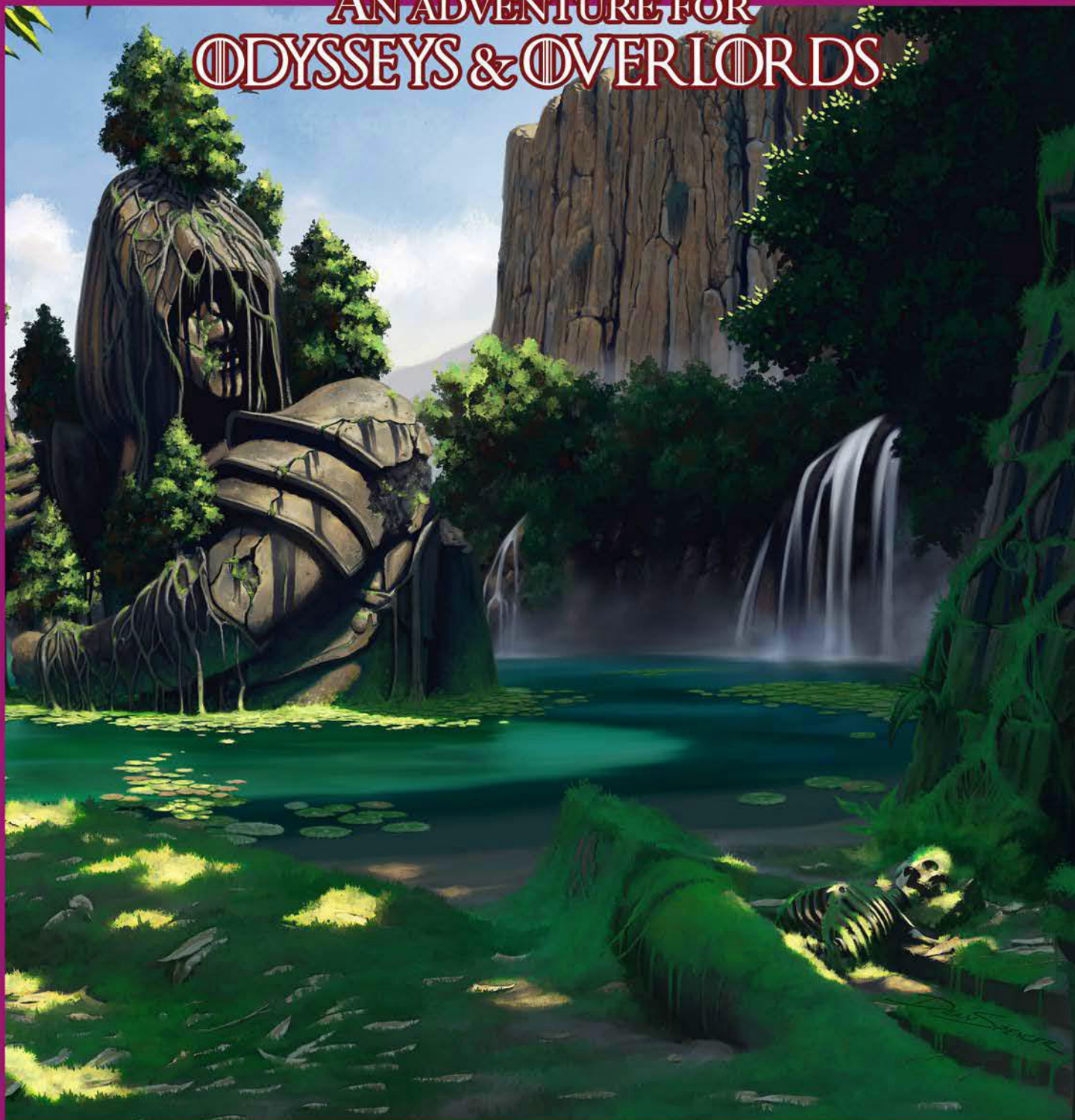


Designed for use  
with the **Basic Fantasy**  
Role-Playing Game

# WYVERNSEEKER ROCK



## AN ADVENTURE FOR ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 2ND TO 5TH LEVEL

# WYVERNSEEKER ROCK

An Adventure for

## ODYSSEYS & OVERLORDS

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# WELCOME TO WYVERNSEEKER ROCK

This adventure is designed for 4 to 6 player characters of 2nd to 5th level. A Magic-User and a Thief are not required for success, but a party with those characters in it is far more likely to succeed than those lacking characters in those roles.

## INTRODUCTION & BACKGROUND

The party are traveling west through the Untamed Gauntlet, on their way to somewhere else and using a stream to guide their steps. They step out from under the eaves of the forest to spy looming before them a cliff, a tall wall of stone which stretches away to either side as far as they can see.

A waterfall cascades onto sharp rocks into a pool from which pours the stream they were following. The sheer cliff is easily 100 feet high, and too wet and slick to climb safely, though it can be tried.

Atop the cliff is a bare stone hill which looks like it was at one time worked by intelligent hands; a look-out post of sorts has been carved into its southernmost peak. The map says it's called "Wyvernseeker Rock," but it doesn't say why.

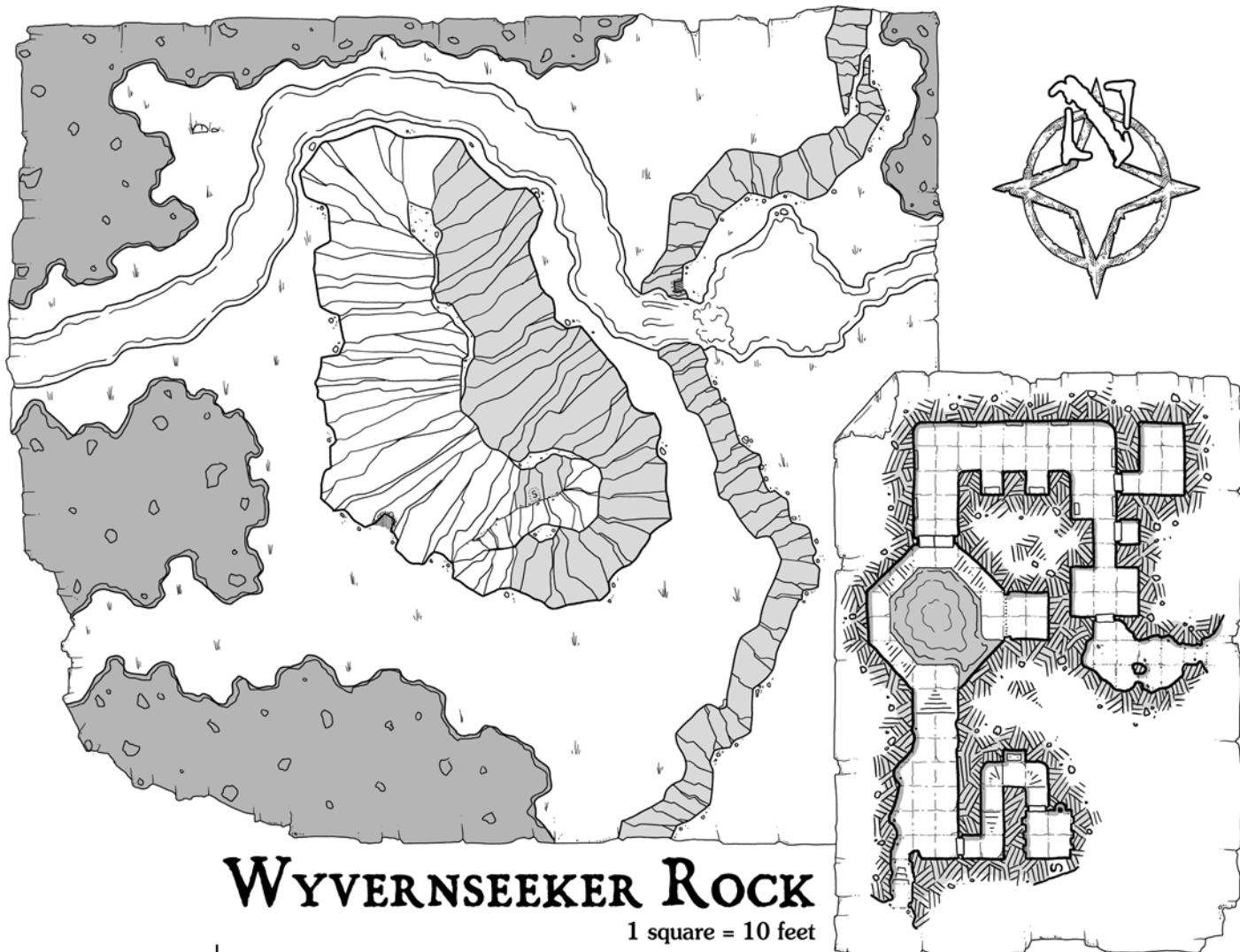
The hill appears deserted.

A long age ago, beyond mortal memory, a forgotten people built a watching post and refuge atop and within Wyvernseeker Rock. A hundred years ago, an adventurer named Olaf Wyvernseeker claimed the Rock for his own and set out with companions to clear the lands thereabouts.

They were never heard from again.

The upper chambers of the Rock are a convenient lair for a Giant Rhadogessa and its spider servants.

Still, it's got to be safer than climbing the cliff. Right?





## ROOM ONE: ENTRANCE AND PUZZLE

Perhaps a safer way to the top of the cliff is through the opening next to the falls. Hewn into the face of the cliff is an arch, around which are carved mystical runes too weathered to decipher.

Through the arch is a cave. Niches line the walls of the cave, each just large enough to contain a humanoid skull. There is no light save that which the heroes bring with them.

### THE SEALED DOOR

To the north is a sealed stone door. More mystical runes are carved into the door and the stone into which it's set. As these runes are protected from the elements, they're as clear as if they were chiseled yesterday.

Huddled against the base of the door is the skeletal remains of a Wild Folk clutching a spear.

The door is locked and magically sealed. Unless the correct runes are touched in the correct sequence, the door remains locked.

When a character makes a successful Intelligence ability score check (see page 5 of the **Players Guide**), they correctly decipher a rune. Magic-user characters have +2 on this check.

If a character touches an incorrect rune, they must make a save against wands or take 1d4 damage as magical sparks leap out.

When the party makes 3 successful ability score checks, the door grinds open on hidden hinges.



## ROOM TWO: CRYSTAL GUARDIANS

Thick dust carpets the corridors. Clearly no one has walked here in centuries. Tiled mosaics of water creatures riding waves line all the walls.

**Guardians.** Niches in the wide corridor which runs east—west each contain a *Crystal Living Statue* (**BFRPG Lite**, p 100). When a character moves within 10 feet of a statue, motes of light wink deep within it, it animates, and attacks.

**Side Rooms.** The side rooms are unoccupied and contain nothing of interest, except the larger side room has a door which can be barred and a cistern of fresh, clean water in the northeast corner. If the characters are injured, they can safely rest here.

Double doors lead to:

### ROOM THREE: BIG BATTLE & TRICK

The doors open onto an octagonal cylinder hewn from the rock. A spiral staircase winds up to the right/west, and down to the left/east. At the bottom of the cylinder, 20 feet below the doors, is an ornamental pool filled with water which flows in from the southeast.

**Monsters.** In the middle of the pool is a Giant Rhagodessa (**O&O GMG**, p 42), attended by 3 Giant Crab Spiders (**BFRPG Lite**, p 119) which dangle from webs at the top of the cylinder, 40 feet above the doors. All attack any intruders.

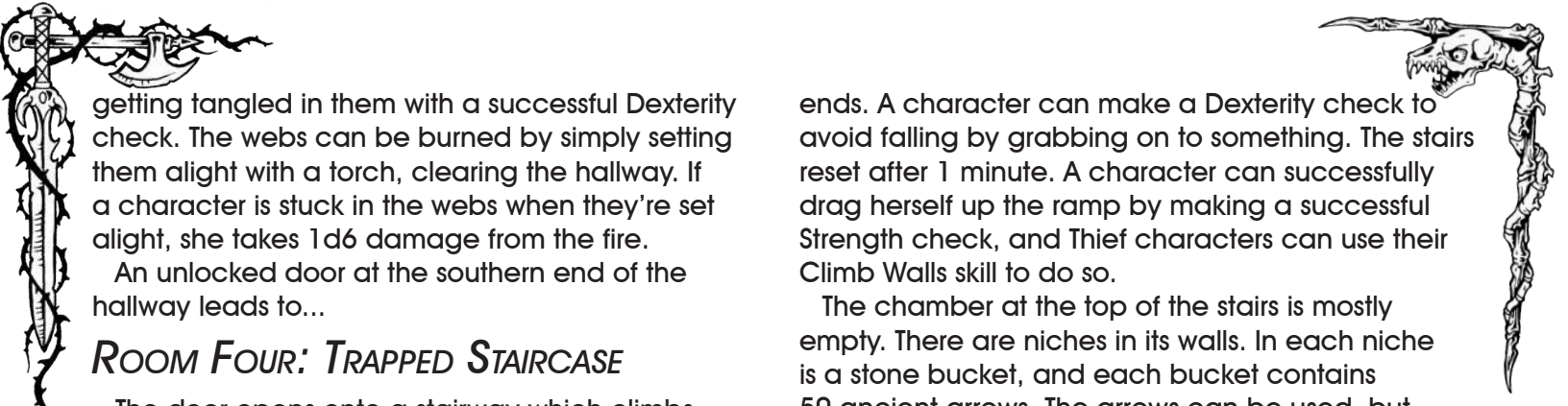
**Hazard.** An anteroom at the bottom of the cylinder contains a statue of a forgotten water goddess which is bedecked in jeweled raiment. A skeleton of a human, clearly dead for centuries, hugs the feet of the statue.

When the statue and its tiny things are touched by a living creature, a portcullis slams down, trapping the burglar in the anteroom. The character standing under the portcullis when it falls must save vs Death Ray or take 3d6 points of damage.

Twisting the statue's left arm causes the portcullis to raise, but only as long as the arm is twisted; as soon as it's released, the portcullis comes crashing down again.

**Treasure.** The goddess's raiment is merely gaudy metal foil and glass cut to resemble gems. However, a secret compartment in the base of the statue, hidden by the corpse, contains a +1 weapon of your choice, a potion of healing, and a potion of delusion.

The long hallway at the top of the stairs is filled with thick, sticky spiderwebs, and leads to an arched passage leading out again. A character moving through the long hallway must move at half speed or risk getting stuck in the webs. A character moving at full speed through the webs can avoid



getting tangled in them with a successful Dexterity check. The webs can be burned by simply setting them alight with a torch, clearing the hallway. If a character is stuck in the webs when they're set alight, she takes 1d6 damage from the fire.

An unlocked door at the southern end of the hallway leads to...

### *ROOM FOUR: TRAPPED STAIRCASE*

The door opens onto a stairway which climbs steeply and twists and turns. Halfway up is a shrine to the same goddess as in Room Two. Carved into the rock over the shrine is the phrase "All praise to the goddess" in an ancient dialect. A character can make a successful Intelligence ability score check to decipher the words.

**Trap.** If the words aren't spoken aloud, as the first character passes the shrine all the stairs retract into the floor, making a slick ramp that dumps everyone on the stairs back at the bottom. In the process of falling they take 1d6 damage from bouncing off the walls, and another 1d6 damage when their fall

ends. A character can make a Dexterity check to avoid falling by grabbing on to something. The stairs reset after 1 minute. A character can successfully drag herself up the ramp by making a successful Strength check, and Thief characters can use their Climb Walls skill to do so.

The chamber at the top of the stairs is mostly empty. There are niches in its walls. In each niche is a stone bucket, and each bucket contains 50 ancient arrows. The arrows can be used, but they're so old they've become fragile; whenever one is fired, it shatters when it hits, whether it hits a target monster or (on a miss) something behind it. Additionally, if a character carrying the arrows falls, she must make a saving throw against Wands or all the arrows in her quiver shatter.

In the south wall is a door, apparently cut from the rock itself. A corroded bronze lever next to the door opens it; due to its corrosion it can't be moved without a successful Strength check. If the check is failed by more than 5, the lever snaps off in the character's hand.

Once the door is open, the characters can see outside, and discover an ancient observation post.

### *ROOM FIVE: REWARD, REVELATION, PLOT TWIST*

You can see the treetops for miles and miles up here. On a ledge to the south are two pillars carved with runes. When a character makes a successful Intelligence check, they correctly decipher the runes. Magic-user characters have +2 on this check. If deciphered and touched, the runes create a magical image between the pillars which the controlling character can use to see even farther—and perhaps into different times—simply by willing the image to shift.

*Use this opportunity to provide hooks to further adventure!*

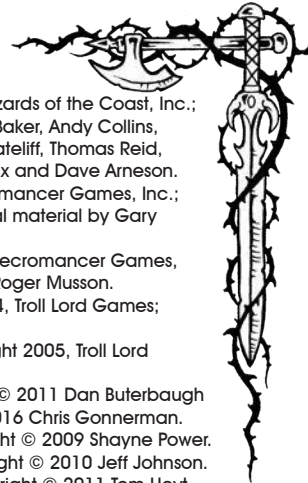
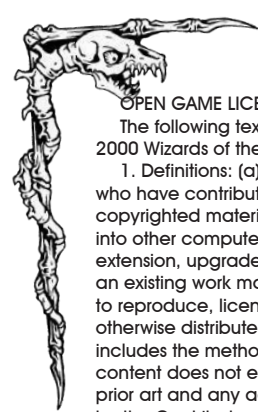
**Slavery.** A hero sees her house on fire, her family in chains driven by a slaver's whip.

**Treasure.** A hero sees a room in a faraway place full of sparkly, shiny treasure, and knows the direction in which it lies.

**The Next O&O Adventure!** The hero sees a scene which sets up the next adventure in the O&O adventure series!







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