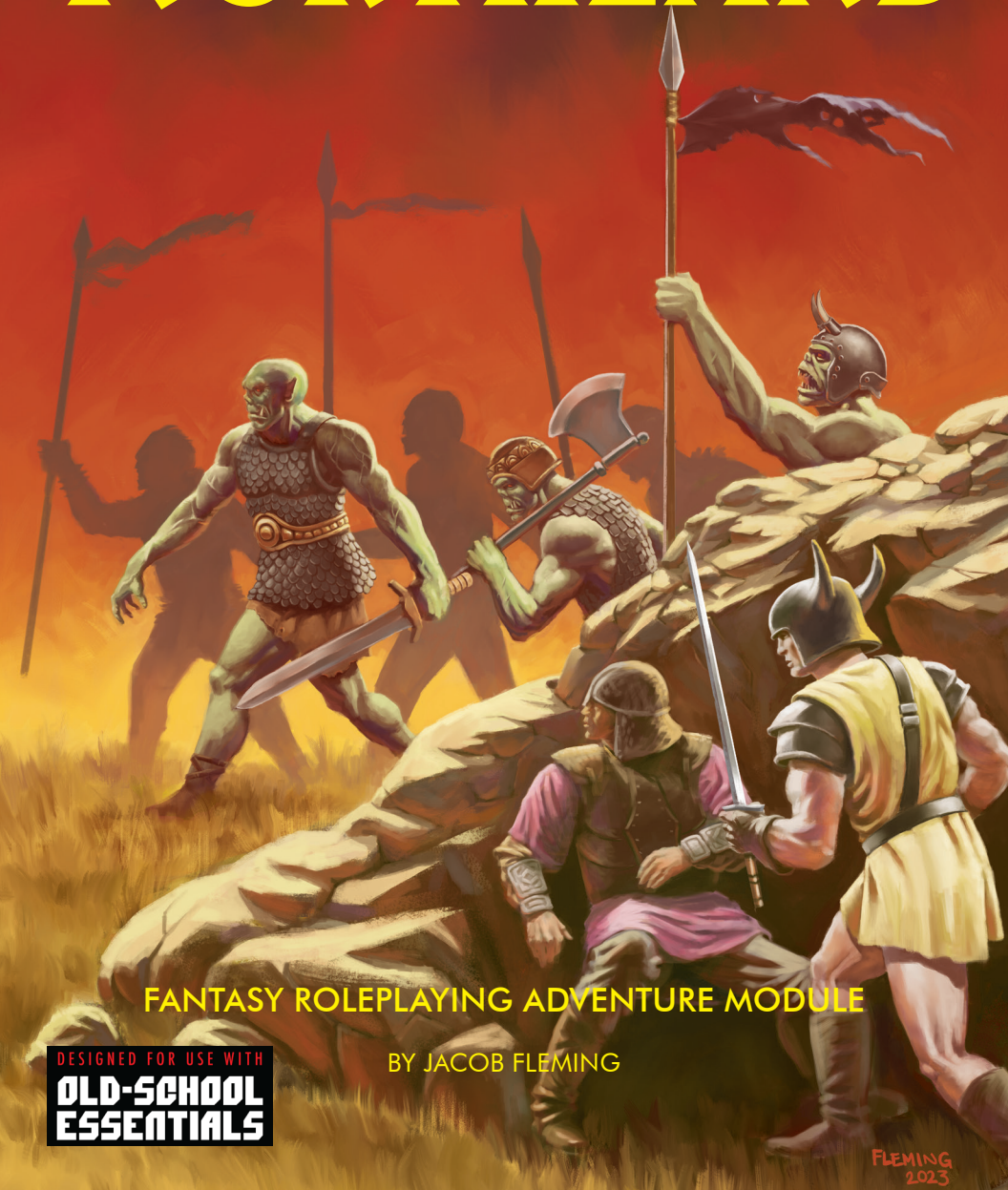


LOW LEVEL ADVENTURE FOR 3 OR MORE PLAYERS

# THE SCOURGE OF NORTHLAND



FANTASY ROLEPLAYING ADVENTURE MODULE

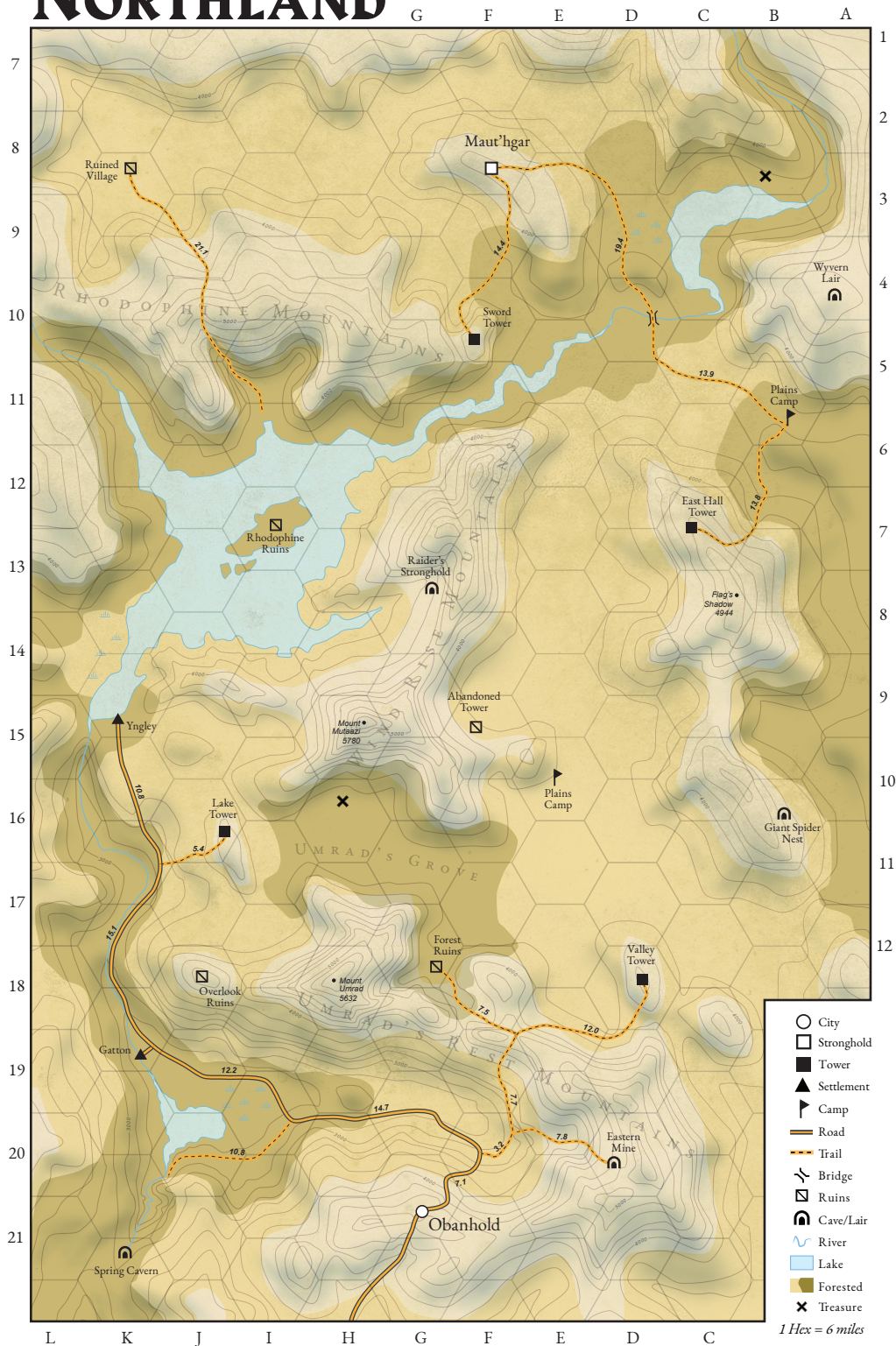
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**OLD-SCHOOL  
ESSENTIALS**

BY JACOB FLEMING

FLEMING  
2023

# NORTHLAND



# THE SCOURGE OF NORTHLAND

FANTASY ROLEPLAYING ADVENTURE MODULE

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# PROLOGUE

The first sign that there was any trouble was when the horses panicked and bolted from the stable. From a ways off in the pasture, the dogs were barking like mad and the livestock was spooked and running, but not from the dogs. A few of the fieldhands stopped their work and looked on to see what the commotion was about, shielding their eyes from the midday sun. The wind brought a faint sound, like distant thunder. Mother looked at me and under her wide hat I could see the terror in her dark-ringed eyes. Without a word between us, she turned to holler for our children to come inside. Her voice was thin and trembling as she called out. I looked around at the fieldhands, some still holding their pitchforks or shovels, many looking to one another, trying to discern what was happening.

That was when we heard the bellowing war horns from over the hill and by then I knew it was already too late. Marching towards the village was an orc warband, forty or so strong. A threat not new to the Northland frontier, orcs had been here long before humans settled it. They had no tolerance for the human expansion and saw any encroachment on their land as an act of war. The orcs had waited long and had run out of patience. The warhorn was the only warning of the destruction they were sure to unleash. There would be no prisoners.

The field hands fled and frantically began gathering their kin. Behind them dust clouds rose up above the hill from the horde's approach. The beating of drums and war cries slowly began to fill the chaos around us. I stood there dumbfounded, the ground beneath held me in place. My heart was beating in my ears, the sound so full and absolute it muffled the cries and manic prayers of the people around me. One of the older field hands was shaking me, trying to wrestle me from my daze. He might have been screaming at me, I couldn't tell. He ran. Everyone was running.

Suddenly manic energy seized me, and I snapped out of it. I looked around to see where mother and our children had gone, but they were nowhere in sight. They must have fled to the cellar, all of them huddled in the dark, hiding from whatever hell had descended here. Like a knife in my gut, the thought was torn aside as black tattered banners crested the hill. The war cries and drums were so loud now they reverberated in my chest. There was no time to save anyone. Fear took me and I ran for the stable. Like in some nightmare, I was no longer in control—merely a distant witness to my own cowardice as I scrambled to mount the last horse and fled the scene. With no reins, I desperately clutched the beast's mane in shaking fists as we flew away out of the valley.

By the time I was able to bring the horse to a stop, I was far up the south side of the valley. I looked down at what was once our farm. Now the house my grandfather built and the fields my father once plowed burned below me. The column of smoke rose and drifted overhead like a malicious black specter.

I turned back south. The walled city of Obanhold lay far and faint in the distance and the bright sun burned down hotly from high in the open sky. With a kick, the horse was once again moving at full speed, galloping across the prairie. Even with no saddle and rough ground racking my body, my weary old carcass was numb to the pain. Numb to everything. Sweat stung my unblinking eyes. It would be hours before I was able to cry. And then I wept until there was nothing left of me.



# THE SCOURGE OF NORTHLAND

## INTRODUCTION

The Scourge of Northland is an adventure campaign module which can be used in most fantasy settings. The Northland frontier is designed as a sandbox setting in the old-school sense; meaning it can be approached however the players or referee see fit.

With that in mind, players should be aware that combat and exploration can be deadly in this module. A minimum party of three players is recommended for venturing into ruins and dungeons and as many hired retainers that can feasibly be employed is a good idea for overland encounters. If they can brave the dangers herein and survive, there are treasure and magic items that will likely help them on their adventures—either continuing onward in Northland or elsewhere.

The book you hold contains a detailed map of the Northland, several dungeons and settlements including the burgeoning “city” of Obanhold—which serves as a starting location and base of operations for low-

er level adventurers. It is suggested to have the players introduced to Northland by way of Obanhold, so they have some warning and context as to what is currently happening.

As often as possible the layout of the book is composed in such a way as to prevent having to flip through pages to find what you are looking for. The dungeons and relevant room descriptions are presented on the same two-page spread for readability.

## THE SETTING

The Northland is a classic fantasy setting in a similar vein to the settings of yore, à la Greyhawk. If it's in the rule books, you're bound to find it here—or not, that's up to you.

The setting is intentionally minimal to allow for input from the referee and the players. Moreover, this should allow for the Northland region to be grafted onto your own world, should you choose.



# STRANGE HISTORY OF NORTHLAND

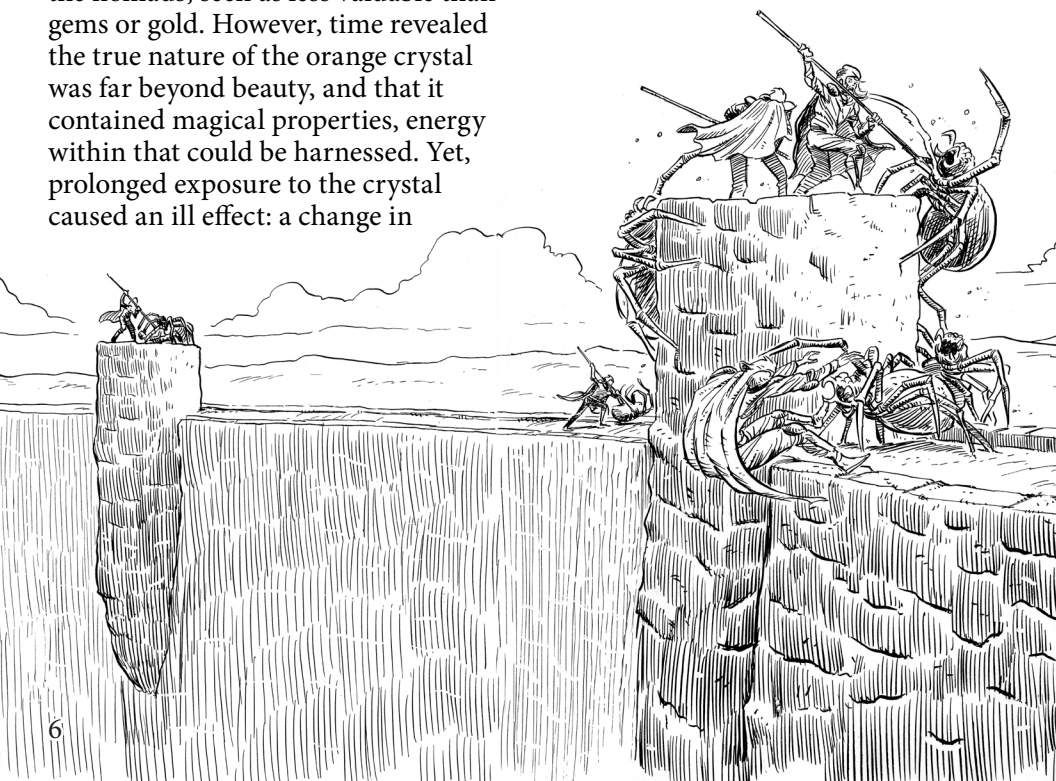
The expansive prairie of the north has been home to few but the grazing herds and wild horses that roam them. Wars have not been fought on these plains for there were few resources any group would wish to fight over. There was a limit to how much of a foothold civilization could achieve and only smaller nomadic tribes of orcs were able to carve out a living on the move.

Long before the people of today set foot here, strange beings only now known as the Builders called this part of the world home. From their time, few artifacts and ruins still remain but of everything still associated with the mysterious Builders, the most curious are the orange crystals found in their caves and ruins. For a time, the crystals were merely a beautiful oddity to the nomads, seen as less valuable than gems or gold. However, time revealed the true nature of the orange crystal was far beyond beauty, and that it contained magical properties, energy within that could be harnessed. Yet, prolonged exposure to the crystal caused an ill effect: a change in

one's demeanor. A creature or person would grow a deep longing for the crystal. The longer the exposure, the more intense the desire was and in the worst cases, a person or creature would kill to be reunited with it.

## ENTER OBANHOLD

The secret of the strange crystal was eventually discovered and its powers harvested to fuel new arcane technologies. With the energy taken from the crystal, civilization could grow and expand into regions that otherwise would not support growth. Obanhhold was founded as such a venture. Prematurely dubbed as a "city", Obanhhold was planned as the new epicenter for technological growth.



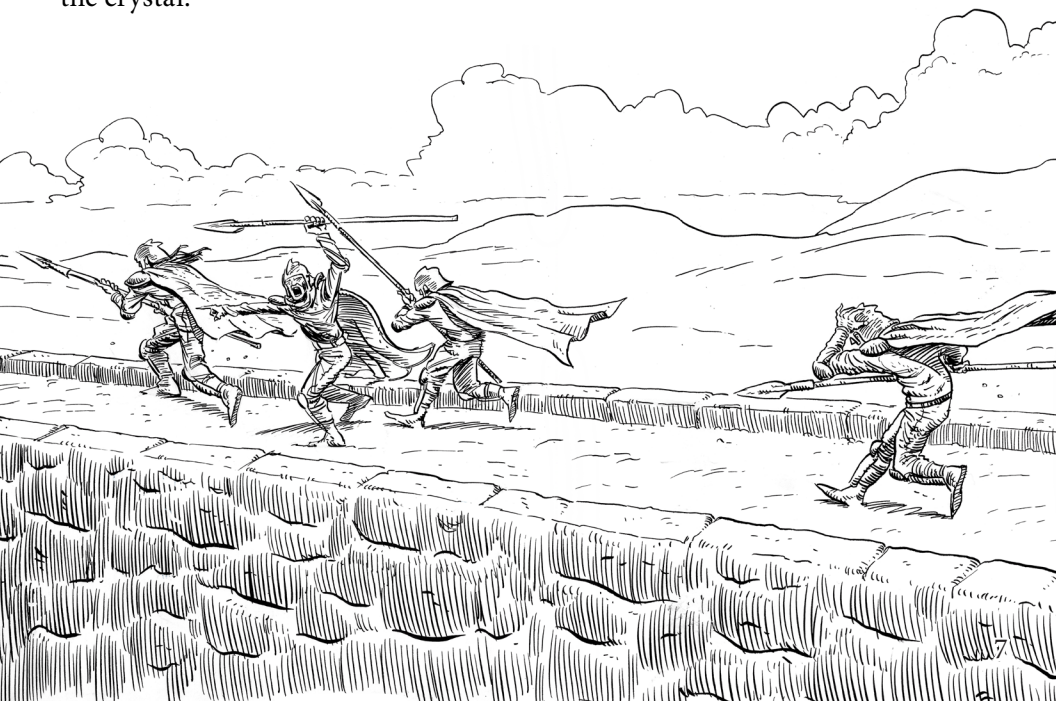
**Lady Aurillion Holt**, Overlord of Obanhold and daughter of the city's founder, Umrad II, has ordered the ongoing study of the crystal to be kept strictly secret. She fears that her work could be stolen if discovered by those outside her trusted circle. The very existence of the crystal is little-known to the citizenry of Obanhold, who go about their lives taking the city and progress for granted. In secret, the magic-user engineers work and learn what they can of this powerful resource.

For most of the time Obanhold has stood, it has been forced to spend its resources and man power defending its walls against fauna seemingly driven to madness. Herds of giant spiders hurl themselves at the wall in furious desperation. The attacks come in waves, sometimes months between invasion events, other times it's only days. Lady Holt has suspected for a time that the cause of the attacks is the very reason the city is standing—the crystal.

## A STORM IS COMING

Beyond the wall, there are other creatures with their own plans set in motion. Far to the north, smaller orc warbands are beginning to gather and remote settlements are all that stand between them and the walls of Obanhold. Too much blood has been spilled in the name of human expansion and the orc tribes of Maut'ghar have called for retribution. It is a matter of time before all out war is declared.

**Note for the referee:** During the course of the adventure, the imminent threat of war escalates. The referee may wish to show this by increasing the number and frequency of orcs in wilderland encounters (see page 26). Several weeks after the start of the campaign, a significant unified force of orcs marching from Maut'ghar to the north will lay siege to Obanhold.



# G18 THE CITY OF OBANHOLD



The city of Obanhold is composed of several districts, each with their own subculture and social classes. On the following pages are the districts of Obanhold which list the most notable locations. The location descriptions of each contain information about relevant NPCs which are noted in **bold**, and rumors noted in *italics*.

## THE OLD WARD (NOBLE DISTRICT)

### 1. Castle Obanhold

Located behind a high wall and heavily guarded are the many spires of Castle Obanhold, home of the Overlord, Lady Aurillion Holt. On the lower levels there are living quarters for all the servants and the meeting chamber for important political discussion and planning. There is no



royal procession hall for ceremony or celebration—any such room or chamber was re-purposed for more practical application when Lady Holt came to power. *The overlord is always accompanied by her advisor and mystic, Sellak who wears the jeweled mask and robe traditional to the station.*

### 2. Umrads' Will

The oldest tavern and inn in Obanhold. Rooms are very clean, come at a higher price, and are generally reserved for wealthy visitors and nobility. The food served is also for those with expensive tastes and money to spend—rare delicacies and small plates prepared by the elven chef **Djira**.

### 3. Old Ward Lamplighter

**Siili Lydeffo** is the local chandler and lamplighter in the district. He is an older gentleman and knows most of the residents of this neighborhood on a first name basis. Like most shop owners, his home is on the upper level of the building and he has lived there most of his life.

### 4. Guard Barracks

This is the central headquarters and barracks of the Obanhold guard led by **Captain Folke Winston**. The guard are all armed with a spear, short sword, and wear a uniform which is bright with the crimson and blue of the Obanhold heraldry. The guards are always patrolling the streets, mostly moving in pairs, with as many as ten guardsmen in any given district. Mudholm (pg. 16) is the exception though,

the guards are pompous and see the Village as home to the lowlifes and unworthy. *While on patrol, they keep a close eye out for dissenters and those they suspect of working with the thieves guild.*

## 5. Averic's Imported & Exotic Goods

**Averic Harthan's** shop specializes in rare imported clothing and antiques, but occasionally carries rare magic items. *These are usually mere oddities and nothing of great power, but occasionally he has real magic items kept in the back for the serious customers.*

## 6. Apothecaries' Guild (ASSASSIN'S GUILD)

On the surface, the Apothecaries Guild is an innovative body of artisans that produce and sell remedies and tinctures. However, the guild is scheming ways to pull the strings of those closest to the Overlord and to influence her mind. They'll not hesitate to remove some rogue noble who tries to get in their way. *The apothecaries' guild is really a front to an underground movement to control the Overlord.*

## 7. Porter's Guild Hall

The Porters guild has become very powerful in recent years. They have a monopoly on transportation, and thus oversee and have a stake in all above-the-board trade that occurs in the Northland region. *The Porters have become so protective of their position that they have intimidated any meaningful competition from encroaching on their turf, or killed them off entirely.*

## 8. Water Works

The primary access point to the city's water system and Engineers guild



hall. The plant is constantly under surveillance and is only accessible to the engineers, staff, and city guard. The pumps are powered magically through a secret system. The tunnels that branch from the main works flow to every part of the city and farms beyond the wall (*see page 20*). *These tunnels are closed off and are rarely accessed as they usually don't require maintenance.*

## 9. House of Dezorlanza

**Taso Dezorlanza** is the head of the Porters Guild and has made much of his wealth by abusing their power and monopoly over transportation and trade. *Outside of the overlord herself, Taso Dezorlanza is the wealthiest individual in all of Obanhold.*



## UMRAD PLAZA (TEMPLE DISTRICT)

### 1. Arch Cathedral

This church is the main place of worship for the majority of the populace who pray to the sun deity. The cathedral is presided over by **Bishop Temestus Thord**. The main day of worship is at noon in mid week. *It is rumored among the lower districts that the bishop is corrupt and despite a pious veneer, is extremely wealthy.*

### 2. Great Statue of the Flag-bearer, Umrad II.

An 80 ft. tall statue of a figure clad in armor stands proudly holding a banner. The massive silk banner displays the crimson and blue heraldry of Obanhold. *The Church views this statue as a display of vanity and an affront to their deity and would much prefer a statue of their god.*

### 3. Central Plaza

The central plaza is alive with street performers and folks gathering to share news and gossip. Every morning the orator will present any important event that has transpired. During the week's end there is an open market, which is when the city guards are even more present. *When large crowds gather, you can expect the number of pickpockets and thieves to also be high.*

### 4. Temple of the Three

This temple is devoted to the Three, deities based on the three moons: Bhalinus, Vronga, and Eiyda. The followers of the three are in the minority now compared to those following the sun god. The druids, leaders of the parishioners, live in the temple, sharing modest living quarters in the form of a bunk house. **Fergor Theggus** is the arch druid, a middle-aged unkempt man who wears the humble brown robes of the temple.

### 5. Estate of Amantir Kwenent

**Amantir Kwenent** gained much of his power and wealth through managing mining operations in the Northland region, but has stepped down from the role and has become extremely reclusive. The estate is guarded, but not as heavily as most other noble houses. In truth, Amantir has grown an unhealthy attachment to a stolen piece of crystal. His family has left him as he is completely entranced. He would not eat if it were not for the servants bringing him his meals. *Until recently, this was also home to his wife and children but they have left rather abruptly for reasons unknown.*



# LONGTOWER

(NORTHERN DISTRICT)

## 1. The Hillside Herald

**Arkun Coalbloom** is the jovial and warm dwarven owner of the Hillside Herald. The Herald is the working person's pub—decent food, good ale, and always a lively crowd when the shops have closed at day's end. Arkun is originally from a small dwarf settlement called Karn Buldhar, which is many leagues to the west, and comes from a long line of miners. *In his younger days, he would venture to a mine to the east about a day's ride away. The mine is no longer active, as far as he knows, since the overlord has forbidden any independent mining there.*

## 2. Longtower Inn

This inn is clean with modest rooms available. While not considered the most exciting place to stay, the prices are reasonable and crime or theft in the night is not usually an issue.

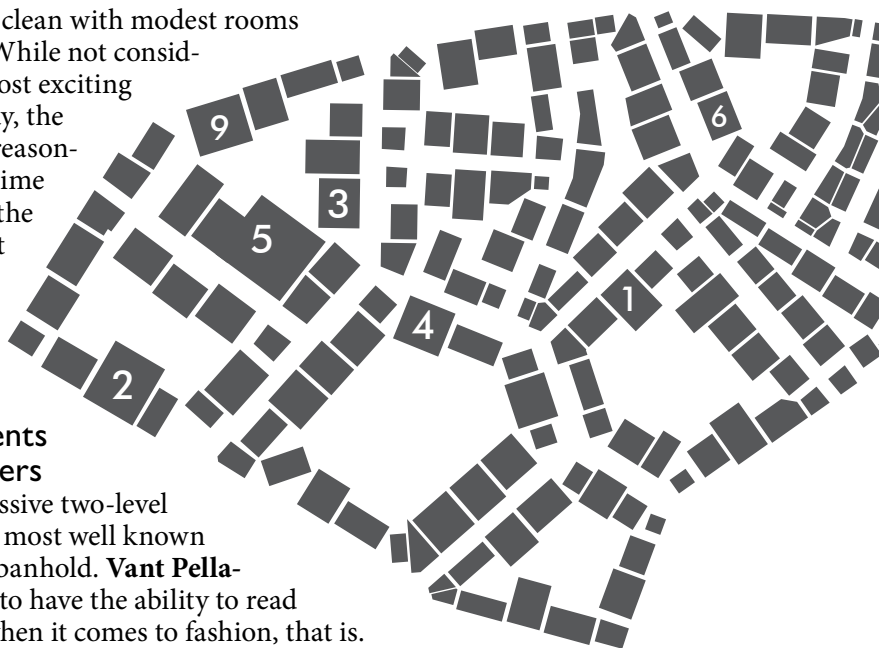
## 3. Garments & Gaiters

This impressive two-level shop is the most well known tailor in Obanhold. **Vant Pella-nas** is said to have the ability to read minds—when it comes to fashion, that is. They can meet an individual and instantly know how best to dress them. Even, if there is some question in their clothing choices, Vant is a genius and knows best.

The top level of the shop is devoted to a wide selection of dress gaiters, which are all the rage.

## 4. Rhuul Historical Society

This museum is home to the local historical society that specializes in the study of the mysterious Builders and the constructions and ruins left behind. There are several interesting artifacts on display in the gallery—statues and idols mostly. Until recently they had a large orange crystal that was found at a dig site, but it was confiscated by knights of the Windrose Order. The historical society was very upset by this and was not given a reason as to why the overlord laid claim to the crystal. The head of the society, **Pearl Gardenson** believes this event is part of a larger conspiracy, though she has no proof.



## 5. Rose Library

This is the home of the Sage's Guild of Northland. Scholars and students of the arcane come here to study the various aspects of magic and its use. It is home to one of the largest libraries dedicated to the subject of magic which is only open to members and students. The head wizard and most senior scholar, **Orias Volcc**, is very particular when it comes to admission. He rarely makes time for mentoring unless the prospective student shows exceptional promise. *There is a strict vetting process which involves tests and riddles, all of which are exceedingly difficult.*

## 6. Locksmith

The owner of the locksmith, **Jargit Shelly**, is an eccentric who enjoys the challenge of mastering and picking locks, but loves talking about the trade even more so. He has no affiliation with the thieves guild, but unbeknownst to him, Jargit deals with its members all the time, often giving out advice on how to best tackle certain locking mechanisms. *Word has it, Jargit may be in for questioning about his rumored dealings with the thieves guild.*

## 7. House of Mystics

This odd three story building is the home to the Obanhold sorcerers guild. The outside is painted a deep purple hue and the large sign over the main entry features three open eyes in a triangle formation. The interior has a similarly dark theme with almost mirror-like marble floor. There are

only three members: **Madame Xarxix** (an elf), **Zortin Zam** (a halfling), and **Zwantino the Powerful** (a dwarf). None can agree who is the official leader of the guild which often leads to much arguing. Visitors entering the lobby for the first time are greeted to the three sorcerers dramatic entrance and introductions—smoke, disembodied voices, colorful lights and illusion, etc. Visitors who don't flee are given a recruitment spiel where the guild benefits and lack of dues are flaunted. They have not had luck recruiting a new member despite their efforts. All three magic-users were Sage's Guild rejects and collectively despise Orias Volcc.

## 8. Rider Express

This building is the headquarters for the Messengers' Guild. They are a rapid message delivery operation that employs the use of horse riding messengers for long distant handling. They also use runners within the city to deliver, the perfect job for youngsters looking to earn some silver.

## 9. The North Barracks

This building is used for holding the criminals and dissenters of Obanhold. Those who are jailed can earn their freedom through military service—namely by manning a defensive post on the north wall against a spider attack. *The survival rate of prisoner wall defenders is about half so there is a decent enough chance, though most often the prisoners are not given a choice and are forced into service.*

# IRONHALL

(CENTRAL EAST COMMERCE DISTRICT)

## 1. Blacksmith

**Vade Korret** runs the blacksmith in Ironhall, the biggest and often busiest smithy in Obanhold. Vade does business with the city guard so is not often able to see to any individual requests.

## 2. Armorer

**Husar Stölld** is renowned as a talented armorer. Husar favors working with heavy armor and his plate and chainmail is lauded as the most comfortable to wear for extended periods. This makes Husar's armor very popular among adventurers in particular, who will be quick to recommend him to others.

## 3. Fletcher

Not the only fletcher in town, but certainly the most important. Like the smithy in Ironhall, this fletcher works long hours to produce all the arrows needed by the Obanhold guard and army which has only increased in recent times.

## 4. Glassblower

The glassblower in Ironhall specializes in portable vessels used by potion makers and the equipment used by the apothecaries. They are unaware of how their crafts are used or the real workings of the Apothecaries' Guild.

## 5. Shield Maker

**Ulek Barton** has moved here from afar to try and build his business up. His work is of the highest quality and craftsmanship though it does take a lot longer than most to fill orders. *Upon request, and with a hefty payment up front, Ulek can produce a shield +1. Though, don't expect it to be ready for a few weeks.*



## 6. Weapon Merchant

**Coni Mence** owns the Ironhall weapon and arms shop. She prefers dealing with adventurers and traders, because the profit margins are much higher compared to a contract with the city. The shop carries a variety of styles of blunt and bladed weapons as well as a decent selection of bows and ranged weaponry.

## 7. Kyrmo's Mercantile

**Kyrmo** is a keen halfling businessman who buys and sells a variety of goods. The wealthier citizens and brokers of Obanhold are more than happy to pay a premium for ancient relics so he offers a good price to the adventurers risking their lives to recover the pieces. When Kyrmo hears of a possible site that could contain treasure, he will reach out to his most reliable connections for the mission. *He has a rapport with several adventuring groups that seek out treasures or "reclaimed antiques" whom he buys from.*

## 8. Warehouse

This is one of many such buildings used to store a wide variety of goods of various businesses. *This particular warehouse is owned and protected by the Porters Guild.*

## 9. Financier

This building is owned by **Stav Nadiel**, a wealthy businessman and money-lender who specializes in investments. Stav has connections with the other merchants in Ironhall as well as the fences in Mudholm. The lavish building is guarded around the clock by mercenaries and a sorcerer he has on payroll. *He will finance adventure expeditions for a fee and percentage of the findings.*

## 10. Iron Pony Tavern

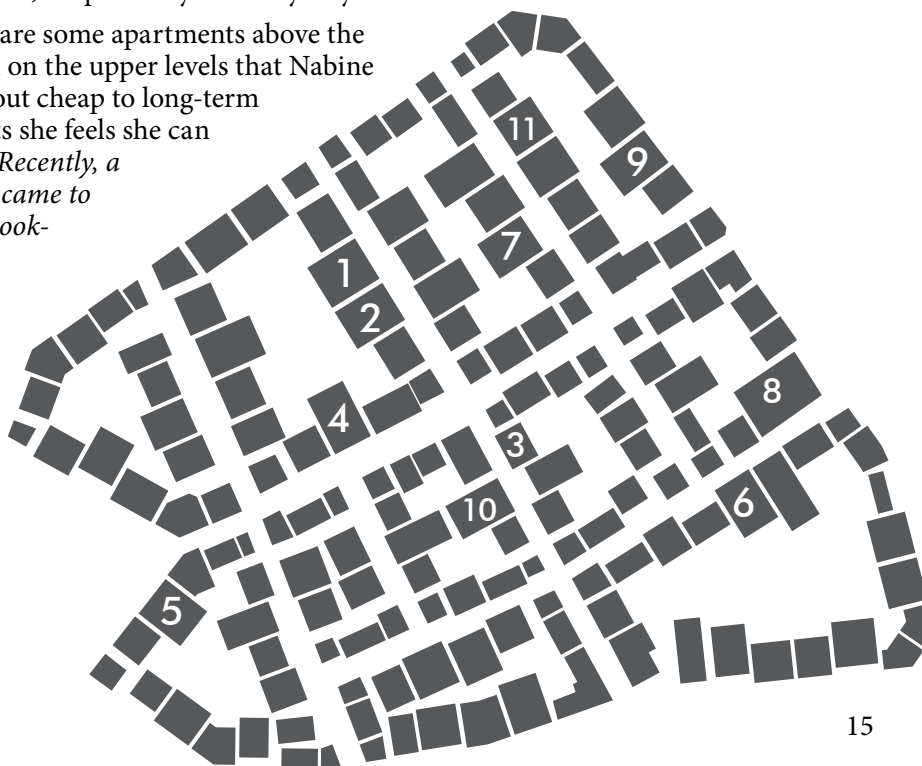
A favorite pub of the artisans of the commerce district. The tavern, run by the pleasant and sociable **Nabine Sandewood**, is open early and very tidy.

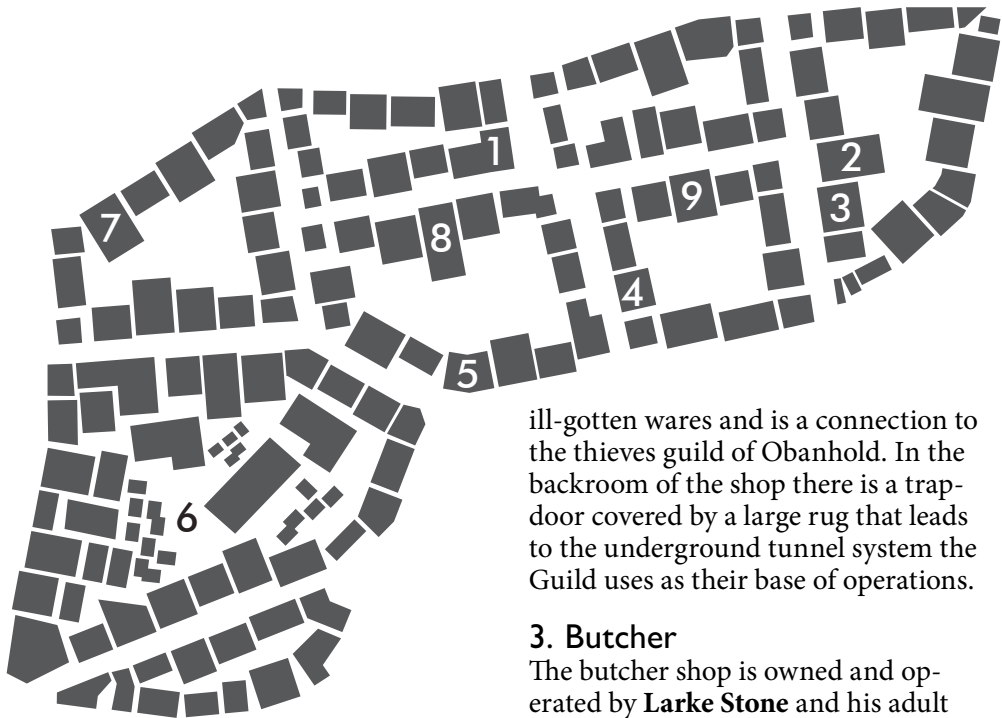
There are some apartments above the tavern on the upper levels that Nabine rents out cheap to long-term tenants she feels she can trust. *Recently, a fellow came to town looking*

*for lodging, apparently he was victim to an orc raid on his homestead. He is alone and is at the bar most days.*

## 11. Cartographer

**Keerson** is a scribe and cartographer who owns this building. Her passion is mapping the Northland frontier and she is working on a project to collect information on the region to create a complete map. She is not the adventuring type, but pays some to go on mapping expeditions to collect notes. Keerson's living space is at the rear of the shop and the upper levels are rented out to tenants. *She has various individual maps for sale which pertain to many ruins and underground sites that adventurers have mapped and sold to the shop.*





## MUDHOLM

(SOUTH EASTERN NEIGHBORHOOD)

### 1. The Sword and Rose

This tavern and gambling house is a favorite among the less morally strident folk in Mudholm. **Gare Linty** is the proprietor and lives on the upper-most level of this three-storied building. The food and drink prices are very cheap since most customers who come gamble away their hard-earned silver at the dice tables. Gare is usually accompanied by two rather intimidating brothers, **Hogan** and **Jerr**, his bodyguards.

### 2. Trinkets & Trade

This two-story building is owned by the proprietor of the pawn shop, **Polib Baan**, located on the first level. The shop has many useful items for sale such as tools, furniture, and jewelry mostly. Trinkets & Trade is also a place for discretely selling one's

ill-gotten wares and is a connection to the thieves guild of Obanhold. In the backroom of the shop there is a trap-door covered by a large rug that leads to the underground tunnel system the Guild uses as their base of operations.

### 3. Butcher

The butcher shop is owned and operated by **Larke Stone** and his adult son **Benny**. They deal directly with the ranchers that raise their livestock outside the walls. Their business has taken a bit of a hit because of a recent orc attack that destroyed a ranch to the north. With the attacks, future prospects are looking grim and Larke has considered the possibility of relocation. Benny is tenacious and does not wish to move and would rather fight to keep the status quo.

### 4. Potter

This squat shoddy building is owned by the potter **Tolm Garthan**. The workshop and kiln takes up the majority of floor space leaving a small storefront for display and sales. Tolm makes traditional ceramic containers of the most common sizes with little embellishment.

## 5. Traveler's Inn

The innkeeper **Baala Lutherford** is the second generation owner after her late father. Since its establishment the room offerings have not changed much though prices have gone up due to economic upheaval. Even so, Baala's inn isn't as expensive to stay at as most other inns in Obanhold and is a favorite for adventurers on a budget, or those just arriving in the city.

## 6. King Street

The very well known King Street is a commune of hovels and shelters for the very poor and downtrodden of Obanhold. Because of its reputation as a home to the poorest of society, there is little to no guard presence. Surface members of the thieves guild live here in secret posing as beggars and street urchins.

The tallest building on King Street is the ironically-named Golden Palace. This run-down building is a rent-free, flea-infested, five-story apartment complex that houses the poorest and forgotten of Obanhold. The top level is devoted to those who are sick with disease and dying. *Drug trade and shady dealings occur on the regular and if someone were looking for something unconventional it can be found on King Street—or at least the person who knows where to find it.*

## 7. King's Coin Changer

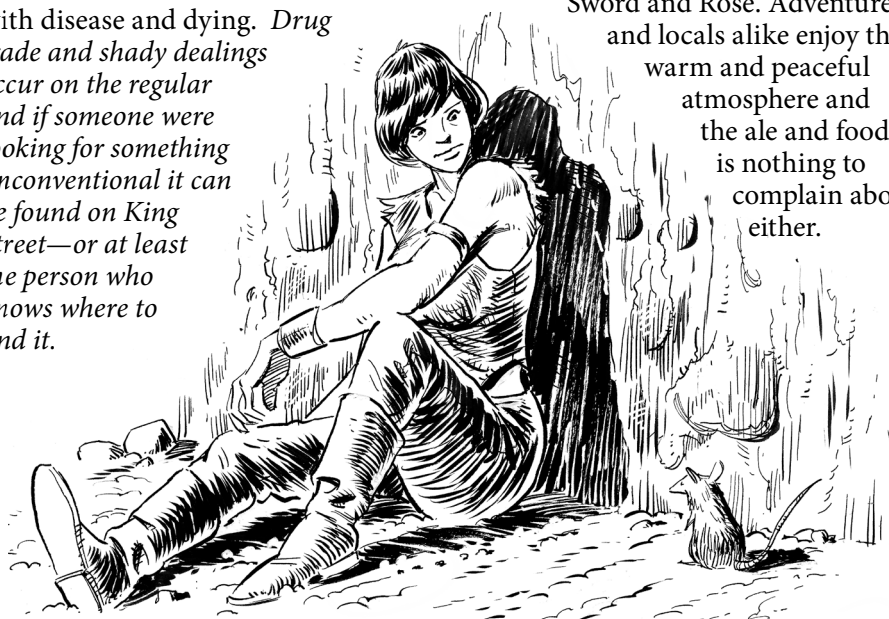
**Yvet Jannten** owns and operates this money lending establishment in Mudholm on the northwest edge of the district. Yvet is who you go to when times are tough because she is sympathetic to the struggles of the poor. Due to her trusting nature and rapport with her neighbors, borrowers more often than not hurry to repay her loans.

## 8. Bolle's Bakery

**Eufred Bolle** and his partner run the bakeshop. In the early hours they heat the ovens and open around sunrise for breakfast service. Their specialty are the raisin spiced sweet cakes which are a local favorite and a favorite of many others from the other districts.

## 9. Village Hearth

This quaint tavern, owned and tended by the tavern keeper **Jorey**, is considerably more family friendly than Gare Linty's establishment just down the street. Some patrons of the Sword and Rose visit the Hearth on occasion, though it's not common for Hearth regulars to fill their mugs at the Sword and Rose. Adventurers and locals alike enjoy the warm and peaceful atmosphere and the ale and food is nothing to complain about either.



# OUTSIDE THE WALL

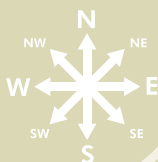


## 1. The Prairie Rose

A rustic tavern which is a common gathering place for food and ale among farmers and adventurers. Most often a few beds are available for a reasonable price. The innkeeper, **Ral Vorsteen**, is a pleasant family man who is welcoming to all. *He is concerned about the safety of his*

## 2. Blacksmith

**Yog Bala** is the resident expert on shoeing and general equipment repair outside of the wall. In his spare time, of which he has little, he has made several trips to check in with the closest village, Gatton. *His cousin Sanq is the smithy in Gatton and he would be grateful to someone who can pass*



**F**ar north of the nearest major settlement, the walled “city” of Obanhold stands in stark contrast amid gentle rolling prairie. Named lovingly “the Windrose of the Plains”, Obanhold promises to be a future prominent economic epicenter of the industrious human world. Though there is no major body of water on the surface, which would typically be required to support a growing population of this degree, there is a massive aquifer that feeds the city. Engineers and wizards created a sophisticated aqueduct: an underground network that has made Obanhold a veritable oasis compared to the surrounding landscape.

Obanhold has a population of about 34,000 people with the majority workers, farmers, and the poor. The demographic breakdown of its people is 92% human, 6% dwarf, and 2% other. The standing army consists of 500 fighting-men & women, 250 of which are foot archers and the rest are knights and men-at-arms. In times of war, levies can be conscripted into service, gaining an additional 500 soldiers.

*a message along  
(Yog's Message, pg. 65).*

Yog and Sanq are agents of the Thieves Guild mostly acting as the Guild's ears outside the wall. Yog helps get members in and out of the city by way of the tunnels which he monitors.

### 3. Stables

The stables have very reasonable and even discounted prices on riding horses. The drop in price is due to the increased risk of monster attack along the roads and most anywhere north of the city. The horses throughout Northland mostly originate from the wild spotted horses that still roam the plains. They are the fastest of any mount, but they are a strong-headed and fickle breed and not easily tamed.

### 4. Farms

The farms and livestock outside the wall account for nearly all of the food that Obanhold relies on for its survival. Attacks from the spiders were at first deemed a serious threat to farming and the garrison was stationed outside of the walls. After it was discovered that the spiders rarely attack livestock or farmers and are driven to attack the walls and city itself, the guard has moved its defense back to the wall.

### 5. Obanhold Winery

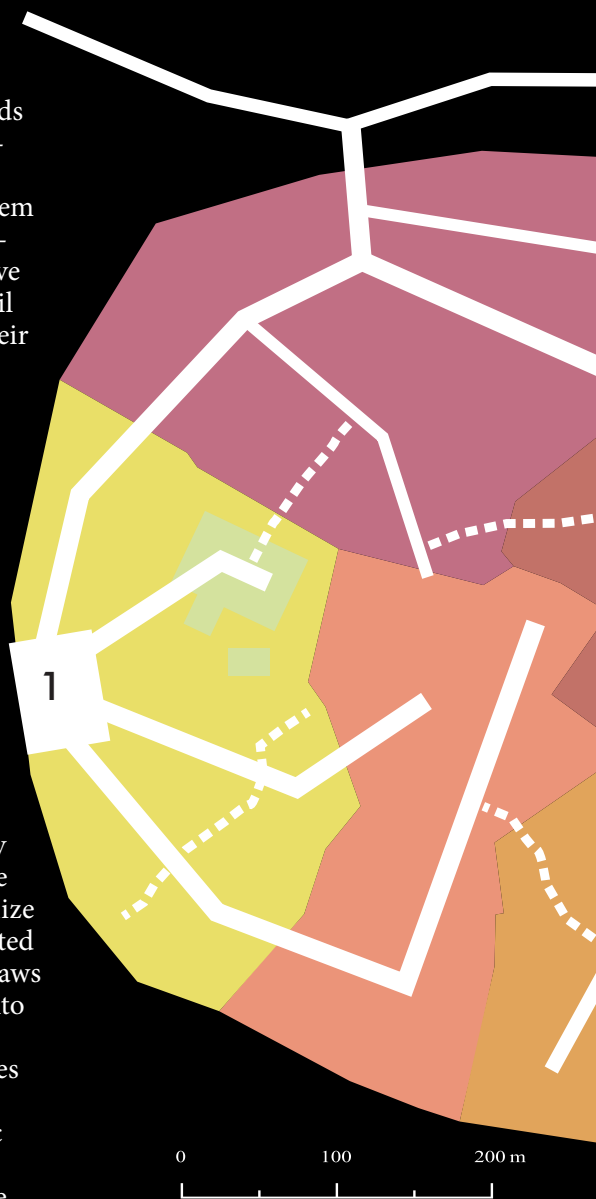
The Obanhold Winery is known for its quality and expensive wines. The vines thrive in this region and produce very sweet fruit, perfect for making wines and brandy.

# BENEATH OBANHOLD

Under the streets of Obanhhold are a network of water delivery tunnels. The aqueduct is the life-blood of the city, without the brilliant work and engineering done by the wizards of the Engineers Guild, the population simply could not be sustained. Over time, much of the tunnel system has been forgotten as regular maintenance is not a necessity. Some have taken advantage of this and left civil society above in favor of forging their own free lives underground. The people under the city live free and secret from Obanhhold authority. They sustain themselves by taking from the above grounders and trading with other settlements in Northland.

## 1. WATER WORKS & AQUEDUCT

The central pumping system that delivers water to all parts of Obanhhold and the surrounding farmland. Pumping the volume of water required to fulfill all of the city's needs requires technology that had not previously existed. The engineers: magic-users who specialize in civil making and artificing, created a powerful pumping device that draws water up from deep aquifers and into the aqueduct. Unfortunately, the pump is very inefficient and requires an extraordinary amount of energy to power it. By chance, an exotic fuel-source was discovered: a rare orange crystal found in caves in the region. The origin of these crystals is unknown, but their value to Obanhhold is unquestionable. The purpose of the crystals is kept secret by order of the Overlord.



## 2. UNDERLAND (THIEVES GUILD)

Over time, the underground dwellers carved out a living for themselves, literally. Their self-governed community grew and this excavated section became a village. The village is home to the Thieves Guild,

popular theory is the Overlord herself tortured him for dissent.

Batts will welcome newcomers by locking them in a cell for a day. After the complimentary stay, prisoners will be given a choice. Earn a place in Underland and the



2

a secretive group that feeds off the wealthier class.

Though the village community rejects authority on principal, they have a chieftain who leads them. The current chieftain is also the leader of the Thieves Guild—a hard-line, no nonsense survivalist named **Batts Kenegan**. His face is horrifically scarred and no one knows exactly how he came to be so disfigured, but the

Thieves Guild by pulling off a job, or die. The job is to infiltrate the home of one of the wealthy citizens and bring back something of value. Doing this will earn membership in the guild and the trust of the underground dwellers.

## TUNNELS ■■■■■

These are passages that were not part of the original aqueduct, but later dug by the people who live underground. They are primarily a means for underground dwellers and thieves to enter and move through the city completely unseen. There is an entrance tunnel that bypasses the northeastern wall and ends at an unassuming farmhouse. The tunnel entrance is so discreet, passage can occur at all hours.



# THE ORCS OF MAUT'HGAR (Mot-hegar)

The orcs of Maut'Hgar are really three nomadic tribes, united by a common spiritual leader. The elders and shaman tell of three siblings who in times long past were gifted extraordinary powers by the three moons: **Bhalinus**, **Vronga**, and **Eiyda**. The siblings were born in the early times when the world was roiled by great turmoil and life was hard and short. Their family slain and home destroyed by a fell creature, the siblings fled into the wilderness, pursued every step of the way.

**Ghar**, the eldest brother, had always looked to the moons in wonder and in these terrible hours it was he who beseeched these distant bodies for aid. He was granted knowledge of land and sky and the creatures that dwelt there, with this knowledge he was able to instruct his siblings in how to defeat their foe. **Ghevah**, was the strongest of the three, it is said her anger and her laughter ran like wildfire across the grasslands. To her was given a weapon with the piercing clarity of moonlight and the strength to wield it, she it was, who struck the fatal blow against their

enemy. **Jongar** was given the cloak of night and power over shadows so that he might hide them from danger and shield them from harm.

These three chosen gradually drew others to them and made new families which eventually grew into tribes who have kept covenant with the moons. The tribes named after each of the moons they worship have endured through countless generations.

## HISTORY

The original lands of the tribes were far North of the region the settlers call Northland. An age past, a terrible evil came to their homeland, a Walking Death that could not be entreated with or overcome by warfare. In desperation the shaman and elders argued over what to do, it was in these terrible days that a prophet came from among the tribes, touched by the wisdom of the three moons, he saw a vision of safety but only if the tribes fled their homeland.

War between an ancient race of giants, the **Builders**, and the Walking Death

had ravaged all of the lands, the prophet led the survivors of the three tribes to a great semi-ruined keep and took refuge within its walls. Hidden within this stronghold, the tribes survived the war and as the land grew quiet again the tribes spread out to the prairies surrounding their new home. The nomadic ways were rediscovered but the prophet remained at the keep with his closest followers. Each year the tribes returned to the keep, now called Maut'Hgar, to take counsel with the Prophet and celebrate the tales of their origins.

## CULTURE

Maut'Hgar remains central to the lives of the three tribes. All of the tribes gather there twice per year: at the summer equinox where they receive wisdom from the prophet, disputes are judged and resolved, and a great market is held; then again at the winter solstice where on the longest night, they give thanks to the moons and the siblings who founded their people.

The Prophet is central to the cultural and spiritual life of the tribes. As the first prophet lay dying, he called together the shaman of the three tribes and instructed them to perform a ritual which would transfer the moons' blessings to a worthy member of the tribes. The new Prophet would then leave their tribe and take up the mantle of leadership. As each Prophet dies, the ritual is performed and a new leader is anointed.

The day-to-day leadership of each tribe falls to a group of elders and always includes the shaman who acts as a healer, lore-keeper, and spiritual advisor. From within each tribe individuals are called to give up their ties

and become Followers and Protectors of the Prophet. To take this path they must swear an oath forsaking past family ties and duty to all three tribes. Today the tribes number as many as 20,000 members, but the Followers rarely number more than 100-200 individuals.

## RELATIONS WITH THE SETTLERS

The current Prophet is old, having assumed the mantle many moons ago. When the human settlers first arrived, his instinct was to try and make peace with the newcomers but with each passing moon and action of the settlers this has become impossible.

The tribes allow their herds to roam free upon the prairies, as the settlers came they mistook the animals for wild and hunted them at will. Attempts to negotiate with the settlers or protect the herds were met with anger and violence. After Obanhold was built, the Prophet secretly sent an emissary to treat with **Umrاد II**. Unfortunately by this time the humans had discovered the orange crystal and the desire for it caused any suggestion of limiting the settlers' expansion to be rejected. Instead Umrاد II and his daughter **Lady Aurillion** sent armed expeditions deep into the tribes' territory hunting for more of the crystal and killing any that stood in their way.

A final crisis was reached when such a party met **Brolotahn**, elder shaman of the Eiyda. Brolotahn had been studying a builder ruin which contained a large sample of the crystal. In the ensuing fight the elder shaman was slain and a line was crossed that the tribes could no longer tolerate, they prepared for a now inevitable war.

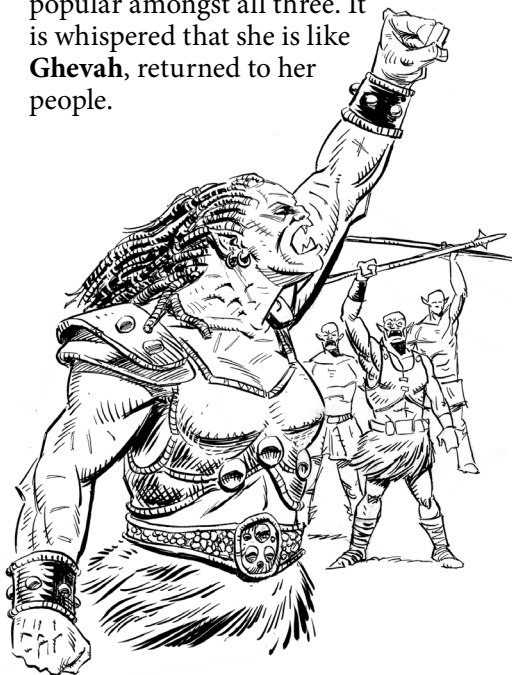
# NPCs

## **AGK'HKAN, PROPHET**

Although peaceful by inclination, the Prophet sees little option but to prepare his people for war, even as he still hopes to find another way. Before being chosen, the Prophet was a hunter and by nature is patient and careful. He listens carefully to those who seek his guidance, pauses to consider an answer, and then speaks with swift and direct words.

## **GHE'THAN, ELDER OF THE EIYDA**

Furious and grief-stricken by the death of her brother at the hands of Obanhold soldiers, Ghe'than has been sending war parties from her tribe to extract revenge from the invading settlers. Her voice is one of the strongest calling for war. Still in her prime, Ghe'than is a charismatic warrior and leader, beloved by her tribe and popular amongst all three. It is whispered that she is like **Ghevah**, returned to her people.



## **DHUATUAN,**

### **SHAMAN OF THE BHALINUS**

Old and wise, she is a respected voice amongst all of the tribes. Dhuatuan believes war with Obanhold will in the long run lead to the end of the tribes' way of life. Even if they win battles it will just bring more warlike invaders from lands to the south. She feels they should follow their ancestors' wisdom and seek a new home away from danger.

## **OZAD,**

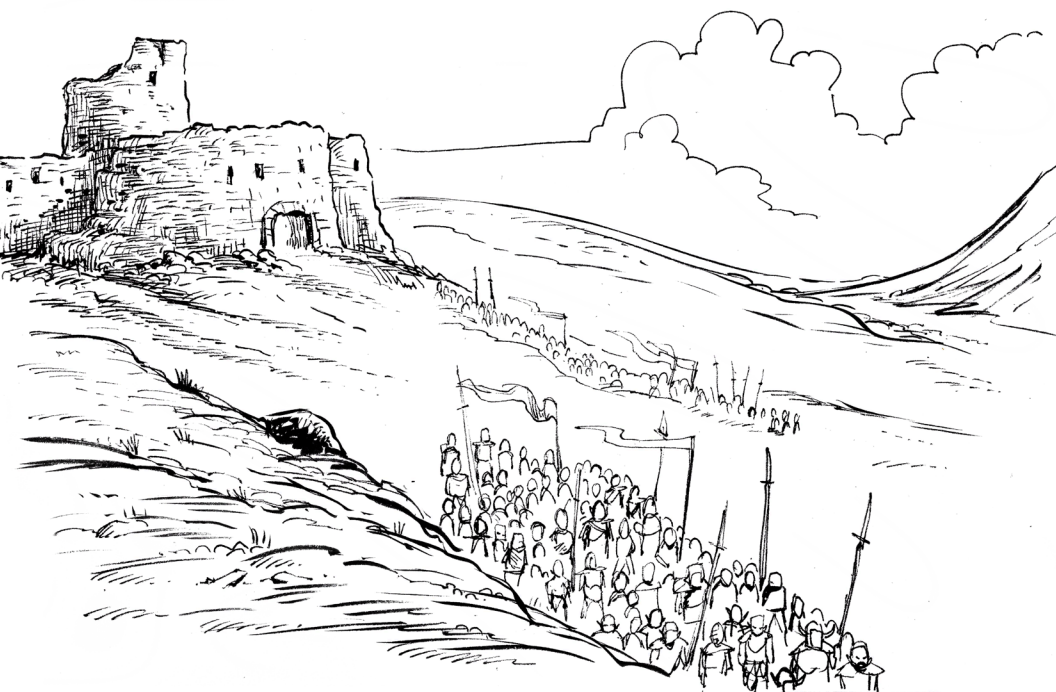
### **FOLLOWER OF THE PROPHET**

An outwardly noble and wise person, Ozad is a schemer who has fallen victim to the desire of the orange crystal. In his avarice, he seeks after dark knowledge and power that would allow him to overturn the social order of his people and assume the mantle of leadership. War with the settlers and a secret alliance with the Overlord of Obanhold might be the tools he needs. In the meantime he quietly seeks supporters and followers who might share his ambition

## **UGGOK,**

### **FAILED EMISSARY TO OBANHOLD**

Haunted by his treatment at the hands of Umradi II, Uggok often resorts to strong drink to drown the bad dreams and memories of his time in Obanhold's dungeons. Out of favor with the Prophet, he lives a marginal life amongst the Prophet's Followers, largely ignored. However, his mind is as sharp as always and little escapes his notice. He has an inkling of the machinations of Ozad but no power to act on them.



## GEOGRAPHY OF MAUT'HGAR

The only permanent structure in Maut'Hgar is the old fortress, not a large structure, the remains of the keep rise perhaps 80 feet above ground and are surrounded by a small precinct within a much patched curtain wall about 20 feet high and 10 feet thick. Over the years, the tribes have patched its walls and modified the internal structure to make it a central meeting point for all of their people. The Prophet lives within the keep while most of his followers live in stone huts that have been constructed inside the old precinct.

Twice a year the tribes return to Maut'Hgar and the settlement grows

large, the Inner Wheel is filled with the brightly colored yurts of the family groups and the clusters of larger yurts which act as the town hall for each tribe. The Outer Wheel is made of large livestock pens to which each tribe drives their herds. Picket lines and temporary fences are erected. Guards patrol to make sure the herds are safe from predators and there is a flow of visitors expressing admiration for another's animals or a, usually, friendly rivalry about whose beasts are finer.

The annual market does not have a central focus but rather is a free flowing affair with craftspeople and traders displaying their wares in front of their yurts and livestock trading taking place on an ad hoc basis.

# NORTHLANDS TRAVEL

## ENCOUNTERS IN THE WILDERNESS

As the players journey overland, they are bound to encounter creatures, friend or foe. Use this encounter table below for wilderness wandering monster encounters.

D12	WILDERNESS ENCOUNTERS
1	1 Wyvern (pg. 61)
2	3d6 Traders
3	3d10 Obanhold Men-at-arms
4	2d6 Ogre
5	3d10 Antelope
6	1d6 × 10 Orc
7	1d20 Normal Humans
8	3d4 Giant Spiders (pg. 60)
9	5d8 Gnomes
10	1d20 Merchants
11	1d10 × 10 Wild Horse
12	2d6 × 10 Orc

As you can see in the above table, there are many entries on the above table that can produce encounters with a high number of monsters, friendly or otherwise. This is no error—the wilderness can be a dangerous place for the unprepared. This adventure, like so many others in the old-school tradition, encourage the player characters to mitigate danger in order to succeed. In cases like this, it means: safety in numbers. Raising a small army of followers and mercenaries, even at lower levels, could make a sudden encounter with fifty or so orcs manageable. With a large enough army, what then could stand in their way?

## SIMPLE MASS COMBAT RESOLUTION USING DICE.

A simple way to resolve skirmishes is to use a handful of six-sided dice. This method is reminiscent of traditional wargames, much the same way games like *Chainmail* handled melee resolution for groups of infantry. However, for simplicity it can be done abstractly without the use of miniatures.

To do so, roll a pool of dice for each side of the battle, one die for each NPC and monster combatant. For this, using two different colors of dice to differentiate sides may help. For each 6 that is rolled, an enemy or NPC combatant is killed and the representative die is removed from the enemy dice pool. Continue this until either side decides to retreat, is forced to make a morale check and flees combat, or a side is killed in its entirety. *For larger encounters, one die may represent five or even ten combatants.*

A morale check may be made when 33% or half of their fellow combatants are killed. A simple morale check using 2d6 and rolling under or equal to the monster's or NPC's morale rating. Failing a morale check causes the combatants to flee the battlefield, or surrender if there is no means of escape.

## WEATHER

To add to the adventure and help bring the setting and overland travel to life, the weather should be somewhat unpredictable and present challenges of it's own. However, in some instances, the weather forecast can be more accurately predicted based on

experience and common knowledge. If you are an adventurer or a merchant who travels overland from one town to the next, over varying topography, your experience would likely inform you of weather patterns to be aware of. You might hunker down if you know a storm is brewing instead of risking travel. Or you might try and beat the storm with a forced march, if you're feeling lucky.

The idea of the weather table is to give the players something to react to. Something that may complicate their plans and present unforeseen challenges. If a storm is coming within the next couple days, then the party can decide whether to head back to town with their treasure or press onward. They take a risk either way, but having some variability in their window of opportunity adds to the drama.

## ROLLING FOR WEATHER

Roll on the weather table once per day then adjudicate the results. The weather can change at any time.

D20	WEATHER
1-10	Mild, Slightly Windy
11-16	Weather Change: Hotter (1-10) or Colder (11-20)*
17-19	Precipitation (normal for the season) (2d6 hours)
20	1 Sudden Storm (2d4 hours)

## REFEREE'S NOTE

As the players travel, note the three moons and their orientation in the sky. At night, they are almost always visible and cast ample light with which to see by. Especially on the open plain.

## MILD

The weather is mild, within the context of the current season.

## WEATHER CHANGE

If there is a change in the weather, roll again to determine if it is warmer or cooler—either result will begin a timer of 1d4 -1 days. After which, the weather change will result in either mild precipitation or a storm depending on the nature of the change (Hotter = storm is coming, colder=less severe precipitation). The storm or precipitation that follows a weather change will be more powerful and last longer than an onset result. For either, double the duration roll.

## PRECIPITATION

Rain or snow, depending on the season.

## EFFECTS:

- Travel speed is slowed by 25%.
- Chance of losing direction is increased by 1-in-6.



# SETTLEMENTS, TOWERS, & ENCAMPMENTS

## K18 GATTON

Gatton resides in the river basin northwest of Obanhold on the something Rodophine river. The population is comprised of mostly farmers and woodcutters. Geographically, the village is well protected from invasion and they've suffered few incidences; the worst of which is the occasional bear or dire wolf attack on the woodsmen. The population of Gatton is approximately 1,000 people with a standing militia of 48. *Agents of the Obanhold Thieves Guild operate in secret in Gatton. New folk show up in town, stay for a bit, then are gone before you know it. Supposedly, they are members in hiding.*

## K14 YGNLEY

The lake village of Yngley sits at the southern-most point of the great Lake Rodophine. For the few decades of its existence, Ygnley has prospered on its access to an abundance of fish. However as of late, there have been a series of disappearances of fishers who have left on their boats and not returned. Some of the villagers claim to have seen orcs roaming in the distant hills, and there is a standing reward offered to any who can find those missing and to deal with the orc menace.

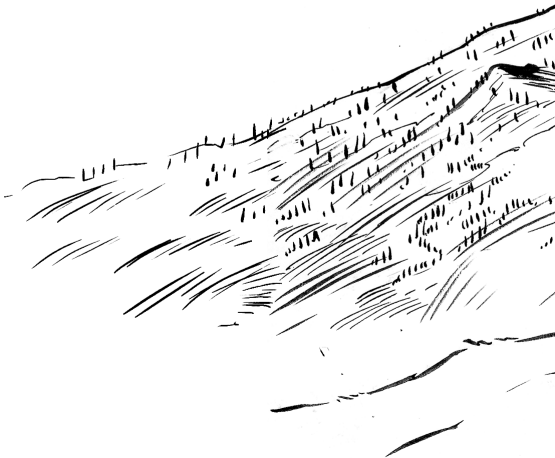
## D14 VALLEY TOWER

This is an abandoned observation tower which was occupied by the Obanhold militants. They've since fallen back to reinforce the city walls to repel the spider attacks. Currently,

there are a group of adventurers who have found the camp and raided the supply cache, making this their base of operations in the area. There are four adventurers and their three retainers. Depending on their reaction to the Player Characters, they may be willing to share what they know about the Abandoned Tower ruins to the north west and the orc tower they spotted two days away to the north.

## J15 LAKE TOWER

When the orders came down to fall back to the wall, three soldiers stayed behind. During their post, they saw signs that the orcs were becoming more active around the lake region and made the decision to remain and keep watch. They suspect that there is an orc encampment located somewhere in the Wind Rise mountains. Should the party encounter these soldiers, they will be glad to share their suspicions and their food.



## F7 SWORD TOWER

The orcs of Maut'Hgar use this as a primary post for their military arm with roughly half of the entire army stationed here at any given time (3d6 × 10). By horse, the travel time from the tower to Maut'Hgar can be as little as twelve hours, which makes supplying the post relatively easy.

## C8 EAST HALL TOWER

There is a small unit of orcs, around a dozen, that watch the valley from the tower. Their usual supply route has been cut off due to the Wyvern attacks on the forest camp, so they've resorted to hunting to sustain themselves.

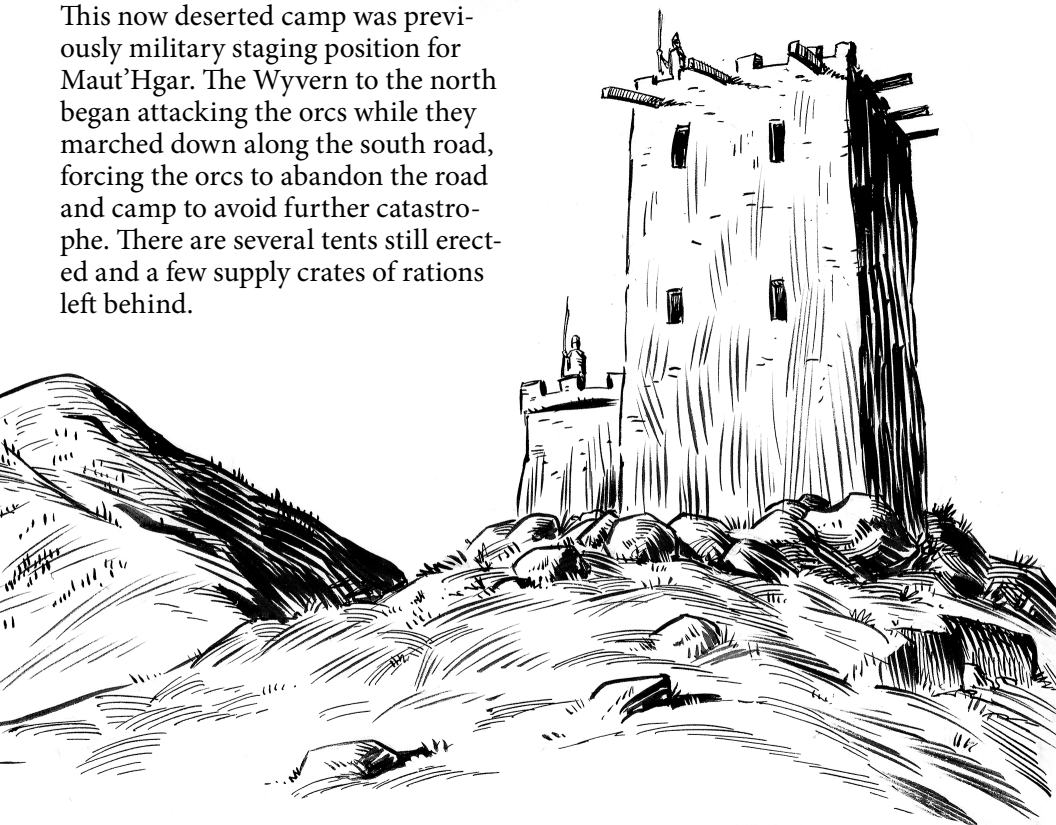
## B6 FOREST CAMP

This now deserted camp was previously military staging position for Maut'Hgar. The Wyvern to the north began attacking the orcs while they marched down along the south road, forcing the orcs to abandon the road and camp to avoid further catastrophe. There are several tents still erected and a few supply crates of rations left behind.

## E12 PLAINS CAMP

This was a camp used by traders and adventuring parties, though the dismembered bodies and blood of those who camped here last are strewn about. If the weather is clear, flies and carrion insects swarm the corpses and the stench is overpowering. If a player character is examining the scene carefully, they may be able to determine that a **troll** (AC 4[15], HD 6+3\* (30hp), Att 2 × talon (1d6), 1 × bite (1d10), THAC0 13[+6], ML 10 (8 fear of fire), pg. 54) was the culprit.

**Treasure:** Among the belongings of the late adventurers, there is 465gp, 13 rations, 8 torches, and a bow +1.



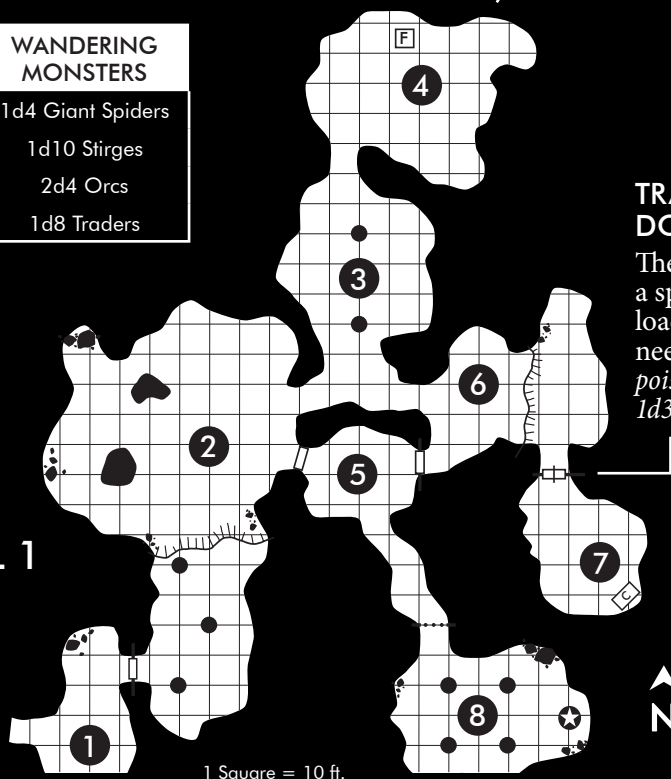
# D16 EASTERN MINE

TRAPDOOR

Leads to room 9 (Pg. 32)

D4	WANDERING MONSTERS
1	1d4 Giant Spiders
2	1d10 Stirges
3	2d4 Orcs
4	1d8 Traders

LEVEL 1



TRAPPED DOOR

The lock has a spring-loaded poison needle (save vs. poison, death in 1d3 rounds).

1 Square = 10 ft.

## APPROACH

The Eastern Mine, long ago abandoned by the people of Obanhold, is set a few miles up an unused trail. Rock debris and thick grass have covered much of the path and make the hike difficult. On foot, getting to the entrance of the mine from Obanhold will take the better part of a day.

The entrance of the mine is mostly clear with rock and detritus removed from mining piled to either side of it. The wooden supports are old but appear sturdy.

**1.** Two **traders** (AC 6[13], HD 1(4hp), Att 1 × weapon (1d6 or by weapon, THAC0 19[0], ML 7) are attempting to open the door on the east wall using tools found in the room. They are poorly equipped and carry only a modest amount of gear on them: a few torches, rope, a ration each, and their weapons.

There are old mining tools piled near the southern wall. The wooden handles are brittle and wouldn't hold up under heavy use. On the east wall is a heavy wooden door (*stuck*).

**2.** There are two **giant spiders**(AC 7[12], HD 2+2(10hp), Att 1 × bite (1d6), THAC0 18[+1], ML 7, pg. 60) clinging to the ceiling of this large cavernous room. There are thick webs filling most of the space between the wooden support columns and beams, and covering the walls. Moving incautiously may result in becoming stuck in the webs (*save vs. paralysis. Being stuck in the webs prevents actions other than attempting to free oneself*).

The large room is divided between an upper and lower level. A steep sloping incline of loose rock drops down 10 ft. to the northern half of the area.

**3.** To the north is a narrow passage (*to room 4*). In the middle of the room, extra supports have been placed. The ceiling rock has a few cracks showing. Tampering with the beams makes them creak and groan under the weight of the rock. Excessive force may cause them to collapse.

**4.** Five **stirges**(AC 7[12], HD 2+2(10hp), Att 1 × beak (1d3 + blood sucking), THAC0 19[0], ML 9) have found shelter in the northeast alcove. There is a trapdoor that opens to a ladder which descends to the level below (*room 9*).

**5.** There are veins of **orange glowing crystal** (pg. 61) exposed here and there. The accumulated light from the crystal is enough to dimly light the room. To the south, a tunnel with barely enough height for a human to stand in leads to a rusty portcullis that is secured with a loose chain and lock (simple).

**6.** A **giant spider**(AC 7[12], HD 2+2(10hp), Att 1 × bite (1d6), THAC0 18[+1], ML 7, pg. 60) waits in the alcove at the northeast of the room. There is a steep, rocky slope that drops 10 ft. to

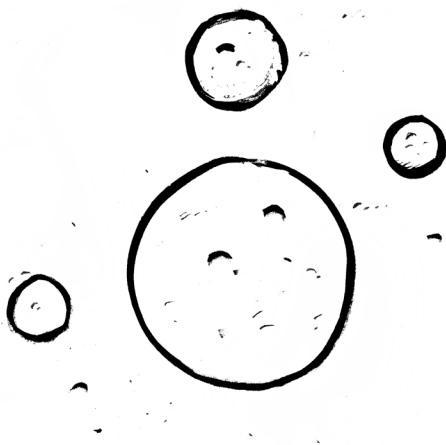
the eastern half of the room. Below the ledge, the area is covered with thick webs. A heavy locked door (*trapped*) is on the south wall at the bottom of the slope.

**7.** The door to this room is trapped (*poison needle*). There are veins of blue glowing crystal exposed here and there. The accumulated light from the crystal is enough to dimly light the room. At the far south wall is a rusted metal chest.

**Treasure:** 100sp, 40gp, *Potion of Gaseous Form*, dagger +1.

**8.** Heavy supports have been placed at the center of the space. Several tools for digging and finer archeology work sit on a wooden work bench, on which sits an old lantern (half filled). On the east side of the room, a large **statue** is partially uncovered, dug out from the surrounding rock.

**Statue:** The statue is that of a non-descript humanoid figure but with three eyes. On the back side of the statue are a set of four circles of various sizes in an arranged pattern (*shown below*).



**9.** The room contains mostly unused wooden planks and beams as well as abandoned mining equipment. To the north is a rickety wooden door which leads to a wooden ladder and trap door in the ceiling (*room 4*). To the south, the tunnel continues to two heavier doors (*rooms 10 and 12*).

**10.** There are four **giant spiders** (AC 7[12], HD 2+2(10hp), Att 1 × bite (1d6), THAC0 18[+1], ML 7, pg. 60) hiding among the dense webs that fill the entire room from floor to ceiling. The spiders will wait for a creature to get caught in webs before skittering in to claim their victim. The door is difficult to open (*stuck*) due to the volume of spider webbing filling the massive space. To navigate the webs, creatures must walk through cautiously or risk getting stuck. Deep within the webs on the western side of the room, the dessicated remains of a miner dangle limply.

**Corpse:** The long dead miner still wears their pack which contains three torches, four expired rations, a

flask of oil, a pickaxe, and a shovel. On their belt is a hefty coin purse and a sword and scabbard.

**Treasure:** 100sp, 600gp, sword +1

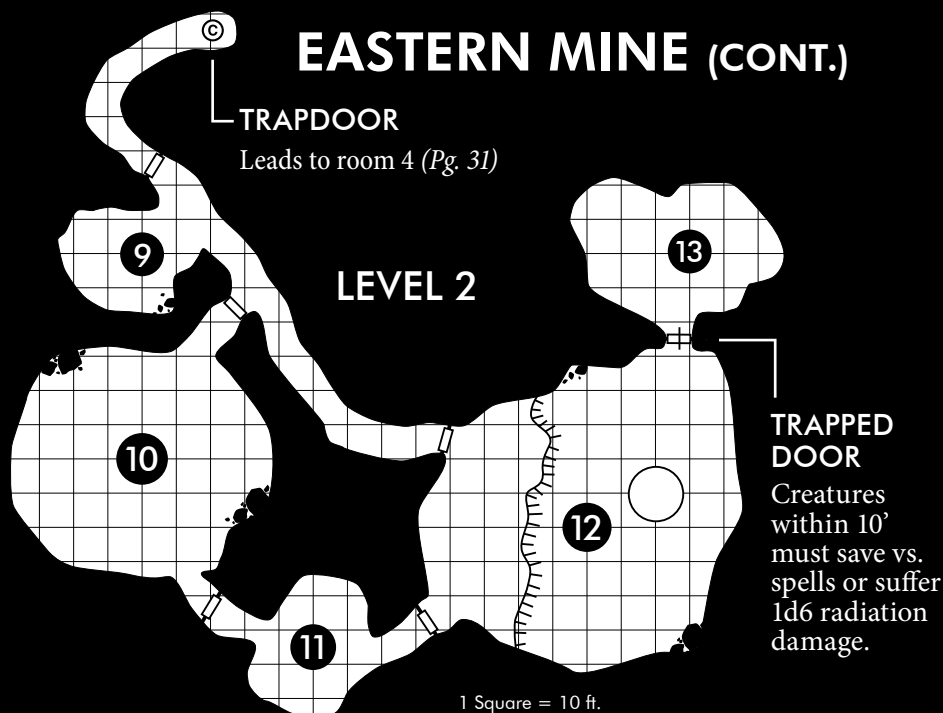
**11.** A **ghoul** (AC 6[13], HD 2\* (9hp), Att 2 × claw (1d3 + paralysis), THAC0 18[+1], ML 9) waits here transfixed by the veins of **orange glowing crystal** (pg. 62) exposed here and there. The accumulated light from the crystal is enough to dimly light the room.

**12.** This massive room is mostly a natural formation, though the eastern two-thirds of the room's floor has been excavated down by 10'. Thus, the space is divided by a steep ledge which was created by the excavation. On the western ledge, there are two heavy wooden doors (*rooms 9 & 11*). To the northeast, a heavy metal door (*trapped, room 13*) has been uncovered by the excavation process.

Partially dug from the ground is a massive spherical metal structure of unknown design and origin. It apparently is made of several parts that fit intricately together. Once touched, the



# EASTERN MINE (CONT.)



sphere will “activate” magically, but only if it is fully uncovered from the rock. If it is freely able to move, the sphere will levitate and three separate smaller floating spheres will emerge and orbit the larger. The spheres can be moved, but if they are removed from the room, they will deactivate and fall clattering to the ground. If the spheres are aligned in such a way to reflect how the moons are currently situated in the planetary orbit, the spheres rapidly return to the parent sphere, which turns into a spherical magic portal.

**Portal:** Through the portal, a distorted view of the other side is visible. Entering the portal, instantly transports the creature to a far off location (*Rhodophine Ruins, Chamber 7, pg. 51*).

**13.** The door to this room is **trapped**. On the surface of the heavy metal door is the image of a tall humanoid creature with three eyes. In front of them, it holds what appears to be a glowing rock. If an orange crystal(1lb or more) is exposed within 5’ of the door, it will open automatically. Attempting to open the door physically will cause the trap to trigger. Creatures within 10’ of the door must save vs. spells or suffer 1d6 radiation damage.

The room beyond has grown many stalagmites and stalactites over the eons it has remained buried. There is a smooth metal box which is partially covered in the sediment.

**Treasure:** 900sp, 300gp, 9 gems worth 100gp each, and a *Potion of Dragon Control*.

# K21 SPRING CAVERN

## APPROACH

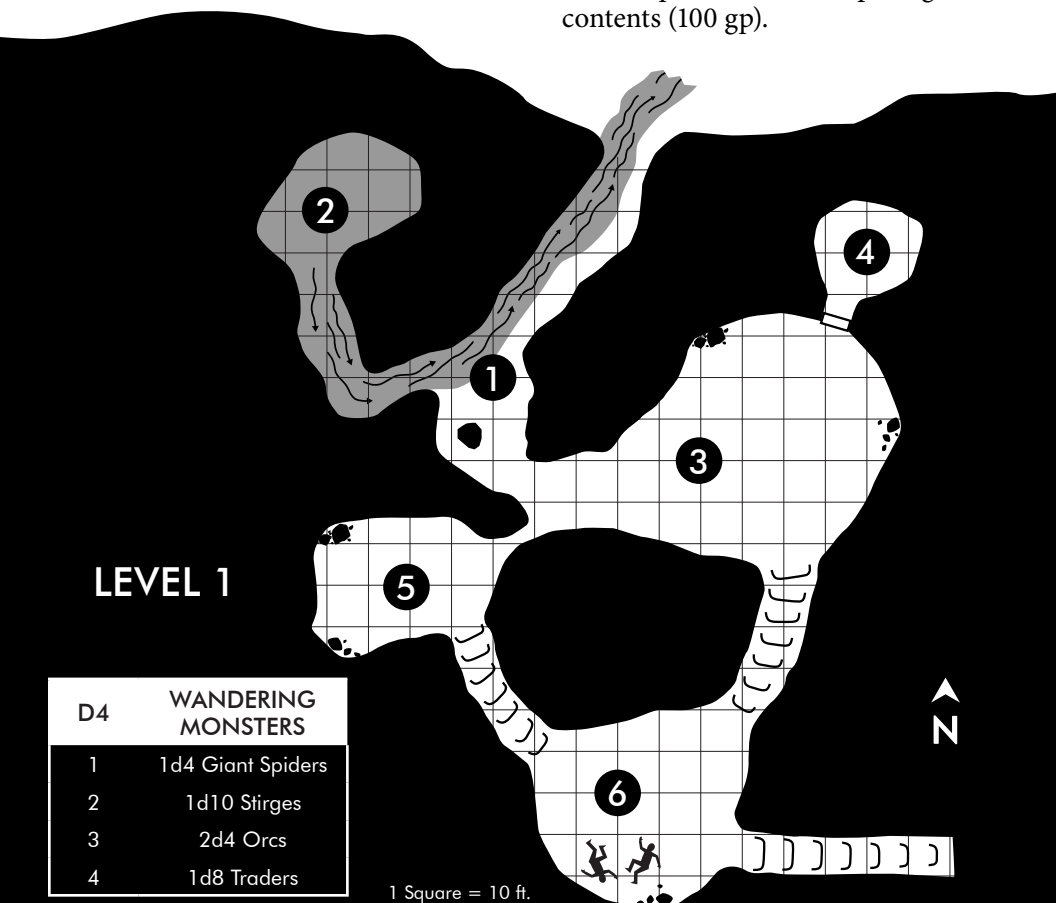
Beyond the trail leading past this cavern, a path continues, marked only by a stream that flows out from a spring within the cavern itself. The plant life in this area grows thick, making travel difficult and slow. Along the edge of the stream there are several sets of deep boot prints that lead up to the cave.

**1.** The width of the cavern entrance is mostly occupied by the spring-fed stream that flows out. There is a narrow dry path along the eastern

wall. After 50', the entrance forks to two paths—south (*leads to area 3*) and west against the flowing water (*area 2*).

**2.** The source of the stream is an over-flowing aquifer which rises up from a small hole in the center of the room. Cool water bubbles up filling the room to about knee level. On the far side of the room, the gently churning water laps against an intact human skeleton with rusting chainmail armor.

**Treasure:** Among the belongings of the deceased is a *spear +1* and a *sack of coins*. The sack is rotten and breaks apart if touched, spilling its contents (100 gp).





**3.** There are seven **bandits** (*AC 6[13], HD 1(4hp), Att 1 × weapon (1d6 or by weapon), THACO 19[0], ML 8*) here who have made this cavern their temporary hideout. At the center of this large room is a recently used fire pit and a spit with charred bits of meat crusted on it. Along the north and east walls is a heap of boxes and barrels stacked and stored neatly. To the west is a narrow passage (*leads to room 5*) and a larger passage to the south that descends down (*leads to area 6*).

There is an awful stench of death that fills the chamber. Keen senses will reveal the source of the stench emanates from the larger passage south.

**Bandits:** The group of bandits are former men-at-arms of Obanhold (*G18*). They deserted their post and plan to leave Northland for other opportunities, away from the rule of the overlord and the spider attacks. They've resorted to banditry in order to survive, and have amassed a considerable supply of stolen goods which they plan to sell elsewhere.

**Boxes & Barrels:** These contain goods that were stolen from merchant caravans going from Obanhold to Gatton(*K18*). The stockpile represents multiple thefts carried out by the bandits, and consists mostly of textiles, weapons, armor, and food.

**4.** Well disguised as natural rock and hidden by the stacked crates and barrels, is a secret door. Within the room, there is a pile of gold coins and rare valuables.

**Treasure:** 700gp, 3 gems (100gp each), pieces of jewelery (500gp).

**5.** Scattered on the floor are dozens of mundane items of little to no value. Cheaply made clothing, pottery, discarded bones of cooked game, and other food scraps. On the south end of the room, a passage descends down (*to room 6*).

**6.** There are the rotting corpses of two armored men placed here and covered by a canvas tarp. They wear the armor and uniform of the Obanhold men-at-arms. To the east, a passage that descends downward is blocked by large stones piled high. These were placed by the bandits to prevent the creature from below entering their space.

**Corpses:** They were once the former comrades of the bandits, who once served in the Obanhold military. The two men, who were loyal to the overlord, tracked the group down and confronted them in their cave hideout.

## SPRING CAVERN (CONT.)

**7.** This large chamber has a series of stalagmites and stalactites filling the space, some forming large pillars of natural rock. Among the cavernous rock features, bones of many creatures and humanoids are scattered about. On the far eastern end of the chamber, the floor slopes until it meets a shoreline of still and dark water. Every space beyond this chamber is flooded knee-deep on an average human. Most areas on this level are naturally formed by water erosion.

**Bones:** Upon closer inspection, the bones have been chewed and some are broken and splintered.

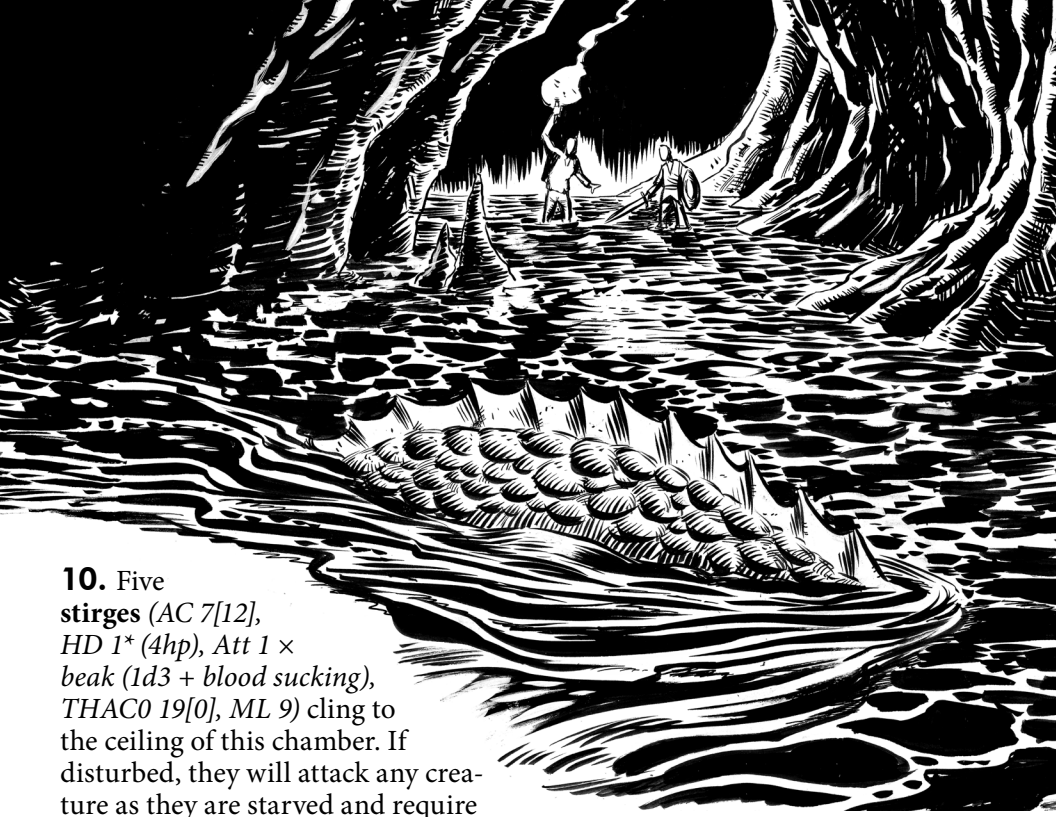
**8.** The **giant water serpent** (*AC 6*[13], *HD 6\** (27hp), *Att 1* × bite (1d4 + poison), *THACO 17*[+2], *ML 8*, pg. 60) uses

this space as its nest, which consists of three unhatched eggs. There is a 3-in-6 chance that the serpent will be here guarding the eggs. The eggs may fetch a large sum to the right buyer if sold. The eggs will hatch in 2d6 days and the hatchling serpents will imprint on the first living creature they see and consider them the default parental figure for life.

**9.** There are two narrow passages that lead into this chamber, on the north and south ends. On the west wall, a small, but very heavy (even empty), metal chest has been left and is barely visible under the surface of the water.

**Treasure:** The chest contains 650sp and a potion of healing.





**10.** Five **stirges** (AC 7[12], HD 1\* (4hp), Att 1 × beak (1d3 + blood sucking), THACO 19[0], ML 9) cling to the ceiling of this chamber. If disturbed, they will attack any creature as they are starved and require sustenance. There are two passages that continue through the water—the wider of the two is marked by an orange glow. The narrow passage leads southeast. To the northwest, the tunnel ascends natural stairs (to area 7).

**11.** Along the wall of the passageway, a vining, bio-luminescent plant grows thickly. The circular leaves faintly glow orange and produce enough light to see without torches.

Behind a thick curtain of the plant growth, lies a hidden alcove. In the middle of the room is a carved stone plinth, upon which is a golden helm.

**Plants:** The leaves of the plants produce the same effect as the orange crystals (pg. 62), but in less concentration.

**Treasure:** The helm is magical. See *Helm of the Spring Serpent* (pg. 63).

**12.** A narrow series of tunnels lead to this chamber. Partially embedded into the rock on the far west wall is a metallic huge statue of a humanoid with three eyes. The statue is apparently exposed from the rock due to erosion over eons.

**Statue:** This statue will “activate” when the orange crystal (1lb or more) is brought with 5’ proximity of it. Once activated the statue’s eyes glow and project a spherical portal. Entering the portal teleports a creature instantly to a far off location (*Rhodophine Ruins, Chamber 8, pg. 51*).

# J17 OVERLOOK RUINS

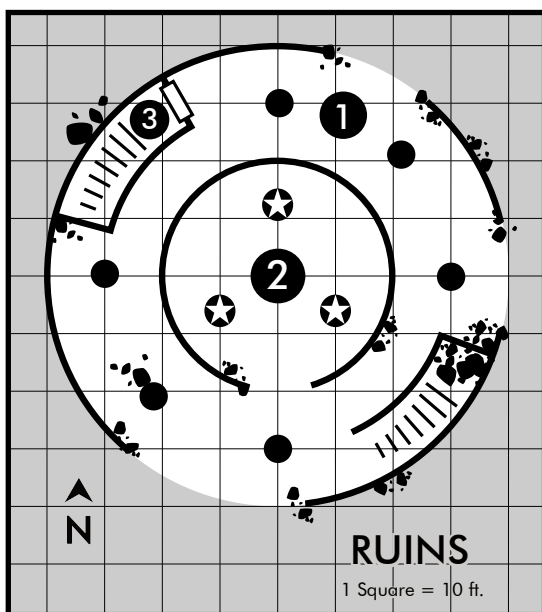
## APPROACH

Roughly eight miles northeast of the village of Gatton, atop the western peak of the Umrad's Rest Mountain range, sits a mysterious ruined temple that people have come to refer to as the Overlook. Because of its location upon the steepest parts of the mountain, the ruins are difficult to reach and require careful navigation up craggy walls and dangerous scree that surround all approaches.

The ruins are a hideout location for the Thieves guild. As the spider attacks have become more intense, the Thieves guild leadership has begun to move their valuable assets to the ruins for fear the city will be overrun. There are guards (*area 1*) that keep watch for approaching visitors.

**1.** There are **twelve guards** (*AC 6[13], HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THAC0 19[0], ML 8*) armed with crossbows and melee weapons that keep watch. Depending on how formidable the player characters appear, the guards may attack as the party climbs or set an ambush here.

The circular, twenty-foot wide hall is lined with large pillars. In a few places (*noted on the map above*), the outer walls have collapsed due to a battle that occurred long ago. A stairway,



that at one time led to an upper level, is buried in rubble.

**2.** At the center of the ruins is a statuary containing three statues of figures holding spheres above their heads. They represent the deities of the three moons: **Bhalinus**, **Vronga**, and **Eiyda**. Below the statue of Bhalinus are many offerings: flowers, gold coins, and other trinkets. The thieves guild agents who are more spiritual leave these offerings to please their shadow patron.

**Treasure:** The gold coins and jewelry here amount to 134gp. There is also a *potion of poison*.

**3.** Behind a reinforced wooden door is a stairway that descends down to the lower level (*to area 4*). There are lit torches set in sconces throughout the lower level that provide ample lighting.

D3	WANDERING MONSTERS
1	1d4 Giant Spiders
2	1d8 Thieves Guild Agents (Bandits)
3	2d4 Orcs

**4.** The stairway turns and ends in an L-shaped hallway with doors at either end. **Four thieves guild agents** (*AC 6[13], HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THAC0 19[0], ML 8*) stand guard in the hallway. If the ruins are under threat, the agents will alert the others located in subsequent rooms. If overwhelmed, they may retreat to room 5.

**5.** There are three **thieves guild agents** (*AC 6[13], HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THAC0 19[0], ML 8*) armed with crossbows and melee weapons in this room. The entire space is covered by an anti-magic field and no spells or items magic in nature function. The source of the field is not known to the agents, but they do know that they can use it to their advantage in a fight.

**Treasure:** One of the agents holds a key to the locked door ahead (*room 7*).

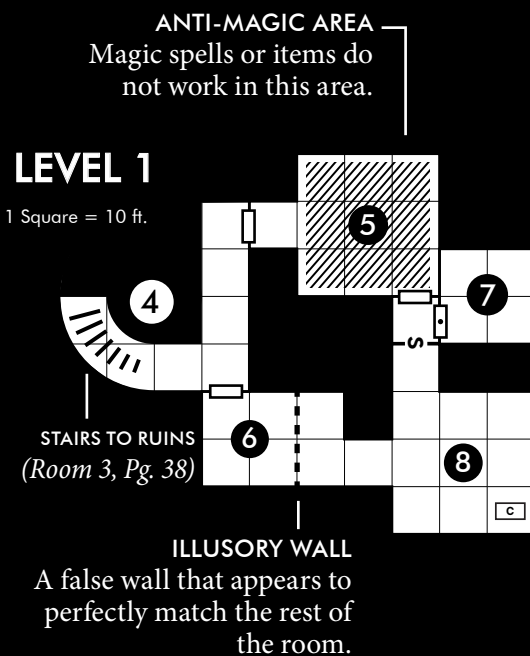
**6.** The room appears to be a featureless space measuring twenty feet by twenty feet. However, there is an illusory wall which hides another ten feet on the east side. Beyond, there is a hallway that leads to a larger chamber (*room 8*).

**7.** A large stash of stolen items fill the space. There are valuable works of art and antiques—a huge cache of stolen goods from the Obanhold elite that has steadily been growing for years.

**Treasure:** The estimated value of all the stolen items contained within is in the tens of thousands. Though, all of the items here are famous works and would immediately be recognized as stolen within the Northland region.

**8.** This room is considered very well hidden; a secret passage on the north side and the illusory wall to the west hides the entrances. In the event the thieves guild agents face overwhelming odds, they will all fall back to this location and wait it out. There are many bedrolls throughout the space. The agents use this room as their living quarters and store their food and water supply here. There is also a hefty wooden chest which contains treasure.

**Treasure:** The chest contains gold coin and jewelry worth 2,330gp.

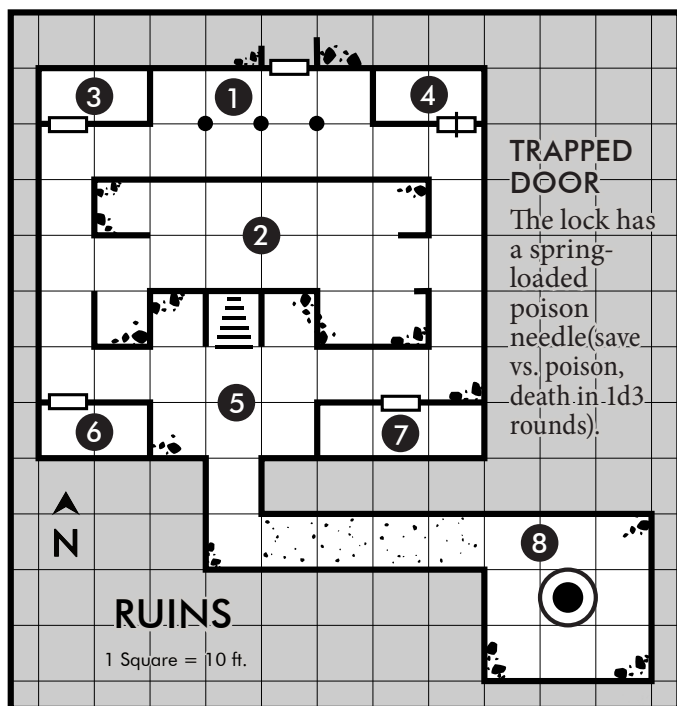


# G15 FOREST RUINS

## APPROACH

The ruins are situated within a small valley set in the northern hills of Umrads's Rest, on the south end of Umrads's Grove. The woods are far too dense and dangerous for transporting goods by cart, and thus, don't contain any trails made by man. There are, however, signs of the spiders that inhabit this region. Thick spider webbing extends from tree to tree, more so in the upper canopy which further obscures sunlight reaching below. Occasionally, the oversize molted exoskeletons of the spiders can be found. The forest is extremely quiet, devoid of larger mammals and birds.

As the players approach, the northern end of the ruins is the only section that is exposed, the rest is underground; set into the hillside. If they happen to ascend the hill, player characters will see the courtyard (area 2) from above. The courtyard is partially covered by thick webs and leaves.



**TRAPPED DOOR**  
The lock has a spring-loaded poison needle (save vs. poison, death in 1d3 rounds).

**1.** The entrance is a heavy door covered by thick webs. The chamber within contains three stone pillars and passages that lead out to the left and right.

**2.** There are two **giant spiders** (AC 7[12], HD 2+2(10hp), Att 1 × bite (1d6), THACO 18[+1], ML 7, pg. 60) hidden in the corners of this area, obscured by webs. The open air courtyard is partially covered by webs and leaves. The ground has rubble and broken stonework scattered throughout. Hidden under the rubble is a **satchel** of gold (2-in-6 of discovery).

**Treasure:** The satchel contains 300gp.

D4	WANDERING MONSTERS
1	1d4 Giant Spiders
2	1d10 Stirges
3	2d4 Orcs
4	1d8 Traders

**3.** This room contains a broken wooden table and chairs, all covered in a substantial layer of dust.

**4.** The door to this room is **trapped**. There is a broken wooden book shelf along the far wall which has vines growing over much of it. The few books that are left have rotted from moisture and the moldy pages are stuck together hopelessly. However, there is a scroll that is still in remarkably good condition.

**Treasure:** Scroll of *Read Magic*.

**5.** There is a single **giant spider** (AC 7[12], HD 2+2(10hp), Att 1 × bite (1d6), THACO 18[+1], ML 7, pg. 60) here. This chamber has four passages exiting in each cardinal direction. On the north side, stairs (*leading down to level 2*) are covered by thick webs which must be removed to reveal them. The south passage leads to area 8.

**6.** Lying on the floor are two orc skeletons. They wore leather armor which has all but rotted away due to the damp environment. The swords and shields they possessed are quite rusted and not very useful.

**Treasure:** There is 50gp in one of the pockets of the dead.

**7.** There are four **zombified orcs** (AC 8[11], HD 2(9hp), Att 1 × weapon (1d8 or by type), THACO 18[+1], ML 12) in this room. Among their rotted armor and rusted weapons, they have a large chunk of the **orange crystal** (pg. 62).

**Treasure:** orange crystal (5lb piece, pg. 62), 75gp.

**8.** This chamber has one entrance; the passage to the west. In the center of this room is a deep stone well. The well contains no water and the bottom is actually a false bottom that will open abruptly with any weight on it (*leads to room 25 on level 2, pg. 45*).



## FOREST RUINS (CONT.)

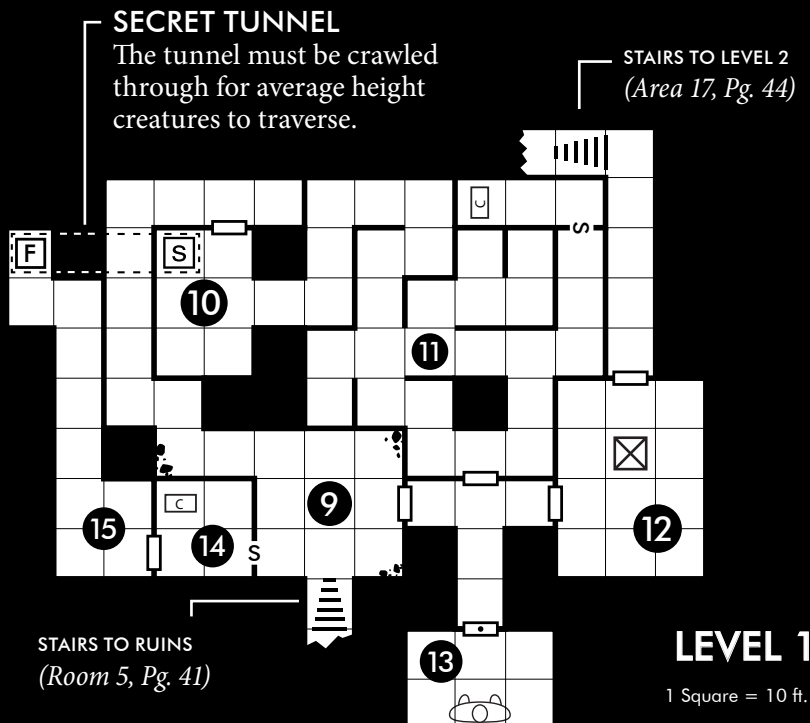
**9.** The stairs from level one (*chamber 5*) enter the room from the south side. To the east is a door (*leading to rooms 11 & 13*) and on the far west side is a passage (*leads to room 10*). If inspected closely, there is a patch of wall where the plaster doesn't match and appears a bit more rough. Under that layer of plaster is a **secret door** (*leads to room 14*).

**10.** This room contains a door to the north and a passage that leads out to the east (*area 11*). Hidden under a false flagstone is a secret trap door that opens to a shallow tunnel which must be crawled through to traverse (*leads to chamber 15*).

**11.** A **carcass crawler** (AC 7[12], HD 3+1\* (14hp), Att 8 × tentacle (paralysis), THAC0 16[+3], ML 9) lurks in this maze-like area. There is a **secret door** (*see map*) that leads to a hidden room which contains a chest.

**Treasure:** The chest contains 550gp, *Gauntlets of Ogre Power*, and a *portion of healing*.

**12.** There are doors to the north and west. In the middle of the room, a rusted sword is stuck into the floor. The sword actually marks the location of a **trap** in the floor. Stepping onto the space triggers the floor trap normally, but trying to remove the false sword activates the trap. At which time, the floor crumbles away and drops any creatures standing there down 20' (*room 24, pg. 45*).



**13.** The door leading to this room is **magically locked**. On the door is a golden key hole, but no handles or other obvious ways by which one might open the door. Once unlocked the door opens automatically.

Inside the room is a large metallic **statue** of a humanoid with three eyes. However, the center eye is missing. The left and right eyes cannot be removed.

**Statue:** Once the central eye is returned, the statue “activates” and projects a spherical portal into the center of the room. Entering the portal teleports a creature instantly to a far off location (*Rhodophine Ruins, Chamber 6, pg. 51*).

**14.** There is a door on the west wall and a **secret door** on the east. Near the north wall is a wooden chest that is locked.

**Treasure:** the chest contains 1,200gp, a scroll of *Knock*, and a *Ring of Regeneration*.

**15.** There are two **ghouls** (AC 6[13], HD 2\* (9hp), Att 2 × claw (1d3 + paralysis), THAC0 18[+1], ML 9) that shamble aimlessly in this room. There is a passage that leads to the north and a door on the east wall (leads to room 14).



**16.** The door leading to this room is **trapped**. If triggered, the stairway to the east collapses and is no longer accessible. Inside, there is a chest in the northwest corner that is locked.

**Treasure:** the chest contains 600gp and a *potion of gaseous form*.

**17.** There are three **ghouls** (AC 6[13], HD 2\* (9hp), Att 2 × *claw* (1d3 + *paralysis*), THAC0 18[+1], ML 9) here. This area consists of two halls which intersect—north to south and east to west. The halls have a row of large carved columns which divide the middle of each. Two passages lead to a chamber to the northwest (**chamber 18**) and another two passages lead to the east and to the south.

**18.** There is a tall stone statue of a humanoid with three eyes. However, there is only one central metallic eye remaining. The other two are empty sockets. The central eye can be re-

moved. Once removed, a loud click echoes from the passage to the south (*the door to chamber 22 is unlocked*).

**19.** The door to this room is locked. Inside is a heavy wooden chest. In the south west corner in the floor is a trap door that leads to a shallow crawl-space (*leads to room 20*).

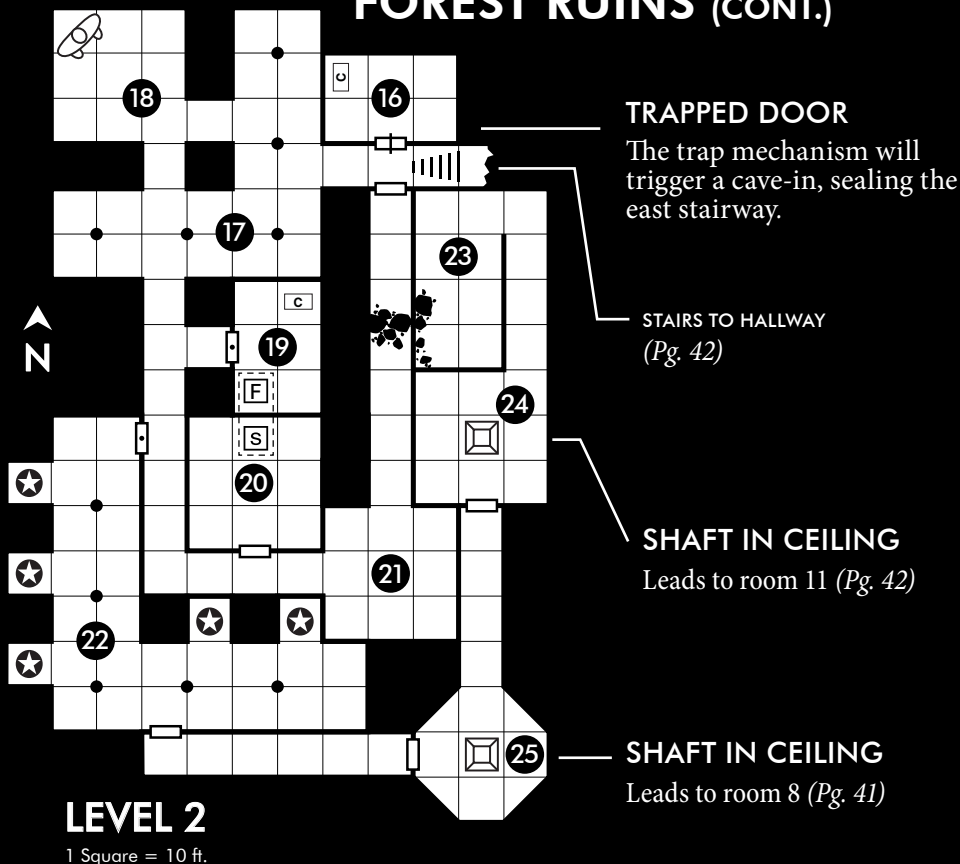
**Treasure:** The chest contains 400gp, 3 gems worth 100gp each, and a *potion of healing*.

**20.** The room appears empty; clear of any rubble or debris. There is a false flagstone on the floor by the north wall which reveals a **secret crawlspace** (*leads to room 19*).

**21.** There is a **shadow** (AC 7[12], HD 2+2\* (11hp), Att 1 × *touch* (1d4 + *strength drain*), THAC0 17[+2], ML 12) that haunts this chamber. There are two exits: a passage to the north and another to the west. The north hallway has collapsed, filled with large stones and debris and isn't accessible beyond 40 feet. The hallway can be cleared though with effort and time.



# FOREST RUINS (CONT.)



**22.** This large hall contains five familiar statues set into alcoves and five large columns that line the middle. The statues are in the form of the three-eyed humanoid figures, each holds a massive halberd-type weapon.

**23.** The floor of this space is covered in heavy debris and large chunks of stone. Hidden among the debris is a small **statuette of a horse** (found on a 2-in-6).

**Treasure:** The statuette (pg. 63), when activated by will, transforms into a sturdy warhorse in golden armor. The horse never needs water or food and can be returned to its statuette form at will.

**24.** There is a door on the south wall (leads to chamber 25) and a passage that leads to the north (area 23). In the ceiling there is a trap door that opens to a shaft (leads up one level to room 11).

**25.** This octagonal room has a door to the west which opens to a hallway (leads to room 22) and a passage to the north (chamber 24). In the center of the ceiling is a trapdoor that opens to a wide shaft (leads to room 8).

# G11 RAIDER'S STRONGHOLD



## LEVEL 1

1 Square = 10 ft.

This secret stronghold, located in the mountains, known as the Wind Rise, east of Lake Rhodophine, is controlled and run by a rogue group of orcs. Early on in the conflict with the Northland humans, the orcs claimed the cave and outfitted it to also serve as a secret stronghold. Its construction is ongoing and most of the orcs that are here work double duty as builders. Furthermore, they have eaten through their supplies quicker than expected which has led to malcontent among the ranks. Resupply is difficult as they do not wish to jeopardize their position to the Northlanders with too much exposed activity.

## APPROACH

Within a two-mile radius around the cave entrance, groups of three **orcs** (AC 6[13], HD 1 (4hp), Att 1 × *weapon* (1d6 or by *weapon*), THAC0 19[0], ML 6(8 with leader)) patrol at regular intervals, making approaching unseen extremely difficult. The entrance is always protected by at least four guards. Throughout the dungeon, there are torches and braziers which provide ample lighting to see by.

**1.** There are three **pit traps** in the middle of this large chamber (*victims fall into cells 10, 11, and 12 on level 2 below*). The large chamber is lit by iron braziers flanking the wide stone steps.

Upon inspection, the stairs are ancient, far pre-dating the rest of the orc construction. To the north, there is a wide passage (*leads to area 2*). The walls show signs of excavation and digging throughout. It appears there was some effort to patch up the wall to the east with plaster.

**Secret Door:** Under the plaster is an ancient metal door (*leads to room 4*).

**2.** There is a group of six **orcs** (AC 6[13], HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THAC0 19[0], ML 6(8 with leader)) busy digging and removing rock from the walls here.

To the south is a wide passage (*leads to area 1*) and tunnel with descending stairs to the east (*leads to room 3*).

**Treasure:** The orcs are each outfitted with chainmail armor, short swords, and a total of 130gp.

**3.** In the center of the room is a trapdoor with a ladder in the floor (*leads to room 5 below*).

The stairs to the west (*leading from area 2*) are made of wood and climb 15' to the floor above. The walls have all been worked fairly evenly, though there are some texture irregularities in the northwest corner (*secret door*).

**Secret Door:** This small room is a hidden cache of food and supplies left for the orc warriors. There are 100 iron rations, 40 torches, and 50 waterskins.

**4.** The metal door opens to a smooth passage that leads to a perfectly circular room. The dark granite walls throughout this space are smooth as polished marble without a mote of dust upon any surface. In the circular room stand two identical granite statues of winged sphinxes facing each other. The statues stand 8' tall and the eyes of each appear locked onto the other in a loving gaze. They stand atop cylindrical marble plinths.

The statues remain lifeless if touched or climbed upon. However, If their line of "sight" is broken— meaning, if the line of vision from one statue to the other is blocked—then the statues will animate and attack whatever blocks it's vision.

Once either the statues are defeated or removed from the plinths, the plinths rise up from the floor, each revealing a small hidden space containing **treasure**.

**Living Statue:** (AC 6[13], HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THAC0 19[0], ML 6(8 with leader))

**Treasure:** In each of the small hidden spaces within the plinths is a ring: *Ring of Spell Storing*.

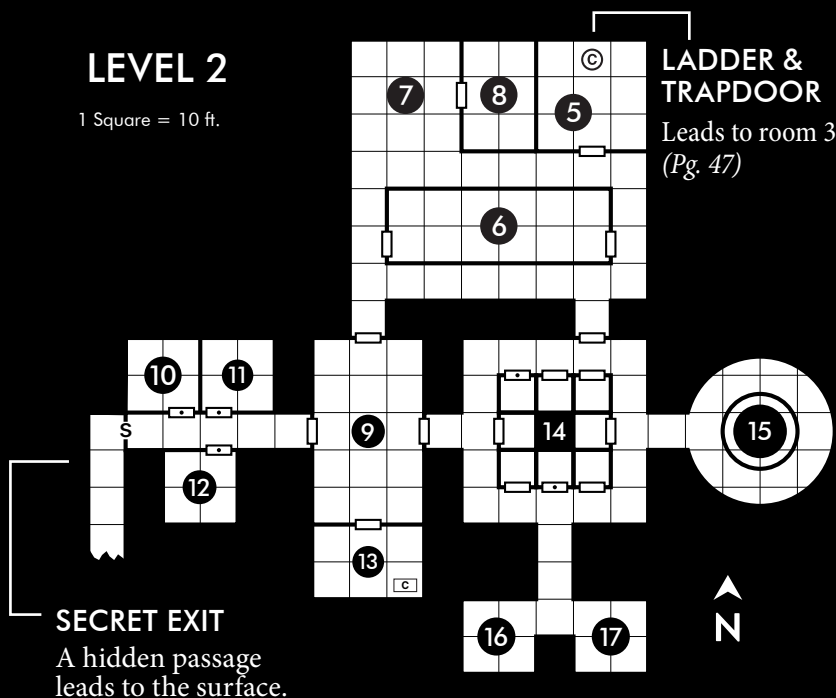
## REFEREE'S NOTE

A mirror put in front of each statue (a reflection of itself) could theoretically work the same as a statue not having its vision blocked since it would be looking at an identical statue.

# RAIDER'S STRONGHOLD (CONT.)

## LEVEL 2

1 Square = 10 ft.



**5.** An **orc guard** (AC 6[13], HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19[0], ML 6(8 with leader)) stands watch by the door on the south side of the room. There is a ladder and trapdoor in the ceiling leading to the room above (room 3).

**6.** Ten **orcs** are here, either sleeping or mingling. There are several bunks of disheveled and soiled bedding. If enough time is given to search the bunks, there is 145gp gold hidden in the bedding.

**7.** An **ogre** (AC 5[14], HD 4+1(19hp), Att 1 x club (1d10), THACO 15{+4}, ML 10, patrols the room. Fighting the ogre has a 4-in-6 chance of alerting the orcs in room 6.

**8.** There are barrels and boxes heaped throughout the space filled with the food rations for the entire prison. To preserve their stores, the orcs are on a limited rations, enforced by the warden. This food shortage issue has all of the orcs hungry and ill-tempered.

The prison is on edge due to hunger and fights and squabbles break out daily. It doesn't take much for them to turn on one another.

**Treasure:** The entire known food storage room in the facility. There is only enough food for a week at the current pace of rationing.

**9.** 2d6 **orcs** (AC 6[13], HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19[0], ML 6(8 with leader)) are present here at any given time seat-

ed at tables, carousing and drinking moonshine. Orcs resting in this room have become complacent, feeling safe about how far from the strongold's entrance they are. Most will have leaned their weapons against the walls and several (*DM's discretion*) have left theirs in another room.

**10-12.** These three cells are where those unfortunate to fall victim to the pit traps above (*area 1*) will find themselves. The doors to each cell are locked and four **orcs** (*AC 6[13], HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19[0], ML 6(8 with leader)*) guard the hall. Captives are kept here for only a short time while the warden decides their fate. At which time, captives will be moved to either the holding cells (*area 14*) and kept prisoner or thrown into the pit (*area 15*).

**13. Warden's Chambers.** There is a 4-in-6 chance the **warden** (*AC 6[13], HD 4 (15hp), Att 1 × weapon (1d6 or by weapon), THACO 17[+2], ML 6*) will be present here. Compared to the other orcs in the prison, the head authority figure is a gluttonous behemoth.

Occupying most of the space is a heavy wooden desk and chair. Among the valuables kept in a chest, there are three barrels of food stores that the warden keeps to himself for extra meals.

**Treasure:** *Treasure map* (pg. 64), 365gp, a necklace worth 400gp.

**14.** This area is comprised of a series of holding cells for prisoners awaiting transfer. Every week or so, an orc caravan will arrive to move prisoners to Maut'hgar, the orc stronghold three days to the north.

There is one prisoner being kept here in a cell; a halfling by the name of Gordie Rufelo. He and his comrades from Yngley (*K14*) were captured while hunting. It has been the better part of two weeks since his party's capture and he is the only survivor.

**15.** The pit, as it is called, is a wide cavernous well that the orcs use for execution and is home to a **pit wurm** (pg. 61). When the creature senses that live prey is near the opening, it extends its long tentacles to search for it. Once it has grabbed its prey, it pulls it down where it will be devoured slowly. Over time, the creature has grown a preference for orc flesh and will favor grabbing a guard over a different species of creature. The guards are aware of this and are very skittish when it comes time to execute a captive.

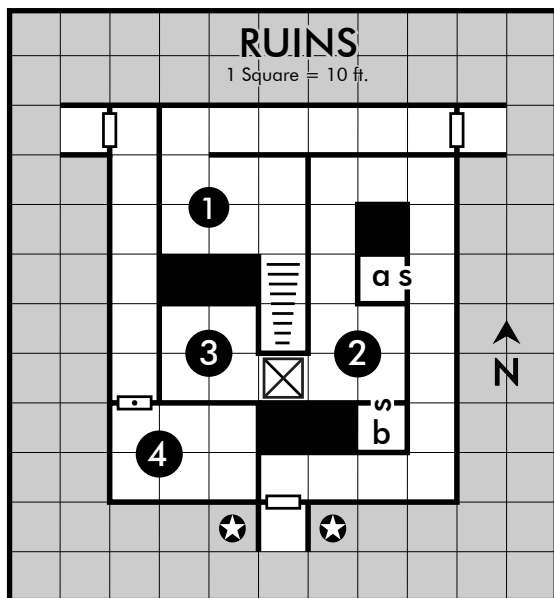
**16.** Food prepared for the prisoners is kept here. It is primarily the food that has rotted or is otherwise too far gone for the orcs, even on a starvation diet, to consider eating.

**17.** There is a complex apparatus of bronze tubing and tin cans that the guards have built as a still. Using some of the rotting food, they make an extremely potent (*and flammable*) moonshine.

# 111 RHODOPHINE RUINS

## APPROACH

In the middle of the two mile long island in Lake Rhodophine, lies a long abandoned temple. Its crumbling walls are overgrown with dense foliage but the structure is unmistakable once within a half a mile. There are few creatures that inhabit the island, save for birds and squirrels, but, as player characters approach within a few hundred yards of the ruins, boot prints are visible. If the prints are followed, they lead to the northwestern entrance of the ruins which is protected by a reinforced (*stuck*) door.



**1.** Three **fire beetles** (*AC 4[15], HD 1+2 (6hp), Att 1 × bite (2d4), THACO 18[+1], ML 7*) inhabit this chamber. In the southeast corner of the chamber, a set of stairs descends to the level below (*room 5*).

**2.** The halls leading to this chamber are engraved with hieroglyphs. The small symbols that fill the walls are vaguely recognizable: birds, fish, mammalian creatures such as bears or wolves, all of which are shown running, swimming, or flying. If inspected closely, there is a segment of the hieroglyphs that show bears flying, fish running, and birds swimming;

behind this is a secret room.

**Secret Room(a):**  
*Shield +1.*

The 20' square chamber is adorned in a similar fashion, but the creatures depicted are all spiders of various sizes. If searched, there is a visible seam in the south wall, behind which is a secret room.

**Secret Room(b):** A heap of mud-covered coins equal to 1000gp.

**3.** The 10' passage leading to this chamber (*from chamber 2*) is **trapped**. The walls of this space are also adorned with engraved art, but only a single creature is depicted. A long wyvern flies over mountains and under the three moons. There are some strange runes, which are illegible to anyone who cannot read the draconic language. For those that can, the word is the true name of the creature depicted: "Tovvannx".

D4	WANDERING MONSTERS
1	1d4 Giant Spiders
2	1d10 Stirges
3	2d4 Orcs
4	1d8 Traders

**4.** This room is guarded by five **brigands** (*AC 6[13], HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THAC0 19[0], ML 8*). They have been stranded on the island for weeks and have subsisted on their ability to catch fish, of which there are plenty. The brigands are armed with swords and shields and will be prepared to defend themselves should anyone stumble upon their encampment.

**Treasure:** The brigands have a large chest of gold in their possession—the only item of value they saved when their boat was run ashore and destroyed in a storm (3000gp).

**5.** There are two **tiger beetles** (*AC 3[16], HD 3+1 (14hp), Att 1 × bite (2d6), THAC0 16[+3], ML 9*) here. The stairs descend into a large 30' by 50' room. There are doors to the south (*chamber 9*), east (*chamber 8*), and west (*chamber 6*).

**6.** The hall leading to this chamber is **trapped**. On the north end of the hall is a door (*leads to room 5*) and to the west along the hall is a door (*leads to chamber 7*). The chamber is bare and remarkably devoid of dust or detritus.

**7.** On the northeast end of the hall is a door (*leads to chamber 6*). The chamber is bare and remarkably devoid of dust or detritus.

**8.** On the north end of the hall is a door (*leads to room 5*). In the south corner of the chamber is a hobgoblin skeleton. The clothing it wore has long rotted away and all that remain are its bones and a medallion.

**Treasure:** The medallion is a *Key-stone medallion* (pg. 63).

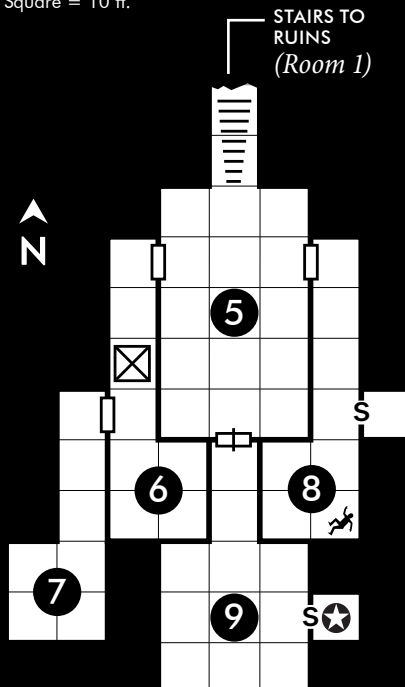
**9.** The door leading to this chamber is **trapped**. If triggered, the ceiling of the entire room begins to descend slowly, issuing a cacophonous sound of grinding stone and metal. The impossibly heavy ceiling will meet the floor in two rounds and will ascend again to reset the trap in 60 turns.

In a niche at the far end of the chamber sits a black marble altar with no markings of any kind. If enough orange power crystal is set upon the altar, the secret room on the east wall will be revealed.

**Treasure:** Inside of the secret room stands a statue of a tall humanoid figure with three eyes. It holds a long silver spear (*Lance of the Dragon Master*, pg. 63).

## LEVEL 1

1 Square = 10 ft.



# B11 SPIDER QUEEN LAIR

## APPROACH

On the Eastern ridge of the Hall of the Flagbearer, lies the cave mouth of the spider's lair. The spiders hunt voraciously to feed their colony, making the immediate area devoid of animal life. Miles around would appear eerily quiet to an unfortunate visitor and the closer they approach, webs becoming increasingly dense, eventually covering the ground and every tree.

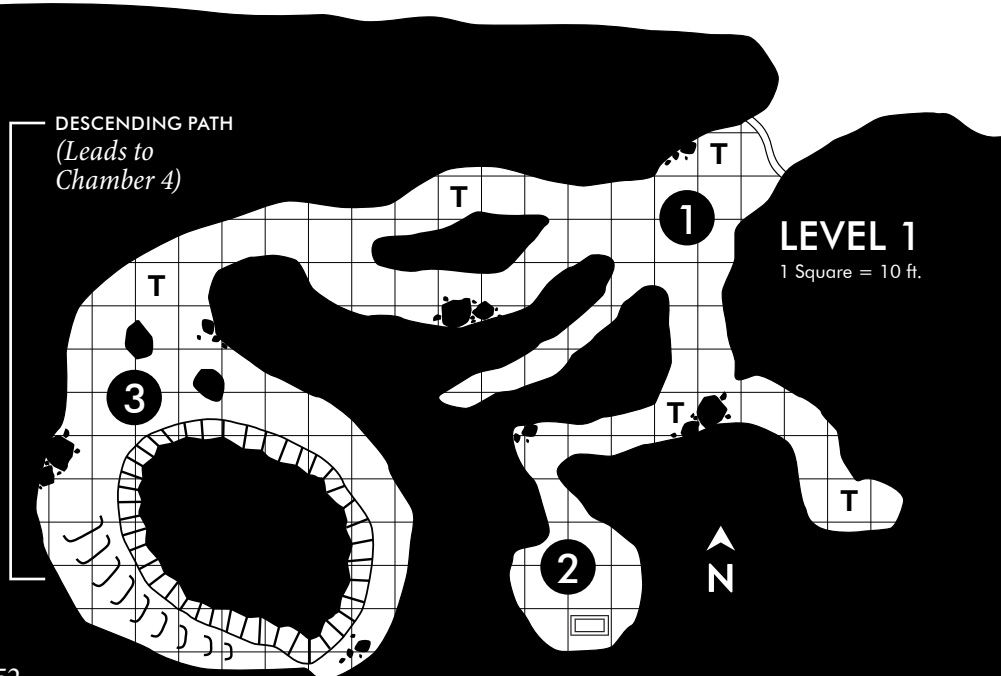
**1.** The cavern entrance extends for several hundred yards, sloping gradually downward. Every inch of the cavern walls, floor, and ceiling are covered in thick webs, but movement is not hampered. The entrance tunnel splits into three different tunnels. The ground is **trapped** in many places on this level. If triggered, the traps alert 1d6 **giant spiders** (AC 7[12], HD

2+2(10hp), Att 1 × bite (1d6), THACO 18[+1], ML 7, pg. 60) that will attack.

**2.** The narrow tunnel leading to this chamber is difficult to move through due to loose rocks and cavern debris. At the far end of the chamber sits a black marble dais, upon which lays a deep indigo **cloak**.

**Treasure:** The cloak is the legendary *Cloak of the Brother* (pg. 62).

**3.** There are three **giant spiders** (AC 7[12], HD 2+2(10hp), Att 1 × bite (1d6), THACO 18[+1], ML 7, pg. 58) are present. Dominating this large chamber is a large sinkhole that drops 100' to the level below. Around the southwestern perimeter, a ledge provides a wide footpath and descends down (*leads to chamber 4*).



**4.** At the bottom of the descending path, the sinkhole opens into a large chamber filled with great webs that stretch from wall to wall. Moving through the chamber without being hindered completely requires cutting through the webs or otherwise removing them. Beyond the webs, there are two passageways on the north end—either east (*leads to chamber 5*) or west (*leads to chamber 6*).

**5.** The **spider queen** (*AC 3[16], HD 8(36hp), Att 2 × bite (2d6 + poison), THACO 14[+5], ML 9, pg. 60*) guards her unborn brood in this large chamber. There are dozens of semi-translucent, writhing egg clutches throughout the space and each glows faintly orange. A layer of cool dense mist hangs low on the ground that swirls when disturbed. The other giant spiders of the colony will not enter the nest area, even if conflict should arise or if the queen is in danger.

If the queen is killed, it will mean the longterm death of the spider colony and the presence of the spiders in Northland will dwindle sharply.

**6.** There are five **giant spiders** (*AC 7[12], HD 2+2(10hp), Att 1 × bite (1d6), THACO 18[+1], ML 7, pg. 60*) feeding here. Through a long dark tunnel filled with thick webbing, is a chamber with cocooned carcasses suspended like slaughtered livestock. Moving through the tunnel without being hindered completely requires cutting through the webs or otherwise removing them. The suspended remains vary from human and orc corpses to the carcasses of horses and antelope, many of which have been drained and are mere husks. Below one of the human corpses, a few gold coins have fallen to the ground.

**Treasure:** The corpse that dropped the coins also has 50gp and a *ring of wishes*(3).

## LEVEL 2

1 Square = 10 ft.

# F12 ABANDONED TOWER

On the western hills of the greater Northland valley sits an empty military post. The tower structure is far enough out of the way that it likely would not have been seen by a larger enemy contingent, but the position was abandoned when the orders to fall back and protect the walls of Obanhold came through. The tower has since been the home to many who have come and gone.

D4	WANDERING MONSTERS
1	1d4 Giant Spiders (pg. 60)
2	5d10 Rats
3	1d8 Bandits
4	1d8 Traders

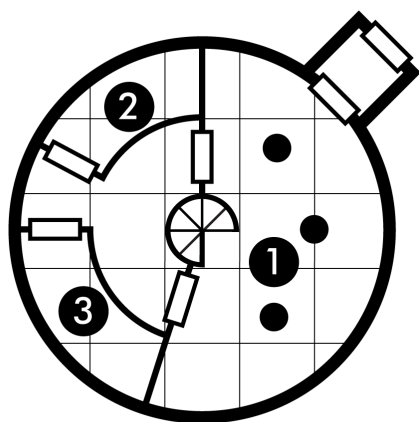
## APPROACH

The light sun-bleached stones of the tower structure can be seen faintly against the yellow hills from a few miles off. The tower is surrounded in all directions by untrodden grassland.

**Wild horses** (AC 7[12], HD 2 (9hp), Att 2 × hoof (1d4), THAC0 18[+1], ML 7) graze in herds and tend to be skittish around other creatures. At night, a **troll** (AC 4[15], HD 6+3\* (30hp), Att 2 × talon (1d6), 1 × bite (1d10), THAC0 13[+6], ML 10 (8 fear of fire)) loiters in the vicinity, hunting for the humans that used to occupy the tower, and settling for a horse when none are to be found.

**1.** The tower entrance has several claw marks that cut deep into the heavy door and stone. Past the entrance, there is a large common room with wooden tables and chairs. At the center of the room (and overall building), a spiral stone staircase leads up (*upper level, room 4*) and down (*level 1, room 5*). Two doors on either side of the stairs lead to a hall which leads to the barracks (*rooms 2 & 3*).

**2 & 3.** Several bunks fill the space leaving very little room to maneuver save for a central walkway. Many of the bunks still have bedding and appear to have been used somewhat recently. A message has been carved into the underside of one of the top bunks. It reads: “*We hear it’s hungry cries at night. Lady, help us, it is coming.*”



**GROUND**

1 Square = 10 ft.

4. The upper level is a large open room with four windows overlooking the surrounding grasslands in each cardinal direction. Small wooden stools sit below each window.

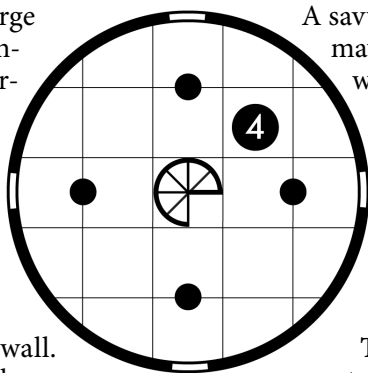
5. The spiral stair case descends into a dark 30' by 30' room with barrels and crates lining the far wall. There are two doors on the south wall (leads to room 7 & 8) and one door on the north side (leads to room 6). If inspected closely, the containers on the north end of the west wall are empty and there is evidence they have been moved in and out of the space several times in the past (**secret door behind crates**).

**Containers:** The barrels and crates here contain rations, clothing, and construction tools.

**Secret Door:** A narrow hidden passage leads to the surface, 100 yards away from the tower.

6. This room is lined with weapon racks and shelving. **Basic weapons** and **armor** have been left here from the last time soldiers were stationed here—enough to arm 20 or so men-at-arms. On one of the shelves is a set of keys (*open cells in hall 8*).

7. The door to this room is **trapped**. If triggered, a poison needle from within the locking mechanism will stab any creature tampering with it, causing death in 3 turns (**save vs. poison**).



## UPPER

1 Square = 10 ft.

A savvy player character may discern that the trap was likely not set by the Obanhold soldiers, but rather another unaffiliated group. On the far wall of the room is an iron-banded **chest** which is unlocked.

**Treasure:** The chest contains 1,175gp, 2 × *potions of healing*, and *leather armor +1*.

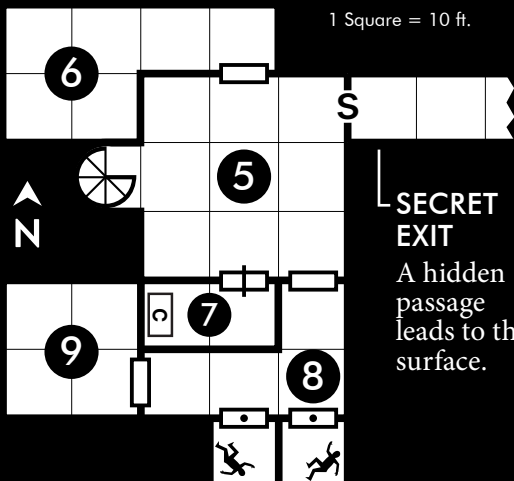
8. A hall turns to the left, passed two locked prisoner **holding cells** and ends at door (leads to room 9). There is an overwhelming odor of death filling the space.

**Cells:** Both cell doors are locked. Each contain a decomposing body of a human. Tattooed onto the flesh of one of the dead prisoners is a treasure map (*treasure map*, pg. 64).

9. Scrape marks on the floor suggest it may have been a store room.

## LEVEL 1

1 Square = 10 ft.



**SECRET EXIT**  
A hidden passage leads to the surface.

# K8 RUINED VILLAGE

## THE SCIONS OF EIYDA

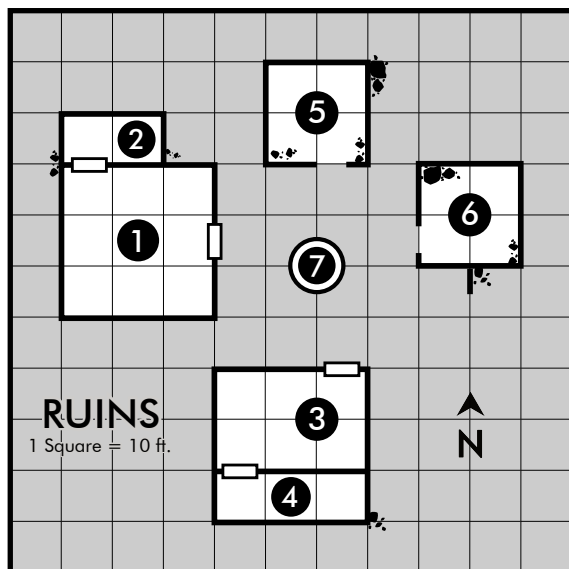
### APPROACH

The ruined buildings and homes of the village are visible from a mile or so away in clear weather. From further out, smoke from a campfire or chimney may be visible, but if the player characters don't approach cautiously and unseen, all fires will be extinguished and any visible smoke will cease. There is very little evidence otherwise that anyone lives in the ruins.

Despite this, an entire clan of Lycanthropes (*weretigers*), calling themselves the **Scions of Eiyda**, occupy the area and will hide themselves below ground if strangers approach. If they don't see the strangers as a threat, the strongest of the clan will emerge to meet them.

**1.** If the villagers have been caught unawares, there are six people [**weretigers**] here (AC 3[16] (9[10] in human form), HD 5\* (22hp), Att 2 × claw (1d6), 1 × bite (2d6) THAC0 15[+4], ML 9). There are a few rows of rough wooden tables in this space. The inside is tidy and it is apparent to anyone looking that the floors, tables, and windows have been repaired. There is an aroma of roasted meats and baked bread. There is a door in the northeast end of the large room (leads to room 2).

**2.** This room is clearly a kitchen, and one that is often used. Cooking accouterments are hung up and the savory smells and sweet aromas of food are strongest here. There are barrels and



bags that contain grain and potatoes.

**3.** If the villagers have been caught unawares, there will be three or four people [**weretigers**] here (AC 3[16] (9[10] in human form), HD 5\* (22hp), Att 2 × claw (1d6), 1 × bite (2d6) THAC0 15[+4], ML 9). This building has been mostly restored to comfortable living conditions on the inside, though the exterior looks very much abandoned. Several beds and trunks with clothing occupy much of the floor space. On the far wall there is a door (leads to room 4).

**4.** This room is much the same as the previous room, with beds and storage. The windows are covered with rags.

**Treasure:** in a storage trunk, there is a sack of 200 gold. Wrapped in rags is an orange *glowing crystal*, about the size of a fist (pg. 62).

**5.** This building is missing its roof but the walls, though crumbling, are still standing. If the player characters approach and appear threatening to the inhabitants, three people [**weretigers**] (*AC 3[16] (9[10] in human form), HD 5\* (22hp), Att 2 × claw (1d6), 1 × bite (2d6) THAC0 15[+4], ML 9*) will wait here to ambush the party.

**6.** The walls of this building have mostly crumbled away, leaving stone debris which has grown over with grass and shrubs. There is nothing else of interest here.

**7.** In the center courtyard of the village is a moss-covered stone well. Hanging above is a strong looking wooden support with a pulley and rope. Looking down into the well, one will notice there is no water, but a rocky stone floor (area 8).

**8.** During intrusion by strangers or orcs, the clan will descend into the well to the caverns below to hide themselves, and, if the player characters have been seen approaching, this is where the majority of the villagers will be. They have become quick and efficient at hiding, and can gather everyone below in a matter of minutes. In such an event, the villagers will be huddled together in the next chamber (area 9).

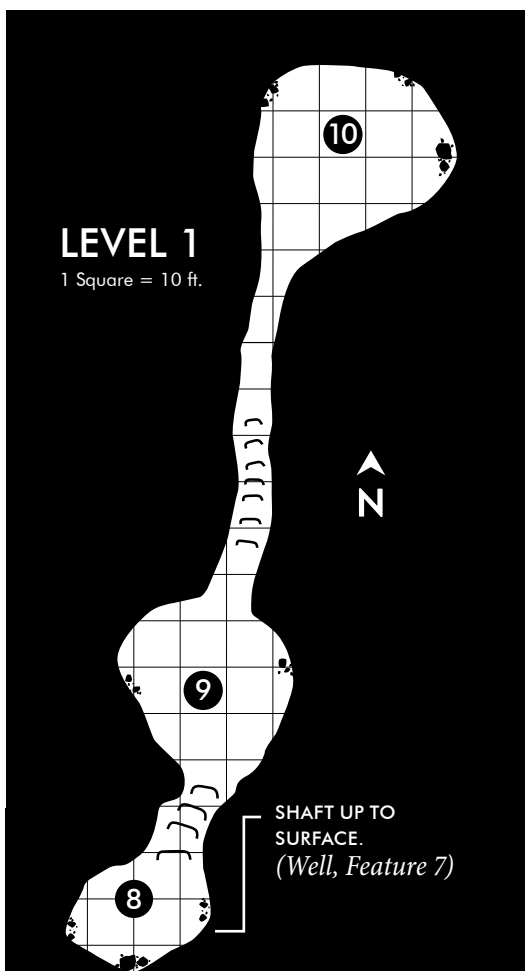
**9.** The room has benches lining the walls, which provides seating for every villager. There are also several bedrolls here in case they need to stay below for an extended length of time.

**10.** In the final chamber of the cavern, there sits a natural metal cube roughly 3' by 3'. Set in the center of the cube is a glimmering **silver long-sword**. The sword is magically protected and cannot be pulled by anyone but

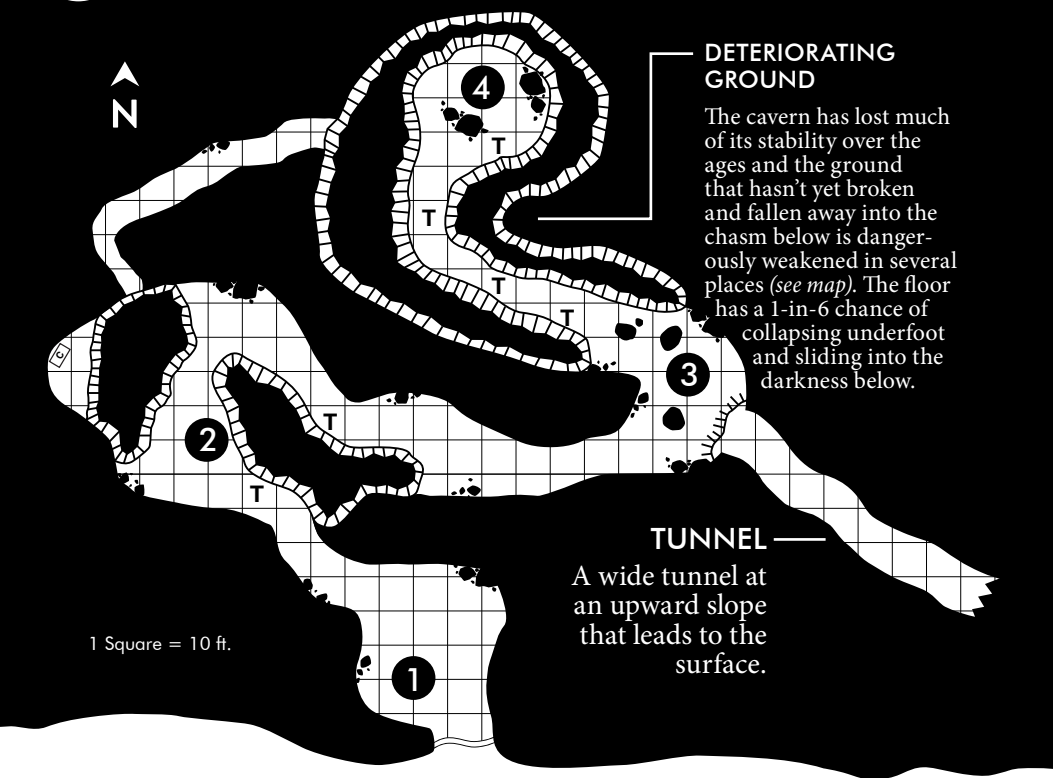
a fighter of level 3 or greater of a lawful alignment.

**Sword:** The Lycanthrope villagers have identified the weapon as none other than the sword gifted to **Ghevah** by the warrior moon, Eiyda (*pg. 22, The Orcs of Maut'ghar*). Hence, their clan's moniker. They view themselves as protectors of this relic and their lycanthropy as a blessing, bestowed upon them by their goddess.

**Treasure:** the magic sword is the legendary *Sword of the Sister* (*pg. 63*).



# A4 WYVERN LAIR



## APPROACH

The mountain rises sharply above the surrounding landscape. At its base, the calm North Hall Lake reflects the craggy peak that thrusts upward like jagged teeth. The Orc tribes of Maut'hgar fear the creature that has dominion here and avoid lingering in the vicinity. The only creatures a group would find on the mountain would be the small skittish rodents darting among the scree to avoid the Wyvern's notice.

The cave entrance is located on a thin ledge, up a narrow and fragile path. From the mouth, a steady wind blows outward, bringing hot and foul air rushing out.

**1.** After several hundred feet, the cave entrance passage opens up to an open chamber that is littered with the stinking **bones** of an uncountable number of medium to large creatures. The bones pile high up on the walls and cover the ground making it difficult to traverse. To the north of the chamber is a passage that continues (*leads to chamber 2*).

**Bones:** Among the bones and tattered armor, is a **leather shoulder bag**. The bag contains containers and vials holding various tinctures, potions, and ingredients.

- 2  $\times$  *potion of healing*
- *Potion of heroism*
- *Potion of polymorph self*

**2.** The floor of this chamber is fragile and can collapse underfoot and is considered **trapped** (see map). The chamber ceiling rises high and is covered with stalagmites. There are two chasms that fall away into darkness on either side of a natural narrow bridge. On the far side of the western chasm (20' across at least) is a ledge that holds a large ornate chest. About halfway across the same chasm is a very narrow tunnel (leads to chamber 4).

**Treasure:** The chest contains 3000gp.

## REFEREE'S NOTE

The tunnel leading to the surface from chamber 3 is the Wyverns preferred entrance, but it can make its way in and out of the main entrance. The tunnel between chamber 2 and 4 is too small for it to fit through.

**3.** The cave stretches into a larger chamber which turns a corner left into a larger chamber that drops off into a chasm on all sides (chamber 4). Wind blows forcefully up from the bottomless chasms, flinging abrasive dust and even small rocks through the air at dangerous speeds around huge stalactites. Stalactites hang from the ceiling and high up on a nearly sheer ledge on the southeast wall, daylight can be seen through a steep tunnel.

**4.** Along either side of the large curving chamber, the ground has fallen away, creating a narrow, natural bridge surrounded by chasm. There is a 3-in-6 chance the ancient **Wyvern, Tolvannx**, (AC 3[16], HD 7\* (31hp), Att 1 × sting (1d6 + poison) THAC0 13[+6], ML 9, pg. 61) will be slumbering here. The violent wind that rises from below wails as it hurls pebbles and dust. The ancient serpent has grown accustomed to the cacophony and rests peacefully. Despite the noise, the Wyvern can hear keenly and may be able to detect unnatural sounds over the din.

**Treasure:** The Wyvern sleeps upon a stinky and ragged rug which is a flying carpet.



# APPENDIX

## BESTIARY

### GIANT SPIDER

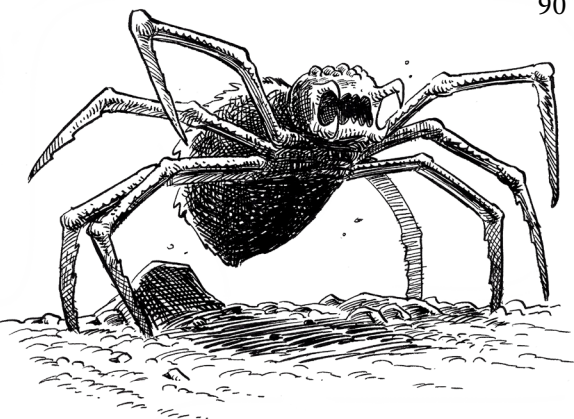
This particular species of arachnid is the apex predator of the Northland region. They have evolved over generations in the presence of the mysterious orange crystal and covetously nest in places that have grown higher concentrations. The human endeavors with the crystals have driven the spiders into a frenzy.

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**AC** 7 [12], **HD** 2+2 (10hp), **Att** 1 × bite (1d6), **THAC0** 18 [+1], **MV** 120'(40'), **SV** D12 W13 P14 B15 S16, **ML** 7, **AL** Neutral, **XP** 25, **NA** 1d4 (1d4), **TT** U

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- **Webs:** Creatures caught in webs become entangled and unable to move for 1d4 turns. Break free on a successful ability check or by destroying the webs with fire. Creatures caught in burning webs suffer 1d6 points of damage.



### GIANT SPIDER QUEEN

The queen of the Northland giant spider colony. She is much larger and more formidable than the legion of “drones”.

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**AC** 3[16], **HD** 8(36hp), **Att** 2 × bite (2d6 + poison), **THAC0** 14[+5], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16, **ML** 9, **AL** Neutral, **XP** 700, **TT** None

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- **Poison:** Causes death in 2 turns (save vs. poison).

### GIANT WATER SERPENT

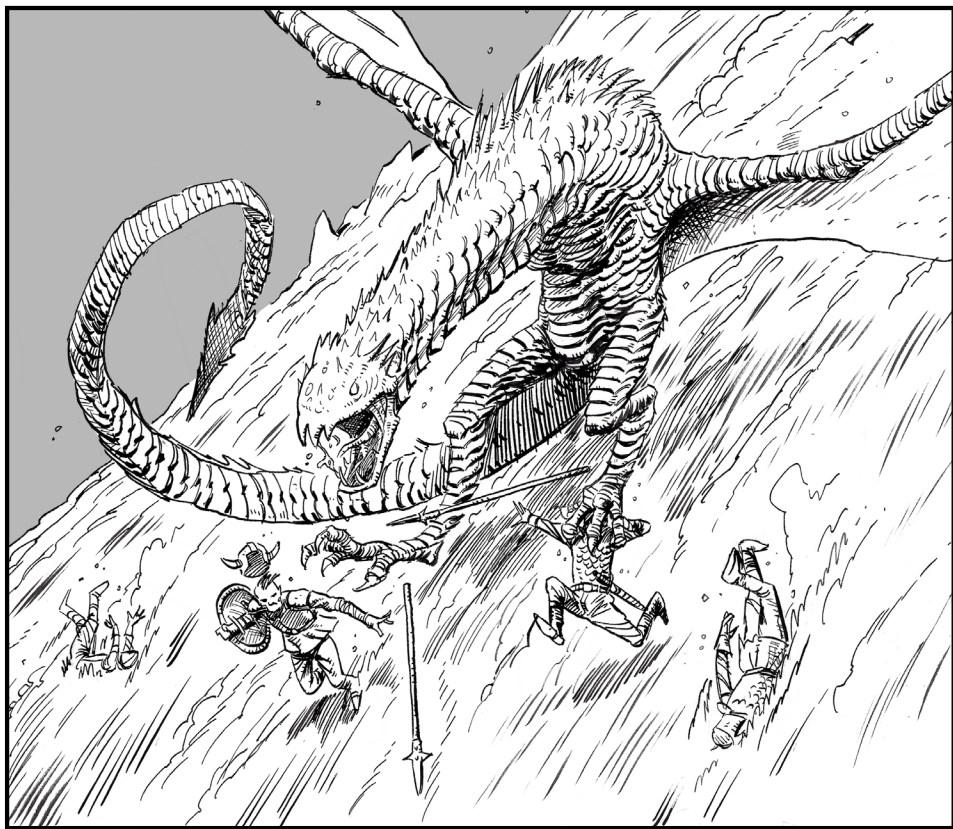
This variety of giant, snake-like reptile exists deep below the surface in underground lakes. They only feed a few times per year and are very territorial.

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**AC** 6[13], **HD** 6\* (27hp), **Att** 1 × bite (1d4 + poison), **THAC0** 17[+2], **MV** 90' (30') / 120' (40') swimming, **SV** D12 W13 P14 B15 S16, **ML** 8, **AL** Neutral, **XP** 400, **TT** U

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- **Poison:** Causes death in 1d4 turns (save vs. poison).



## PIT WURM

A massive, immobile insect that roots itself in caverns and deep crevasses. It survives by digesting debris and other creatures that are unfortunate to stray too close. Three grasping tentacles can aide it in pulling in prey.

**AC** 6[13] , **HD** 15\* (67hp), **Att** 3 × tentacles (1d3 + caught), **THAC0** 17[+2], **MV** 0', **SV** D8 W9 P10 B10 S11, **ML** 7, **AL** Neutral, **XP** 2,000, **TT** None

- **Caught:** Creatures that are caught can't move and are dragged down into the spiny orifice of the pit worm over 1d3 turns and are then eaten (save vs death).

## WYVERN, TOWANNX

This is an ancient Wyvern, who has lived in the Northland region long enough to earn a name. Its lair is southeast of North Hall Lake, in a cavern with an entrance high up on the mountain slopes.

**AC** 4[15] , **HD** 9\* (40hp), **Att** 1 × sting (1d6 + poison), **THAC0** 14[+5], **MV** 90' (30') / 240' (80') flying, **SV** D10 W11 P12 B13 S14, **ML** 9, **AL** Chaotic, **XP** 1,100, **TT** E

- **Poison:** Causes death (save vs. poison).

# MAGIC ITEMS & HANDOUTS

## CLOAK OF THE BROTHER

The cloak is made of a shimmering indigo silk. In the peak light of the full moons, the cloak and its wearer glow brilliantly. Only during this short time they are fully healed and all diseases and curses are removed. If the moonlight is obscured, the healing event cannot occur. At all other times the cloak grants the wearer the ability to move completely silently when in the dark.

## CRYSTALS OF POWER

Often mistaken as mere gems, these beautiful large orange crystals held magical qualities to the ancient civilization of the Builders. There may be mechanisms within dungeons that use the power of the crystals to operate. The engineers and magic-users of Obanhold found that they too could harness the power from the crystals—but at a cost. Prolonged exposure to the crystal caused an ill effect, a change in one's demeanor. A creature will grow a deep longing for the crystal. The longer the exposure, the more intense the desire.

For every day (*non-consecutive*) that a creature is within 5' of a crystal (1 lb or more), they must save vs. spells. On a failure, the creature is affected by the draw of the crystal and gains a **burden counter**.

**Burden:** For every burden counter a player character accumulates, they carry the following cumulative effects:

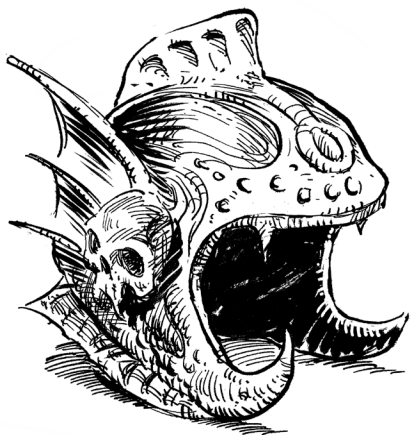
- **1 counter:** The player character actively maintains close proxim-

ity with the crystal. A choice to separate oneself from the crystal requires a save vs. spells.

- **2 counters:** The player character's alignment shifts one step closer to chaotic. For example, a lawful character becomes neutral and a neutral character becomes chaotic.
- **3 counters:** The player character's constitution is lowered by 2 and their alignment shifts another step closer to chaotic (if applicable). They appear hollow and ashen and movement becomes slowed to a maximum movement rate of 60'.
- **4 counters:** The player character's charisma is lowered by 6. If the player character has followers, the followers abandon their post, fearing the situation and their employer's apparent curse.
- **5 counters:** Upon receiving a fifth burden counter, the crystals hold is permanent. The player character is lost and is fully controlled by the referee. They become a servant of chaos and will immediately attack any creature of lawful or neutral alignment.

## REFEREE'S NOTE

The burden of the crystals is heavy and could prove detrimental to your campaign. At your discretion, you may give your players a better chance to overcome the burden. On the third successful save vs. spells, the player becomes permanently immune to the crystal's effect.



### HELM OF THE SPRING SERPENT

The helm is forged from an unknown metal. Its shape forms a snake's head with long fangs jutting down over the wearer's brow. While wearing the helm, a player is granted a choice of one of two abilities, once per day (recharging at twilight):

- They may change their form into a snake for one hour at will. In the altered form, they are for all intents and purposes a snake, with no ability to communicate. They may change back at will, but any remaining time is lost for the day.
- The wearer can command a nearby reptile for an hour. During this time they can communicate with the commanded creature.

### KEYSTONE MEDALLION

These rare silver medallions grant individuals access to the mysterious teleportation gates. Once worn, the wearer may step through one side of a portal and out through the connecting gate. The side effects of teleportation may include dizziness, nausea, and numbness.

### LANCE OF THE DRAGON MASTER

A 7' long golden lance with a wide, bladed spearhead. The weapon is ancient and is cratered and dented from age. Near the end of the haft, there are three circular gems set to represent the three moons. While holding this weapon, its bearer is granted the ability to speak and read the draconic language, and communicate telepathically with all species of dragons.

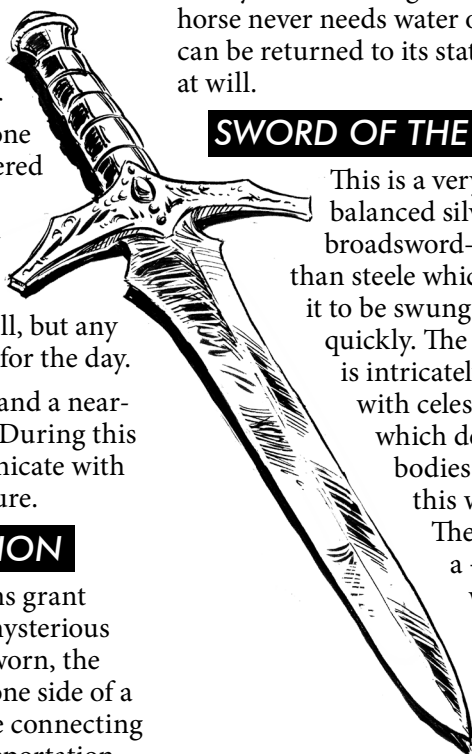
### STATUETTE OF THE WIND

The small horse figurine can be activated at will and transforms into a sturdy warhorse in golden armor. The horse never needs water or food and can be returned to its statuette form at will.

### SWORD OF THE SISTER

This is a very delicately balanced silver broadsword—lighter than steel which allows it to be swung more quickly. The crossguard is intricately engraved with celestial objects which depict the bodies surrounding this world's star.

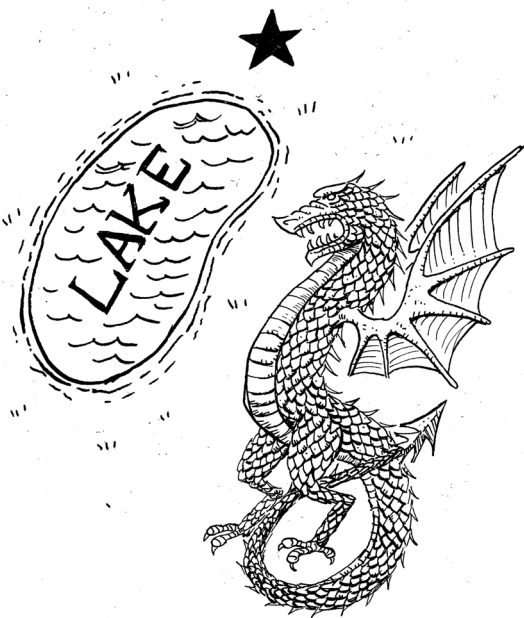
The sword grants a +2 bonus when fighting humanoids.



## CORPSE TATTOO MAP

This map is found tattooed on the back of a deceased man in the Abandoned Tower (*F12, Area 8, pg. 55*). The tattoo of a lake and winged serpent signifies a location north of the Wyvern's Lair, at the end of the lake. There, the player characters would find the ruined foundation of a human structure that was never completed. Buried beneath the rubble is an entrance to the basement level where a heavy chest rests.

**Treasure:** The heavy chest contains jewelry and coin amounting to 5,000gp.



## WARDEN'S MAP

This map is found among the hoarded belongings of the prison warden of the Raider's Stronghold (*G11, Room 13, pg. 49*). The notes on the map are written in orcish. It describes the location that the markings depict: a point six miles directly south of the southernmost peak of the Wind Rise mountain range, within the woods known as Umrads Grove. In a clearing sits a

solitary headstone which seemingly marks a grave. Digging down reveals a false stone sarcophagus with a heavy lid. Within are stone stairs that descend into a 15' x 15' room which contains the treasure.

**Treasure:** Piles of gold coins and jewelry which amounts to 2,375gp, chainmail armor +1, Scarab of Protection, Sword +1



## YOG'S MESSAGE

The missive from Yog appears innocuous at first glance, but a careful reading between the lines may reveal a code being shared between the brothers.

The message reads:

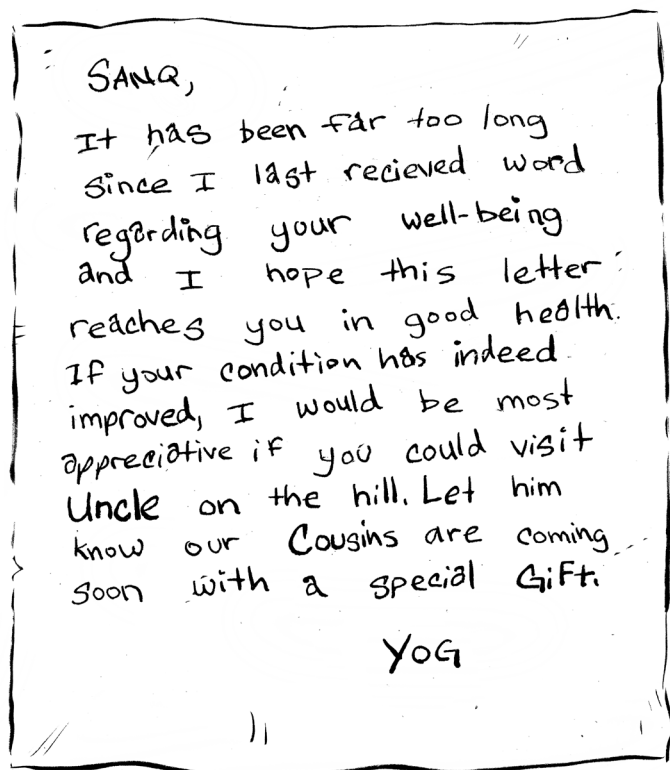
"Sanq,

It has been far too long since I last received word regarding your well-being and I hope this letter reaches you in good health. If your condition has indeed improved, I would be most appreciative if you could visit **Uncle** on the hill. Let him know our **Cousins** are coming soon with a special **Gift**.  
-Yog"

If pressed, Yog won't reveal any hidden meaning or agenda behind the letter. On the other hand, Sanq is more susceptible to coercion.

Sanq may reveal that he and Yog are both agents for the thieves guild,

"Uncle" is code for their boss who is located in their hideout outside of Gatton (J17, pg. 38), the "Cousins" are guild members being moved from Obanhold to the hideout location, and the "Gift" is the earnings from a large score. Sanq would certainly be in danger of losing his own life if it were known he let slip sensitive guild information, so the threat or price would need to be sufficient.



# READING THE MAP

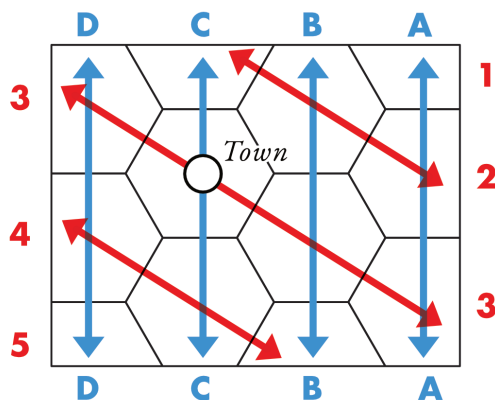
The map covering Northland (*inside front cover*) is a traditional topographic trail map with an overlaid hexagonal grid. Elevation is noted on contour lines and areas of dense vegetation are displayed. Each trail has its mileage calculated to the tenth of a mile when ruling how far the players travel per day. The trail distances shown are the miles between path junctions and locations of interest.

The idea is to present the overland travel to the players in a similar fashion as dungeon exploration—give them meaningful choices in how they get from point A to B.













*\*Note: Take care not to show the referee's map to the players. As with dungeon maps, the mapper should work to draw their own map as they explore.*

## HEX NUMBERS

Locations on the map are organized and located in this module by their hex number. Referring to the example hex map here, we can locate our example town on hex C3.



## MAP LEGEND

-  **TOWN:** The town is the hub of civilization and relative safety.
-  **STRONGHOLD:** Castles and fortified structures where the bulk of an army is stationed.
-  **SETTLEMENT:** Camps, homesteads, and small villages.
-  **TOWER:** Impressive defensible structures—often guarded.
-  **RUINS:** Remains of ancient humanoid civilizations. Pair well with dungeons.
-  **CAMP:** Temporary settlement.
-  **CAVE:** Dark, creepy, usually a giant scorpion is lurking about.
-  **BRIDGE:** The only “safe” method of crossing a river or chasm.
-  **TRAIL:** Pathways, natural or man-made.
-  **Road:** Well built pathway that eases difficulty of travel.
-  **RIVER:** Natural pathways and sources of potable water. Difficult to cross.
-  **TREASURE:** If you find a treasure map, this is where it may guide you.

# DUNGEON KEY

	ALTAR		GAS		STAIRWAY
	ARCHWAY		LADDER		STAIRWAY, SPIRAL
	BRAIZER		LEDGE		STATUE
	CHEST		MAGIC AREA EFFECT		STATUE, HUGE
	CORPSE		PILLAR		TRAP OR TRIGGER
	DAIS		PIT, COVERED		TRAPDOOR, CEILING
	DOOR		PORTCULLIS		TRAPDOOR, FLOOR
	DOOR, ONE-WAY		RUBBLE		WALL, ILLUSORY
	DOOR, LOCKED		SECRET DOOR IN CEILING		WALL, LOW
	DOOR, SECRET		SECRET DOOR IN FLOOR		WATER, FLOWING
	DOOR, TRAPPED		SHAFT IN CEILING		WATER, STANDING
	ELEVATED LEDGE		SINKHOLE OR CHASM		WELL

## DIRECTIONS

In some descriptions for dungeon room or wilderness areas, cardinal directions may be given.

## APPROACH

Under the dungeon entry, there will be a preliminary section that describes the surrounding area and possible encounters leading to the adventure site.

## STUCK DOORS

For simplicity, every instance of a door in a dungeon that isn't locked or secret has a 50% chance of being stuck.

## LIGHT

Unless otherwise noted, every space in a dungeon is dark. The only light sources would be ones carried by the party or by wandering monsters that need light to see (ie. Brigands).

# THE SCOURGE OF NORTHLAND

BY JACOB FLEMING

*Beyond the city wall, there are creatures with their own plans. Giant spiders desperately assault the city in swarms. No one knows the cause of these attacks, but their frequency increases by the day.*

*Far to the North, smaller orc war-bands are beginning to gather and remote settlements are all that stand between them and the walls of Obanhold. Too much blood has been spilled in the name of human expansion and the orc tribes of Maut'hgar have called for retribution. It is a matter of time before all out war is declared.*

*A storm is coming.*

