

A1

For Characters Levels 1-3

OLD SCHOOL ADVENTURES

THE ORACLE OF BASYLTHOR



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The Oracle of Basyllthor

A Dungeon Adventure for Characters 1st - 3rd Level

Background

The Guardians are failing. As the glow emanating from the huge, one-eyed griffon statue that stands at the heart of Wardstone begins to fade, so to does the magic that powers the pair of hawk-headed statues known as the Guardians. For more than a century the Guardians have protected the inhabitants of the village of Wardstone, but now the magic is beginning to fade and with the Wolfskull goblins and their allies raiding the area, things are looking grim indeed. But the people of Wardstone are not without hope. Legend has it that an ancient artifact, once used by the Order of the Griffon in the construction of the statues, can restore power to the Guardians. The current location of the Eye of the Griffon is not known, though, so, with the guidance of the mage, Gillan, the leaders of Wardstone have devised a plan. Consult the Oracle of Basyllthor, discover the location of the Eye and return the Eye to the village. In the meantime, the villagers will contend with the goblins and hope the Eye is returned in time.

About

Welcome to *The Oracle of Basyllthor*, a fantasy adventure for characters 1st to 3rd level. The adventure presents the group with a variety of challenges, so the party will benefit from a mix of classes and should include a magic-user or elf and a cleric.

At the beginning of the adventure the characters have been recruited to journey to The Oracle of Basyllthor and discover the location of The Eye of the Griffon. Unknown to the party, though, a band of Wolfskull goblins, lead by the goblin warlock, Skarsak, have attacked the Shrine of Basyllthor and destroyed the shrine's defenders, the Order of the Star Shield. Despite the goblin's depredations and the use of Skarsak's terrible magic, Skarsak was unable to gain access to the oracle and was forced to depart with what little gains he had made in his own quest.

The characters will have to overcome the monsters, undead and traps that now occupy the shrine and attempt to solve the problem of gaining access to the oracle. Even if they manage to access the oracle, there are still challenges to overcome. And once the characters learn the location of the Eye of the Griffon, the village of Wardstone is still not saved. In the series of adventures that follow, the characters will have to recover the eye and return it to the village hopefully before the inhabitants succumb to the goblins' attacks.

Start

The default start assumes the characters have already met with the people of Wardstone and agreed to journey to the oracle, learn the location of the Eye of the Griffon and return with the information. For this the characters will be paid 100 gold each. The characters begin at the end of a canyon, just outside the entrance to the shrine.

The canyon widens into a large, flat area and ends at a rocky cliff face. White columns rise from the sandstone floor to support the banded layers of red rock above. The number of tracks in the sandy soil tell the tale of a large force, both humanoid and otherwise, moving through the canyon. In the deep shadows beyond the columns stand a pair of large iron bound doors.

The doors open into Area 1.

Wandering Monsters

There is a 1 in 6 chance of an encounter every 3 turns. If an encounter occurs, roll on the following table.

d6	#	Encounter
1	1	Ghoul
2	2 - 4	Zombies
3	3 - 6	Skeletons
4	1	Large Spider
5	5 - 8	Giant Rats
6	1 - 3	Giant Centipedes

Ghoul [AL C; MV 90' (30'); AC 6; HD 2; HP 13; #AT 3; DG 1d3 + paralyzation; SV F 2; ML 9].

Zombies [AL C; MV 120' (40'); AC 8; HD 2; HP 10 each; #AT 1; DG 1d8; SV F 1; ML 12].

Skeletons [AL C; MV 60' (20'); AC 7; HD 1; HP 5 each; #AT 1; DG 1d6; SV F 1; ML 12].

Large Spider [AL N; MV 60' (20') Web 120' (40'); AC 8; HD 1+1; HP 7; #AT 1; DG 1 + Poison (save +2); SV F 1; ML 9].

Giant Rats [AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; HP 2 each; #AT 1; DG 1d3 + disease; SV F 1; ML 8].

Giant Centipedes [AL N; MV 60' (20'); AC 9; HD ½; HP 2 each; #AT 1; DG Poison; SV 0; ML 7].

The Shrine of Basythkor

1. Entrance Hall

The buzz of countless flies reverberates off the stone walls of this large hall. Decaying bodies of armed and armored humans and goblins litter the floor and dried blood is splattered over the walls, marring the murals that adorn the walls to the east and west.

The bodies have already been looted, but if the characters search they will find 3d10 silver coins, 2 spears, a shield and a war hammer. The goblins wear mangy wolf pelts with the crude image of a wolf skull painted on them.

The mural to the left of the door depicts a human male in chain mail bearing a mace and a shield painted with white and blue bands and 3 silver stars in the upper left corner. The mural to the right is a human female in chain mail holding a staff and identical shield.

At the north end of the hall, the mural on the west wall depicts a large blue face hovering in a column of light. The east wall depicts a dimly lit chamber with a shimmering pool of water in the middle.

2. Guard Room

A loud buzzing fills the room. Broken benches lie along the walls and the armored remains of two humans, apparently felled by black fletched arrows, lie on the floor. Three giant flies crawl over the remains.

Giant Fly [AL N; MV 90' (30') Fly 180' (60'); AC 6; HD 2; HP 14, 11, 9 #AT 1; DG 1d8; SV F 1; ML 8; surprise 4 in 6].

Both bodies wear chain mail with blue and white tabards, with a cluster of three silver stars over the left breast, and bear matching shields and war hammers. The equipment is bloodstained, but still useable.

3. Waiting Room

Broken furniture litters the floor and murals depicting armored men and women, bearing war hammers, maces, staves and shields, defending villages and battling humanoid raiders and monsters adorn the walls. Their shields and tabards are painted with blue and white bands and a cluster of three silver stars in the upper left corner.

Other than the broken furniture the room is empty.

4. Pillared Hall

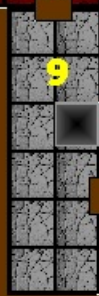
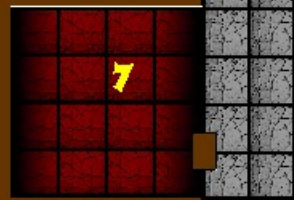
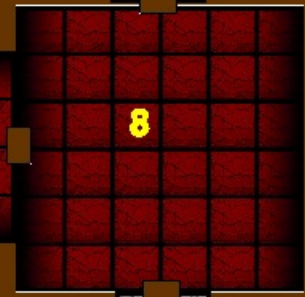
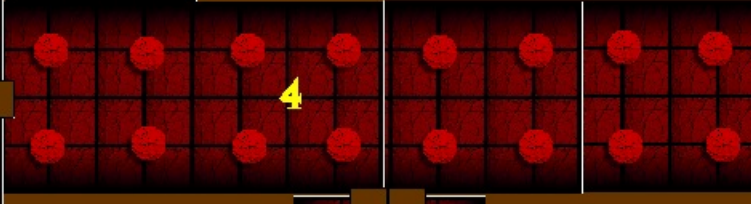
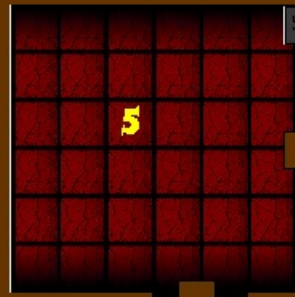
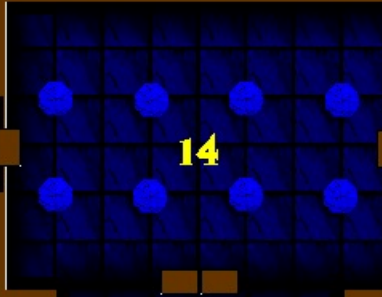
Fluted columns rise to support the high ceiling of this large hall.

Behind each of the eight pillars nearest the doors to Area 1 is a skeleton.

Skeletons [AL C; MV 60' (20'); AC 7; HD 1; HP 5 each; #AT 1; DG 1d6; SV F 1; ML 12].



THE ORACLE OF BASYLTHOR



1 square = 5'

5. Barracks

Six bunk beds are spaced evenly about the room and the floor is covered with tattered blankets and mattresses, broken furniture and overturned footlockers.

This room is the lair of 12 giant rats.

Giant Rats [AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; HP 4, 3x3, 5x2, 3x1; #AT 1; DG 1d3 + disease; SV F 1; ML 8].

If the nest is searched the characters will discover a total of 500 silver, a gold necklace with a silver shield pendant studded with 3 gems (800 gold value) and a +1 ring of protection. There is a secret door in the north end of the east wall.

6. Armory

The air of this room smells of dust and oil. Shelves and weapon racks line the walls and armor racks stand on the floor.

The room contains two suits of chain mail, three shields, 2 war hammers, 3 maces, 2 swords, a battle axe, a two-handed sword and 2 staves.

7. Adept's Room

The outer surface of this door is scarred from numerous blows by an axe and mace. The door is solid, however, and locked.

A neatly made bed stands near each of the far corners. At the foot of each bed is a footlocker and near the head of each bed is a small stand.

In the southern footlocker, beneath two neatly folded stacks of clothes is a pouch of 14 cp, 13 sp and 7 gp, a vial of holy water and a clerical scroll of detect magic. In the other footlocker are a few articles of older, worn clothing, a war hammer, a large sack of 300 cp and a small locked box containing a pouch of 5 10 gpv gems.

8. Reception

Bodies and several large chunks of crystal litter the floor of this room. Along the far wall are the broken remains of a large desk and several chairs.

The bodies are of 7 goblins and 3 men and 1 woman. The bodies have been stripped of any armor and valuables. The chunks of crystal are the broken remains of two animated humanoid statues. Beneath the broken desk are two silver discs. Each is 1" in diameter, with a human-like face on one side and runes on the other. The discs are used in Area 20.

9. Covered Pit

Each character passing over this space has a 3 in 6 chance of falling into a 10' deep pit. The lid snaps back closed after 1 turn. At the bottom of the pit is a dead goblin with a short sword and a pouch of 10 cp and 4 ep and a ring of 3 keys to the chests in Area 17.

10. Vicar's Room

The door has been battered open. Standing in the center of the room is a crystal statue of an armored warrior. The bodies of three goblins lay at its feet. A bed and footlocker have been flipped over, the contents strewn across the floor.

The crystal statue will attack anything entering the room that is not bearing some symbol of the Order of the Star Shield, such as a shield or tabard.

Crystal Statue [AL L; MV 90' (30'); AC 4; HD 3; HP 15; #AT 2; DG 1d6/1d6; SV F 3; ML 12].

The goblins have 1d10 copper and silver and a spear each.

In a hollow compartment in the bottom of the footlocker is a pouch containing 10 gems (6 x 10 and 4 x 25) and a clerical scroll of cure It wounds, purify food and drink and speak with dead.

11. Storeroom

The door to this room has been battered down. Empty shelves line the walls and broken crates and tattered sacks litter the floor.

A pair of giant centipedes crawl through the mess on the floor.

Giant Centipedes [AL N; MV 60' (20'); AC 9; HD ½; HP 2 each; #AT 1; DG Poison; SV 0; ML 7].

If the room is searched, the characters will discover two large sacks, three flasks of oil, 50' of rope, a dozen wax candles, two blocks of incense and a lantern.

12. Statue Room

Three points of light move across the black ceiling of this dark room, converging in the center and forming a column of light that shines down on the statue of an armored man holding a shield and mace.

Regardless of the source of light, even magical, this room remains dimly lit. The statue is similar to the murals flanking the entrance. Large spiders lurk in the darkness.

Large Spiders [AL N; MV 60' (20') Web 120' (40'); AC 8; HD 1+1; HP 6, 4; #AT 1; DG 1 + Poison (save +2); SV F 1; ML 9].

13. Shrine of the Star Shield

A strip of white carpet runs from the door to the foot of a dias atop which rests a large block of blue stone emblazoned with a trio of stars. Flanking the block of stone are a pair of tall braziers. The room is warm, dry and smells of incense.

If the braziers are lit the room will fill with a soft white light and the entire area will be a protection from evil spell. So long as the incense burns in the braziers the spell will remain in effect. The incense in the braziers will burn for two hours. Each additional block will burn for another two hours. In a secret compartment set in the floor behind the altar are four additional blocks of incense, a scroll of protection from evil, bless and speak with dead, two vials of holy water and a silver holy symbol.

14. Hall of the Dead

A great moan echoes through this pillared hall as a gust of wind swirls down the length of it.

There is a 5 in 6 chance the wind will extinguish torches and a 3 in 6 chance it will extinguish lanterns. Staggering out from behind the pillars will come six zombies, the animated remains of the oracle's guards.

Zombies [AL C; MV 120' (40'); AC 8; HD 2; HP 14, 12, 11, 2 x 10, 7; #AT 1; DG 1d8; SV F 1; ML 12].

The double doors to the south are painted blue, banded with white metal and held together with great silver nails. The doors are locked and can only be opened with the silver key found in Area 17.

15. Study

Deep, bloodstained grooves mar the surface of a large desk that sits along the far wall. Trash litters the floor along with the gnawed remains of a robed human and two goblins.

A ghoul crouches over the remains.

Ghoul [AL C; MV 90' (30'); AC 6; HD 2; HP 14; #AT 3; DG 1d3 + paralyzation; SV F 2; ML 9].

On each goblin is 3d6 silver, 1d6 electrum and a hand axe. On the robed human is a dagger and a magic-user scroll of light, shield and magic missile.

The desk has five drawers, one in the center and two on each leg. The drawers have been forced open and the contents, parchments, quills and the like, are scattered over the floor. The bottom right drawer has a false bottom which contains a silver dagger, a silver disc, a pouch of 10 x 25 gp gems and a potion of invisibility.

16. Bishop's Room

Broken furniture litters the bloodstained floor. A skeleton is chained to the far wall. The head raises and lidless eyes watch you.

The skeleton is the cursed remains of the bishop of the Order of the Shield, which guarded this complex. The skeleton will move its head and jaws, as if attempting to speak, but cannot. A remove curse spell will break the magical chains, freeing the bishop's spirit, which will appear as a ghost and talk to the party. A speak with dead spell will allow the character's to communicate with the bishop.

In either event the bishop can tell the party that the place was attacked by a large force of goblins and their allies, including large wolves and a few ogres, lead by a powerful goblin magic-user. The creatures wanted access to the oracle, but could not get the doors to open. They tortured the bishop, even beyond death, but he would not tell them where the key was hidden.

If the characters explain their need to see the oracle, if freed, the bishop will open the secret door to the north, which can only be opened by speaking a magical phrase. The cleric will ask the party to get word to other members of his order so that items important to the order can be recovered.

17. Secret Room

Three chests sit along the north wall of this room. The chests are locked. The keys, lost during the attack, can be found in Area 9. The first chest contains 3 large sacks of 500 copper each and a 4th sack of 500 silver. The second chest contains a sack of 500 gold and a coffer of 20 gems (10 x 10, 7 x 25 and 3 x 50). The fourth chest contains a small box of blue crystal (250 gpv), a black pouch embroidered with 3 silver stars and a pair of scroll tubes. The box holds the silver key to Area 20. The pouch contains 3 silver discs. One scroll tube contains a scroll of 2 cure light wounds. The second holds a scroll of light and bless.

18. Hall of the Ooze

Lurking in this corridor is a gray ooze.

Gray Ooze [AL N; MV 10' (3'); AC 8; HD 3; HP 18; #AT 1; DG 2d8; SV F 2; ML 12; dissolve armor, immune to fire and cold].

19. Library

Bookshelves line the walls of this room and broken desks and chairs, and the tattered remains of books and scrolls litter the floor.

Searching through the mess takes four turns, but uncovers a magic-user scroll of protection from evil and iknock.

20. Room of the Oracle

A foul stench hangs in the air of this large room. Excrement, tattered rags, gnawed bones and filthy feathers litter the floor. Four pillars rise to support a high ceiling where wan light seeps through a large hole and illuminates a pool of murky water in the center of the room.

This once clean and well cared for room has become the lair of a harpy, which nests in a deep niche in the side of the hole above.

Harpy [AL C; MV 60' (20'); Fly 150' (50') AC 7; HD 3; HP 19; #AT 3; DG 1d4/1d4/1d6+1; SV F 3; ML 7; charm, +2 on saves].

The creature sings from its nest, luring its victims to the center of the room to be killed at its leisure. Only after using its song will it fly down and melee with those who have made the saving throw. In addition to its song and claws, the harpy wields a +1 mace.

There is nothing of value among the filthy mess on the floor, except for a skeleton still clad in filthy +1 chain mail. Up in the niche, which is the harpy's nest, thirty feet above the pool are several shiny objects which the harpy has collected, including a silver ring (75 gpv), 2 necklaces (100, 250 gpv) and 6 gems (3 x 50, 2 x 100 and 1 x 250).

The real objective of the adventure, however, can only be accomplished through the pool.

Normally, the oracle is summoned by throwing a silver disc into the pool. If a disc is thrown into the pool in its current state, however, only a faint glow and a few bubbles will appear before the water returns to its current, foul state.

If the water is first purified with a spell and then a disc is thrown in a shaft of soft, white light will radiate up from the pool and out the hole in the ceiling. Seconds later a blue face will appear in the light. The eyes will open and the face will say, in a deep voice, "Ask what you seek."

For each disc thrown in the water the thrower may ask one question and the oracle will provide the location. If the character asks for the location of the Eye of the Griffon, the oracle will say that the Eye of the Griffon can be found in the Tomb of Azar Mor. If asked for the location of the tomb, the face will provide a general answer ("The tomb can be found in the hills of whatever"). As the characters gather each piece of information, and with creative phrasing, they should be able to gather more clues to the location of the tomb.

If you are going to continue the adventure with A2, you will need to place the tomb within your campaign setting. You can place the tomb wherever you wish, but it should be located in a wilderness area a few days journey from Wardstone.



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