stench from ROOM 10. A stout padlock and a bar secure this room's door which has a barred window.

12. DINING HALL: a large table with many chairs allows all brigands not on guard duty to eat here, play games and generally carouse. A trio of beer kegs sit against the west wall (and behind them an undiscovered secret door) and have recently been tapped.

- 12a. KITCHEN: Whoever is punished with kitchen detail cooks here an odd assortment of roast meats, gruel, stews and whatnot. An inlaid open fire pit sits in the southeast corner with an open chimney above it. If no alarm has been sounded, one **brigand** will be here among various foodstuff recently captured by the rest of his gang.

THE HIDDEN AREAS: All areas sealed off by secret doors (AREAS 12-22) once served military functions described below. The brigands have found none of these areas, though Vorn has recently suspected something may lie east of ROOMS 10 and 11.

13. FORMER STUDY: This room once served as a way station for any traveling magic-users under the aegis of the old Count. A brittle and broken table along with a chair and a stripped bed are still here, although nothing of value is visible. A thorough search of this room will reveal a flattened scroll (**web** and **unseen servant**) stuck to the bottom of the mattress.

14. PIT TRAP: At the top of these stairs is a small wall stone approximately 3 feet high and on the north side. Should this stone be pressed, anyone descending into this area will not fall into the pit trap at the bottom of the stairs. A second pressing of the stone will reset the trap. The stone can be spotted on a thief's successful find traps roll or spotted by a dwarf or gnome on a roll of 1 in 6. An elf may spot it on a 1 in 8. The pit is 10 feet deep; falling in will result in 1-6 HP damage and the door will close immediately after all weight is off of it.

15. EMPTY ROOM: The contents of this room were long ago removed. There is nothing of interest here.

16. STRANGE PRISON: This room has five chains reaching across its east-west axis with three fixed shackles on each chain. Chain number three, in the middle, has the skeletal remains of two prisoners mostly attached. One large skull on the floor has three small horns.

The southern-most two chains have spiked floor recesses three feet deep under each shackle; if the party opens the secret door at 17 before investigating this room, then the recesses will become small pits for the unwary. Falling in one will cause 1-3 HP damage.

17. SECRET DOOR: Ground seepage through cracked stones has filled the space beyond this door to a depth of 6 feet. If the door is opened, a slimy flood of brackish water and filth

will flood into here, perhaps knocking down the party and definitely flooding ROOM 16 to a depth of two feet.

18. THE FORGOTTEN ONE: The door to this room is barred on the outside. An especially evil fighter was abandoned here when the outpost was sacked. He died and became a **ghast** (AC 4, HD 4, HP 28, ATK 3, DAM 1-4/1-4/1-8 + paralyzation and stench). Long since gone totally insane from having been left here to die and having to live in six feet of brackish water, he will savagely attack anyone who enters. There is no treasure here.

19. CACHE: This door is sealed with the sigil of the Count Ontos. It is filled with weapons, armor and assorted items stored here by the former Count's forces over time in case of emergency. The new Count assumed this room had been looted by the humanoids, but always wondered as to the fate of the stores. In here are:

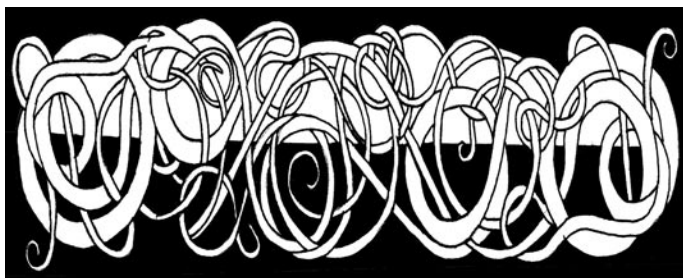
- 30 suits of leather armor
- 50 shields
- 25 shortbows
- 25 longbows
- 30 light crossbows
- 250 arrows
- 200 crossbow bolts
- 50 longwords
- 100 daggers
- 50 spears
- 35 lances

This room presents a moral dilemma for the players. Should they decide to filch these items for themselves, there is a good chance that Kallan will not find out on his own... unless he spots the party moving large amounts of arms and armor. On the other hand, should Count Ontos hear that this outpost has been cleared out, he is likely to inquire as to the fate of the stores. If the PCs elect to keep news of these items to themselves, then they will eventually have to lie to the local forces as to the fate of the items. Moving the stores out will be risky unless they are transported to another area under cover of darkness.

20-21. PRISON CELLS: These two cells have no windows on the doors and are lead lined. Designed to hold magic-using prisoners, they are now empty.

22. HAUNTED ROOM: With no window on the door, this room was used for interrogation and sometimes execution of prisoners deemed especially dangerous. The north wall has several shackles stapled to the wall, and a red-stained executioner's block still sits in the middle of the room.

Should the party stop and quietly listen, they will hear faint whispers... demanding questions, muffled cries, and the sound of leather being laid on bare skin. With each subsequent round of listening, the sounds will become steadily louder until, after 7 rounds, they take on an unearthly resonance, shatter the silence of this room, and hurt the PCs' ears. After the 7th round, each PC must save vs. magic or flee this complex in mortal fear for at least 1-3 days. Any PC who fails the roll and flees will find, after waking up the next day, that he has whip marks on his back and legs...



APPENDIX A: EXCERPTS FROM THE WIDE BOOK

1. "In the year of the Fallen Dove, the wizard Sardrus the Meq and his minions entered the Skaths and made their home near the twisted hill. Here he found caverns reaching for a mile or more underground and tapping into currents of strange waters. Sardrus drank of the waters, and bade his lieutenants to do the same. On that day they were changed.

Sardrus summoned the orcs of the hills to make fast the passes into the great mountains of Xur beyond, and the byways into the forests nearby. The orcs, being craven dogs, bowed to the power that came from his eyes and voice and slaughtered all who would enter his domain both good and ill. The goblin tribe of Vesperkeq fled east from the wrath of the orcs and destroyed the village of Lym on the way, eating the men, women and children in their frenzy until they disappeared somewhere east of Onith.

After twenty years of rulership by Sardrus, a force of rangers and goodly clerics forced their way into the Skaths and destroyed his forces to the last black soul. Sardrus, however, escaped, and it is said he still roams the hills in a ghostly form... his corporeal body having long passed into dust..."

2. "The great cleric Sogathan journeyed into the Skaths in the spring of the year of the Dirty Rains. He was in search of the fabled relic belonging to his faith and lost when the spires of Tyn were sacked a decade before. Sogathan, along with his four henchmen, speculated that the gem-encrusted Wheel rested somewhere in the ancient fortress of Sardrus, but it was not there. Sogathan and his company wandered through the hills for the next two seasons until they found the Tower of Ghee near the mountains; therein lay the Wheel guarded by death. The bard Kala tells best the tale of Sogathan's escape after the deaths of his henchman at the hands of the deep shadows, but it was said that the great cleric was a trembling and broken man for the rest of his days."

3. "It was the famed warrior Ardane who set out to carve a domain on the edge of the Skaths with the permission of the kindly Duke of Onith. Ardane raised a force of 500 hardy swords to guard the construction of his freehold against all opposition from the local beasts. After one year, the construction was complete, and Ardane took residence here with his faithful retinue.

That winter came a frightful cold wind from the mountains of Xur beyond. For one sennight it blew, threatening to destroy the small villages east of there. After a time, it finally settled, and a relief wagon train of supplies slowly journeyed to Ardane's freehold. The wagon captain found the gates open, the guard dogs frozen in place, and the corpse of his Lordship stripped, flayed and pinned over his own fireplace like the great creatures he had hunted. His retainers were nowhere to be found."

4. From the Threnodies of Ithee:
"Behold! The winding path does take
The lonesome soul who seeks
The Stone of Wile and shrieks
In fear of growling Winds of Xur
Past the cedars tall and gaunt
Who haunt all under their limbs.

And when the traveler sights the lone
Tower of stone from gods of high
Or below, at last he will cry
In joy or sigh in fear. For beyond
The door of iron alone can he try
To seek Ydiso's loving arms."

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