

Beneath the Remains



For a party of 4-6
1st-2nd Level characters
DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

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Thank you to my Sunday gaming group... Casey,
Jon, Keegan, Keith & Stephen. Thanks also to
Joakim Fong for editing help.

Beneath the Remains is an adventure module
designed for use with Old-School Essentials and
Requires the Old-School Essentials Core Rules
for play.

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Beneath the Remains

Beneath the remains is a low-level or introductory adventure for use with the Old-School Essentials Retro Adventure Game written by Gavin Norman © 2018.

The adventure was written for a party of 4-6 adventurers of mostly 1st-2nd level.

Beneath the Remains, its themes and story, are most likely not suitable for younger players.

From the Author

I tried to write this adventure in an easy to use format with plenty of plot hooks to further your own stories. Care was taken to not overload the referee with information, just giving you enough to let you expand upon it easily.

This adventure can be easily dropped into your world. A village and a nearby forest are all that's needed.

Introduction

The Storna River winds through the valley, flowing from the

mountains to the northwest to the Ocean in the east. Along its banks sits the village of Necromancer's End, commonly known as 'The End', a stopping point for travelers.

The road crosses the legendary Archbridge, a halfway point between a coastal trade town to the southeast and the capital city to the northeast.

For the Referee

This adventure starts in the village of The End along the banks of the Storna River. It would help if at least some, or all, of the adventurers have ties to the area. If they do not, they could of just arrived by river barge or it could be a stopping point for the party as they travel either to the capital or to the coast.

Involving the Characters

The players merely have to be at Tom's Inn for the adventure to begin. They could be settling in for a day of rest or merely having a pint and some food as they are passing through The End.

Referee Area Map



01. Necromancers End ("The End")

02. The Standing Stones

03. Fey Home and the Ruins

04. Archbridge

05. Storna River

A map for the players is included in the back of the book



01. Necromancer's End

The village of Necromancer's End has a population of 76 individuals according to the crowns tax records but a sizable chunk of farmers, trappers and fisherfolk live in the area and also call the village home.

The village was founded almost two centuries ago and was originally named Feyglen. Shortly after its founding a tower was built downriver from the village. Rumors spread throughout the village that the new tower was home to a vile necromancer. The townsfolk gathered, along with some hired adventurers, to rid the village of the evil.

The villagers and adventurers stormed the tower, burning it to the bare rocks and took the young wizard to the towns square and burned him alive. Whether he was a necromancer or not is lost with time, but after his death the village of Feyglen changed and so did its name. The locals began calling it Necromancer's End, a name that it still has some 190 years later.

After the wizards death the crops withered, the children and elderly took ill, the winters became harsh and unforgiving, and many left the village. Until the Fey came. The fey queen herself showed pity on the townsfolk and brought them food, wood for fires, warm clothing, and a promise to always help the village as long as it stood. And in return the villagers swore to not take wood from the forest to the West and to help the fey in times of need.

02. The Standing Stones

The fey erected a monument of Standing Stones about 3 miles walk to the west of the village. The stones are a symbol of the pact between the fey and the villagers that they will protect each other in hard times. It is common for the villagers of The End to take fresh berries and fruits to the Stones and leave them as gifts for the Fey.

Built almost 185 years ago by fey magics, the stones have an otherworldly presence about them. Those who pass by at night swear to have seen them glow in the moonlight.

03. Fey Home and the Ruins

The home of the fey queen and her court lay in the western wood, along with the ruins of an ancient city. The woods here are off limits to loggers because of the pact made with the fey queen long ago.

04. Archbridge

Archbridge has stood here as long as even the eldest Elves remember. Older than the Kingdom, the Archbridge is strong and sturdy and wide enough for 4 wagons to cross side by side. Archbridge is the

only place to cross along the length of the Storna river without taking a ferry.

05. Storna River

The Storna River is narrow through the area of Necromancer's End only some 30 ft across in some areas. But the river is deep enough for river barges to traverse its length from the mines in the northern mountains to where it drains into the ocean along the southeast coast.

The river is teeming with fish and without it most along its banks would soon go hungry.



Necromancer's End Map



- 01. Tom's Inn
- 02. The Mill
- 03. Merchant House / General Store
- 04. Lady Red's house
- 05. Rivers Edge Fishhouse
- 06. Tannis Fritz's house, the old sage
- 07. The Willowhollows
- 08. The Hilltopples
- 09. The Tealeafs

- 10. Cobbleworks
- 11. The Abbey
- 12. Shrine
- 13. Blacksmith
- 14. Village Hall
- 15. Morganfort's farm
- 16. Mayor Burgett's

A map for the players is included in the back of the book

01. Tom's Inn

Owned by Tom Welsh this inn & tavern is usually full of travelers, merchants, adventurers & locals. For more on Tom's Inn and Tom Welsh see pages 10 and 11.

02. The Mill

The mill runs year round as wood is taken from the forest up the north river from The End. The men who log the northern river are a hearty lot.

03. Merchant House / General Store

The Talon family owns the merchant house in The End. Most general provisions and some adventuring gear is available here.

04. Lady Red's House

Lady Red is a retired adventurer (8th level Fighter), she bought her home here some 15 years ago and has mostly stayed out of village business. She does have frequent visitors from all over the Kingdom.

05. Rivers Edge Fishhouse

The fishhouse packs salted fish for transport north or south. Lots of fisherman in the area make a decent living by selling their extra fish here.

06. Tannis Fritz's House

"The Old Sage", Tannis will talk anyones ear off that will listen. He most certainly knows lots of things, but deciphering the knowledge you need from what he is spouting often requires having him repeat large swaths of information.

07. The Willowhollows

One of three large halfling families that live in The End, the Willowhollows are goodly folk but wary of strangers. The area where the three halfling homes sit is often called Halfling Heart.

08. The Hilltopples

The second family in Halfling Heart are the Hilltopples. Old man Hilltopple was somewhat of a renowned adventurer in his day.

09. The Tealeafs

The last family in Halfling Heart are the Tealeafs. Grandma Tealeaf is famous for her award winning turnips.

10. Cobbleworks

Lowin Cobbleworks is a low level Illusionist (2nd level) who can often be heard cursing by passers-by as he tries to invent some new contraption. He lives here with his wife Ufessa and their 3 children.

11. The Abbey

The End's abbey is famous for its stout beer brewery. The friars who reside and work here are dedicated to producing one of the finest brews in the Kingdom. It is exported from the abbey to all across the land.

12. Shrine

The shrine in Necromancer's End is often where the local priest, Rowan Birch (4th level Cleric), can be found. Rowan blesses the farm lands around town, presides over funerals and marriages, heals the ill or injured, etc.

13. Blacksmith

Durnan the Dwarf is the local blacksmith, at 280 winters old

Durnan remembers the truth about the night of the Necromancers tower. He is a silent and dour dwarf who works his days away.

14. Village Hall

The Village Hall houses the mayors office, the town guards armory, the local tax collectors office, the meeting hall, the courthouse, and has a small jail underneath.

15. Morganfort's Farm

The Morganfort family are descended from some of the original settlers. They grow mostly wheat and barley that is used by the Abbey in the production of their stout beer.

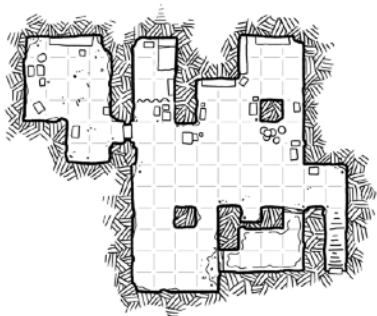
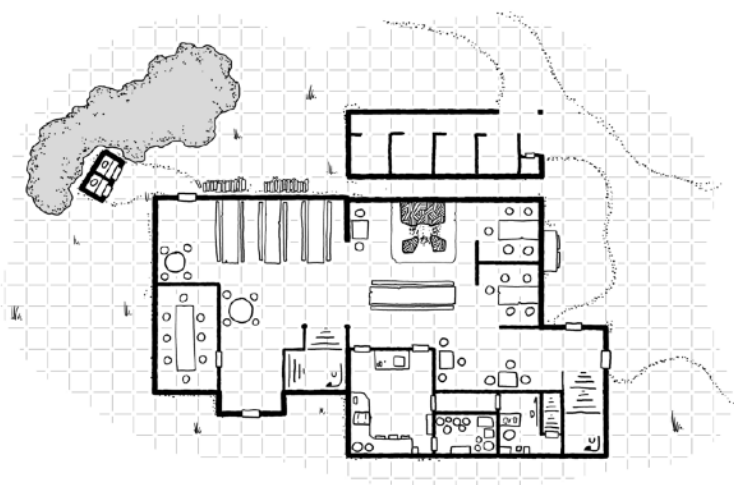
16. Mayor Burgett's House

Few remember the last time someone ran against Horian Burgett for the office of mayor. A chubby, jovial, elderly man, Horian makes sure the town runs smoothly. He has been known to hire adventurers in the past to keep the village safe.

Outside the Village

Many small homesteads and farms surround The End.

Map of Tom's Inn



Local Rumors

d12

Rumor

- 1 Sheep have gone missing in the herds that stay close to the Standing Stones (true)
- 2 The necromancer still resides beneath the old tower, now a powerful Lich (false)
- 3 Lady Red and old man Hilltopple were once in the same adventuring party (true)
- 4 The king intends to raise taxes on landowners to build ships to defend the coast from northmen raiders (mostly true, he intends to raise taxes)
- 5 Tom saw a ghost as a child, his face has been like that since (false)
- 6 The man they killed in the tower long ago was no necromancer, he was just a fledgling wizard and didn't deserve what happened to him (actually true, but few would really know that)
- 7 Grandma Tealeaf's turnips are the work of wizardry (false)
- 8 Goblins have been seen along the road north of the Standing Stones (truth)
- 9 A gnome wizard passed through town the other day and gave some of the kids in town fireworks (true, he stopped to visit Lowin Cobbleworks)
- 10 Owen Reed's farm has had several head of cattle stolen by goblins (false, they were stolen by fey because Owen Reed has set up fey traps in his yard)
- 11 On moonlit nights werewolves prowl the logging camps up the river (true)
- 12 The old abbey was built on the ruins of an ancient temple, the crypts beneath it are still haunted (True?)

Welcome to Tom's Inn

Tom's Inn is located in the center of The End, near Halfling Heart and across from the mill and blacksmith. Tom himself is often in the kitchen or out serving tables. Tom's has a full menu of mostly fish based recipes and a full bar with the local Abbeys stout on tap.

A good meal and beer here will run a single silver piece and a night at the Inn costs 1 gp for any room, whether a single bed room or a room with two or three beds. The rooms are located upstairs.

Tom appears to suffer from Bell's Palsy, as the left side of his face and mouth have a distinct droop to them. The truth is Tom was cruel as a child and caught a small fairy in an iron pot and he pulled one of her wings off. The fey cursed Tom and he has looked this way ever since. Tom has tried to make up for his youthful cruelty and is a kind and helpful man.

When the characters arrive at the Inn they will be greeted by Tom. There are 3 or 4

kitchen and waitstaff on duty at most times of the day and evening. Several of the locals will most likely be in, and more if it's lunch or supper time. It would be a good time to listen to some local rumors (page 11) before the adventure begins.

The Death of Corstal Brunner

- Players hear commotion and investigate
- See Corstal Brunner dead in the drivers seat of his wagon, one of his horses is also dead and appears to have been drug by the second horse attached to the wagon.
- The wagon is full of arrows, first glance they appear to be goblin arrows.
- Overhear 'Tiny' Morganfort saying that Corstal told him his two young kids (Lily, 6 & Tannon 4) were kidnapped from his wagon and then was attacked. He passed away seconds after talking to Tiny.

After the players settle in and get to know a little about The End, read or paraphrase the following.

You hear a woman near the front door of the inn let out a bloodcurdling scream, followed by the voice of an elderly man saying “Corstal’s got an arrow in ’em.”

If the players go outside to investigate.

You see an arrow ridden wagon, one living horse, a dead horse still attached to the breeching, and the corpse of a man in the drivers seat an arrow protruding from his gut.

Standing around the wagon are ‘Tiny’ Morganfort (he’s young, just now 16 but 6’7), Tiny’s mom Eliza and several local fishermen.

If the players investigate the arrows they are certainly of goblin make with large fletching and gnarled iron arrow tips.

Allow elf, druid or ranger characters a **WIS or INT check** to notice that the arrows are actually a bit old and don’t appear to have been used for quite some time besides possibly being stored.

As the players investigate have them overhear Tiny talking to his mom.

“... he told me his kids had been taken from the wagon & then they shot him Mom, he was right north of the standing stones” Tiny

If the players talk to Tiny he will recount what Corstal told him, his kids were taken from his wagon and then arrows rained down on him, it happened directly north of the standing stones about a mile or so.

Corstals children are Lily age 6 and Tannon age 4. They lived out near the edge of the woods east of the standing stone in an old cabin, so no idea why he was out that far west.

If the players ask for more info on Corstal, his wife had passed away giving birth to Tannon and the townsfolk pity him a bit for that. But he's generally seen as a mean and angry man. He had been barred from Tom's Inn long ago after he had got in too many bar fights. He was seldom in town unless it was to sell fish to the salt packing plant or to get some supplies from the general store.

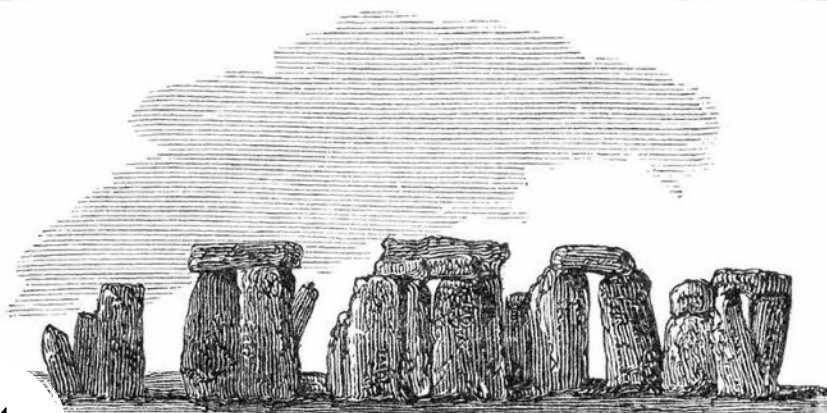
If further pressed, people will recall they hadn't seen the kids in town for probably a year or so. And the last time they did the kids looked almost frightened and didn't speak to anyone.

To the Standing Stones

- Players head to investigate the location of the attack.
- Leads to the Standing Stones.
- There they find clues that lead into the Western Woods.

The characters will most likely want to investigate the location of the attack. It's up to the players if they wish to immediately pursue the trail or stock up on some supplies first.

There is a small possibility of a random encounter on the way to the location of the attack. **Roll 1d6 every 15 minutes** the players spend on the trail, on a roll of 1 there is an encounter.



Roll a d8 on the following table if there is an encounter.

Trail Encounter	
d8	Encounter
1	An injured Ogre looking for food.
2	1d4+2 Goblins , a scouting party
3	Skeletal remains, wearing ancient armor, they appear to have been burnt by flame recently.
4	A Wyvern passes overhead.
5	It begins to rain, making the trail more difficult to follow.
6	Shepherds or locals heading back from the Standing Stones after leaving gifts for the fey.
7	The sounds of light and airy laughter on the wind.
8	An old leather satchel in the weeds, contains 1d6x10 gp in old coins.

The Location of the Attack

It's very obvious the attack happened here. The surrounding grass is all battered down as the wagon spun in a circle, dragging the dead horse. There's a large swath of blood on the ground and the flies have just now started to feast on it.

The sound of the flies here grow maddening by the moment and the smell of iron from the blood is only dampened by the smell of lavender from the nearby field. The attack on the wagon is exactly as Corstal described it to Tiny. Several arrows that had missed lie in the reeds and weeds around the attack area.



The children had left a fairly noticeable trail through the weeds and tall grass that leads south from here. Tracking the children's trail is automatic (unless rain had been encountered and then require a **WIS check**). But if players want to make a tracking check, on a success they will notice the only tracks on the ground are from the two children.

The children's path leads to the Standing Stones.

The Standing Stones

When the players arrive near the standing stones read or paraphrase the following.

The sight of the Standing Stones in the distance is otherworldly, some twenty to twenty five feet high in spots and arranged in an ancient way that most say predates mankind's arrival in the world. It is constructed in the way that elves still build their shrines and that gnomes build their villages, a ring of concentric circles pivoting around a single object.

And as the player enter the ring of stones.

The world grows almost silent in here. Old plates and bowls surround a stone, table-like structure in the center of the rings. On it the leftover seeds of fruits and berries that the people of The End leave here for the local fey. But most striking is the two sets of child sized clothing arranged in a circular pattern in the middle of the dais. A trail of petunia petals some 2 foot wide leads back out of the western side of the Stones and heads towards the Western Wood.

These are Lily and Tannon's clothing, they are neatly arranged and have no signs of blood or distress.

The trail of petals is indeed the path the children took from here. On the mile or so walk to the edge of the wood the trail is easy to follow. But the woods are deep and vast and require a **WIS check** to follow the petals trail.

If the players fail the check make them sweat it out for a bit before regaining the trail. Rolling for forest Encounters every 30 minutes until they regain the trail with two successful **WIS Checks**.

About a mile and a half into the Woods the characters find themselves in a small glen where the trail of petals stop.

Encounters in the Western Wood

d8 Encounter

- | | |
|---|--|
| 1 | A solitary Owlbear |
| 2 | 2d4+4 Goblins |
| 3 | An Assassin Vine (see Appendix II-New Monsters) |
| 4 | 1d4+2 Centaurs , hunting party |
| 5 | A Green Dragon flies overhead |
| 6 | 2d4 Pixies |
| 7 | A mated pair of Wild Boar |
| 8 | A lost Goblin |

Meeting the Queen

- Listen to the queen
- Find the ruins and battle the undead there
- Find the location to the dungeon
- Destroy the menace that dwells beneath the ruins

As you step into the glen the soft sounds of songbirds fill your ears along with the trickle of clear water from the stream that cuts across its length. Coming down the bank of the stream is a tallish woman led by several small children. Her hair full of blooming flowers, several pixies fly about near her and you see the splashes of nixies in the stream. As she approaches you, her arms outstretched, she smiles and nods. "Welcome to our home friends, we've much to discuss".



The players will immediately notice the children, two young children, a boy and girl dressed in fey clothing. They are indeed Corstal's kids. And one older female child, possibly 12 or so.

All of the children appear healthy and bright, their eyes have an almost cat-like iris.

The players will certainly question the queen about the children and when they do she will explain what happened.

- The fey had been watching Corstal's children for quite some time, bringing them food and keeping them company, as he had them locked away in the cabin most days.
- Corstal had beat Tannon severely the night before.
- The queen put Corstal to sleep and took the boy to the standing stones to heal him.
- When Corstal woke he was angry with the fey and went to the stones.
- The queen offered to buy the children from Corstal at whatever price. He refused.

- When the children asked to stay with the queen Corstal packed them into the wagon and headed back toward the cabin. He was angry with the children and the queen feared he would hurt them when they got home.
- The queen had the fey kill Corstal with poisoned goblin arrows to draw suspicion away from their location.
- The queen now considers Tannon and Lily her children and there is no way she will part with them.

If the players ask the queen about the third child, her name is Lida, she has lived in the forest almost 60 years and is the queen's first 'daughter'. Her parents lived near the wood long ago and both died of that summer's plague. Being near the queen the children age much slower, possibly they will live for 100s of years.

If the players do try to attack the queen she will simply put them to Sleep (**save vs spells** or out for 1d6 hours), take their weapons and armor, and leave them in the Standing Stones. If Sleep fails, the queen, the children and all of her followers will simply turn invisible and flee the area.

While she remains hidden she will call all kinds of forest creatures to aid her by attacking the players to get them to flee the forest. This could include Treants, Satyr and other fey.

If the players show kindness the Queen will explain to them she wishes to keep the children safe and they will never suffer again. And if the players would also like to see the children remain safe she has something they can do to help the fey and the forest.

She will explain the following:

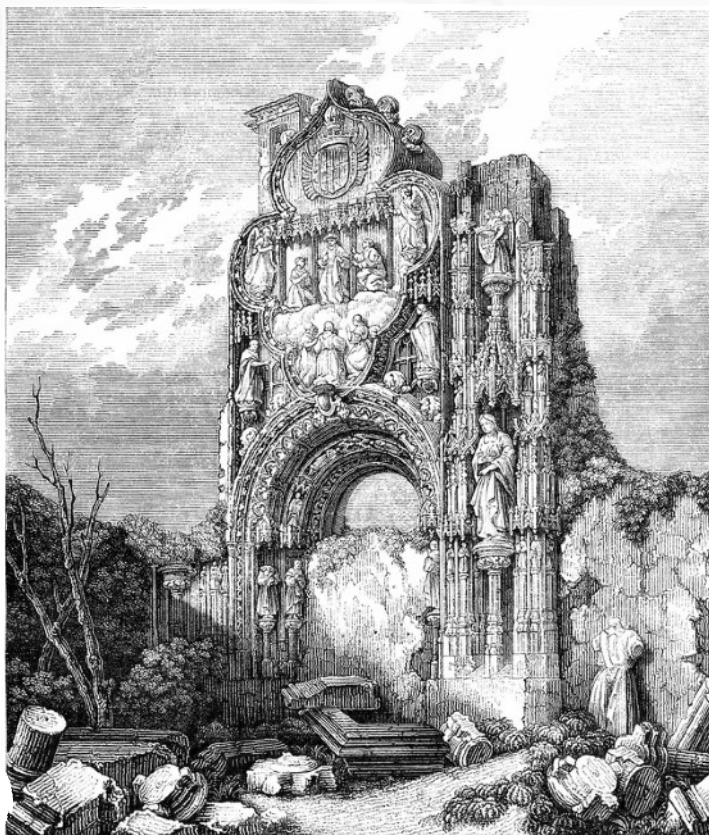
- Not far from here the ruins of an ancient human city was the home of a goblin tribe. It is now the home of skeletons and other undead.
- The undead have run off several natural species, including the wolves, and the queen fears they will impact the human lands around the forest.
- Something must have stirred the undead to wake. The old ruins is known to have a crypt somewhere around the old temple.
- If the PCs can stop the undead she will give them all a 'gift of the forest'.

When the players agree to the terms the queen gives the players a small bag of **larathia petals** (one dozen), a single bottle of **Old Spice** and two tins of **healing salve**. See *Appendix I: New Equipment* for information on larathia petals, old spice and healing salve.

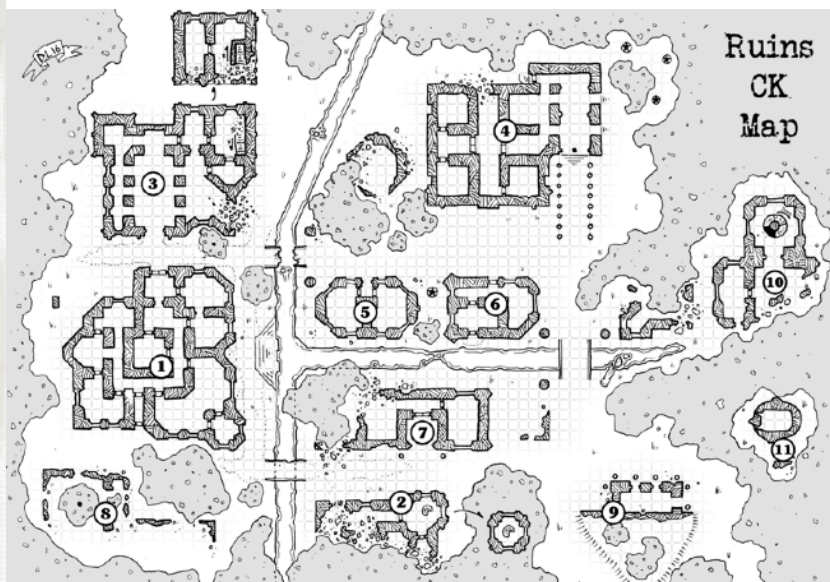
The Queen will have one of the faery escort the characters to about 200 yards from the Ruins.

From there they can clearly see where they are headed and will not get lost.

As the players near the ruins the trees seem to block out more and more of the skies light and the ground gets more rough. They will notice the birds and small animals seem to have disappeared and the area is very silent compared to the rest of the wood.



The Ruins



- 01. The Goblin Lair
- 02. Harpy Tower
- 03. Killer Plants
- 04. The Old Temple
- 05. Old Rangers Hut
- 06. Rats
- 07. Ruined
- 08. Sleeping Treant
- 09. Ruined
- 10. Staircase to the Crypt
- 11. Secret Tower

A map for the players is included in the back of the book

The ruins of an ancient human city, long overgrown by the old forest is the next step on the players journey.

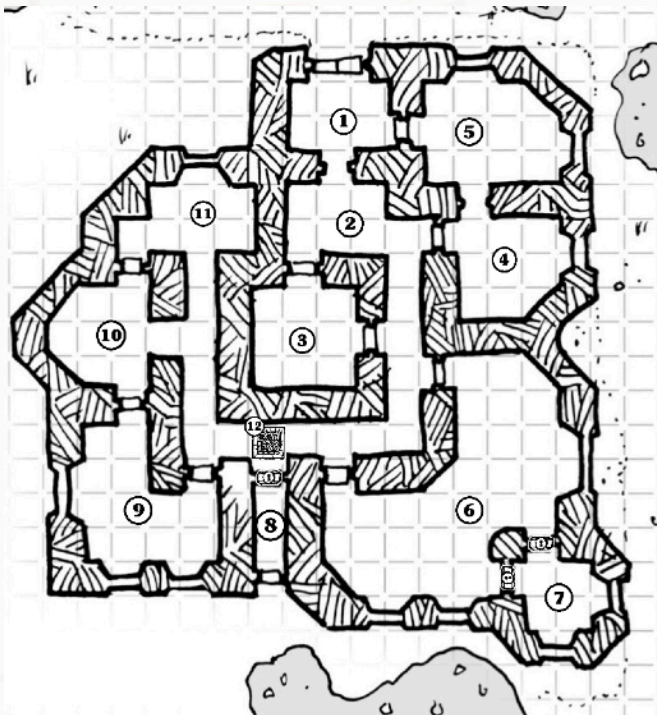
- Clear the ruins of undead.
- Leave hints of the entrance to the crypt

- Hidden treasures and hidden monsters
- Several statues of the Fey Queen as an ancient nature goddess.

- Hidden treasures and hidden monsters
- Several statues of the Fey Queen as an ancient nature goddess.

01. The Goblin Lair

The Goblin Lair is the largest area to clear in the ruins. You can leave several clues in here that lead the players to the spiral dungeon staircase Or you can let them explore the ruins freely until they find it.



GL 02. Hall

- 3 Goblin skeletons approach from the bend in the hallway.
- Close quarters fighting.

Goblin Skeletons (3):

AC 8 [11], HD 1/2 (3hp), Att 1 × weapon (1d6 or by weapon), THAC0 19 [0], MV 50' (25'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 5, NA 3d4 (3d10), TT None

Undead: Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

GL 03. Storage

- Rotting foodstuffs make breathing difficult. Roll a **CON check** each round or any checks or attacks are at -3.
- 4 Giant Rat Skeletons
- Thorough search uncovers a jeweled bracelet worth 100 GOLD and a *Potion of Healing*.

Giant Rat Skeletons (4):

AC 8 [11], HD 1/4 (2hp), Att 1 bite (1d3), THAC0 19 [0], MV 50' (25'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 3, NA 2d6 (2d10), TT None

Undead

GL 04. Kitchen

- Big Chef Goblin Skeleton and 3 other Goblin Skeletons.
- Timer for ceiling collapse as the Chef swings cleavers aimlessly hitting walls.

Big Chef: HD 1 (hp 5)

Goblin Skeletons (3): see GL 02. for stats

TIMER: In 1d4 rounds the ceiling will collapse as the chef swings aimlessly. If he's killed before the timer expires nothing happens. If not the wooden ceiling will collapse, **DEX save** or take 1d6 damage and be trapped (STR check to free oneself or 1d6 rounds for other players to move the beams).

GL 05. Dining Hall

- Old tables and chairs have been moved to areas 1 & 8
- Empty

GL 06. Grand Hall

- 9 Goblin Skeletons and the Goblin Chief wander aimlessly
- Timer before a swarm of skeletal crows break in
- Doors to 7 Locked

Goblin Skeletons (9):

see page 23 GL 02. for stats

Goblin Skeleton Chief (1):

AC 8 [11], HD 2 (9 hp), Att 1 × weapon (1d6 or by weapon), THAC0 19 [0], MV 50' (25'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 5, NA 1, TT None

Undead:

TIMER: In 1d4 rounds the old stained glass windows break and the room fills with skeletal crows. The swarm has 25 hp and an AC of 7 [12],

the swarm does no damage, but the mayhem makes all attack rolls and checks at a -1 penalty until destroyed.

The doors to Room 7 are locked, requiring an **Open locks** to pick or the doors can be shattered with 30hp of damage.

GL 07. Treasure Room

The goblins had locked all of their true valuables in here. The room contains a +1 *Dagger*, 2 *Potions of Healing*, and 330 gp in an unlocked lockbox. There are also piles of ancient books but they would be cumbersome to carry (1500 coins in weight but worth 600gp in a city).

GL 08. Barricaded Hall

This hall is well barricaded and the interior door is locked (and has a trap in front of it). It would take 2d6 rounds to clear the hallway. The lock is fairly shabby and a Thief would get a 10% bonus to their Open locks roll.

GL 09. Sleeping Quarters

- Hay and bedding in piles on the floor
- Floor is gooey with old blood and rotted flesh.
- 6 Goblin Skeletons, one wears shaman robes
- One skeleton has a silver ring on his hand, worth 50 gp

Goblin Skeletons (6):

see page 23 GL 02. for stats

GL 10. Chief's Room

- The door to the hallway is shattered and lie in the room.
- The chief kept his treasures in room 7, no valuables
- There is an inscription on the wall scrawled in goblin that can be read by anyone who is literate and speaks goblin, it reads "I opened the hole in the ground, mistake"

GL 11. Children / Women's Quarters

The bodies of 5 goblin women and upwards of a dozen goblin children lie here in the center of the room. They are surrounded by salt and painted glyphs on the floor. Possibly the work of a goblin shaman to keep them from rising. All of them appear to have been strangled and are a week or more decomposed. To search this room would require a **CON check** to stomach it, but even then there is nothing of value in here.

GL 12. Trap

DEX Check to avoid falling into a spiked pit trap, the trap does 1d8 damage. Can be disabled with a Remove Traps (TR) roll.

02. Harpy Tower

When the players enter the lower floor of the tower they are serenaded by the mated pair of Harpy that dwell on the second floor.

Harpy (2): AC 7 [12], HD 3* (13hp), Att 2 × claw (1d4), 1 × weapon (1d6 or by weapon), 1 × song (charm), THAC0 17 [+2], MV 60' (20') / 150' (50') flying, SV D12 W13 P14 B15 S16 (3), ML 7, AL Chaotic, XP 50, NA 1d6 (2d4), TT C **Charm:** Anyone who hears the song of a group of harpies must save versus spells or be charmed: move towards the harpies (resisting those who try to prevent it); defend the harpies; obey the harpies' commands (if understood); unable to cast spells or use magic items; unable to harm the harpies. A character who saves is unaffected for the rest of the encounter. Killing the harpies breaks the charm. **Magic resistance:** +2 to all saving throws.

The bones of several humans, one elf and a dwarf are here, maybe adventurers of some sort. A mostly intact but rotting backpack contains old trail rations, 50' of hemp rope, and a *Potion of Giant Strength*.



03. Killer Plant

- An Assassin Vine, tangled in the plant are the bones of Wargs, possibly the goblins former mounts.
- The back room has a staircase to a tower.
- There are several treasures upstairs.

Assassin Vine (1):

AC 7 [12], HD 5 (20 hp), Att 8 tendrils (1d4), THACO 15 [+4], MV nil, SV D10 W11 P12 B13 S14, ML 12, AL Neutral, XP 300, NA 1, TT C

Tendrils: Each tendril has 1d8 hp. If reduced to 0 hp it is severed and cannot attack.

Improved Grab: If struck by a tendril make a STR Check or be entangled and unable to move.

Constrict: 3 rounds after being entangled the victim will be unconscious, 3 rounds after that they die unless freed or the vine is killed.

Upstairs Treasures: 300 gp in a leather sack, *+1 Sword* & an old weathered Spellbook containing the spells *Detect Magic*, *Floating Disc*, *Read Magic* & *Knock*.

04. The Old Temple

- The roof is gone
- Empty
- Lots of nature related filigree and detail
- The statues out back are all ancient nature gods, the center one looks strikingly like the Fey Queen

05. Old Rangers Hut

- Doors are locked (Open Locks or Break- 50 hp)
- Sounds of shuffling inside
- Rangers Skeleton attacks when entered

Skeleton (Ranger):

AC 7 [12], HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THAC0 19 [0], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 10, NA 3d4 (3d10), TT None

Undead: Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

One room contains an old fire pit, bedding and several days of canned rations. The other is full of drying animal furs (weight of 400 coins, worth 80 gp).

06. Rats

- Opening the doors of this building causes a swarm of starving rats to flow out.
- Smells of death
- The remains of several large deer lie in here. Picked clean by the rats.

Rat Swarm:

AC 7 [12], HD 5 (22hp), Att 1- Swarm, THAC0 19 [0], MV 60' (20'), SV D10 W11 P12 B13 S14, ML 7, AL Neutral, XP 175, NA 1, TT None

Swarm: Covers a 15 ft. radius. Anyone inside or within 5 ft. of the swarm on their turn takes 1d6 damage.

07. Ruined

- Roofless and empty, was possibly a home or storefront.

08. Sleeping Treant

- If woken will be angry and need to be reasoned with (possibly with CHA checks) but can and will help if told what is going on

Treant (1): AC 2 [17], HD 8 (36hp), Att 2 × fist (2d6), THAC0 12 [+7], MV 60' (20'), SV D8 W9 P10 B10 S12 (8), ML 9, AL Lawful, XP 650, NA 0 (1d8), TT C

Distrust fire: And those who wield it.

Surprise: On a 1–3, in a forest, due to being mistaken for a tree.

Encounter occurs at 30 yards or less.

Animate trees: Each individual can animate 2 trees (within 60'; may switch trees at will). These fight as treants with movement rate 30' (10').

09. Ruined

- Roofless and crumbling

10. Staircase to the Crypt

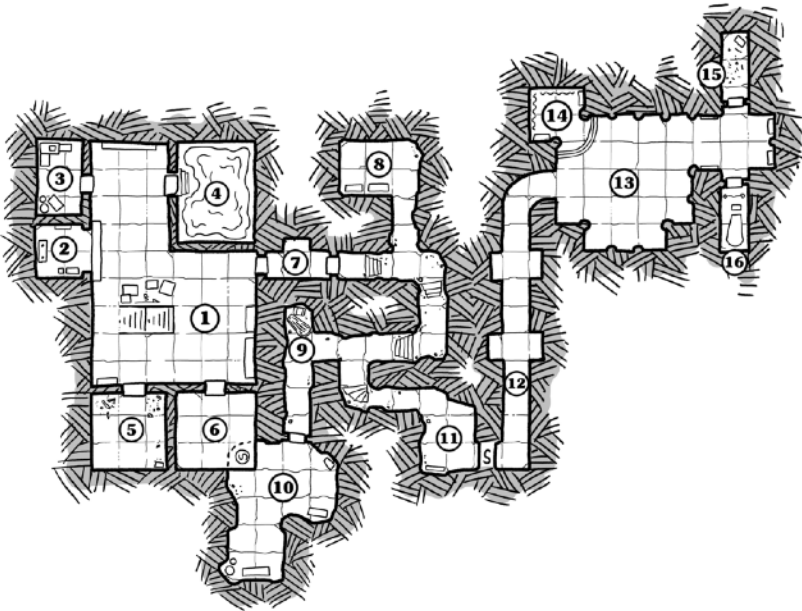
- WIS Checks to find unless the players stumble upon it.

11. Secret Tower

- 1 in 6 chance of noticing the lever that opens this secret towers chamber.

There is a chest in here that contains: 6,000gp, *Treasure Map: VI*, *Potion of Control Black Dragon*, *Potion of Giant Strength*

The Crypt

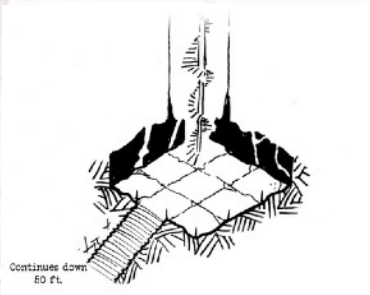


- The Crypt is dark, requiring a light source to see.
- Most rooms have 10 foot ceilings unless otherwise noted.
- There is a lot of moisture in the air here and it's much cooler than the surface. Anyone trapped down here would eventually suffer from hypothermia.
- There are old bronze wall sconces on the walls every 10-15 feet or so but they have not been used in ages. Some still have torches in them but they are too old to be lit.
- Noises include, metal scraping on stone, small wind gusts that sound like howls, creaking wood, moving water and splashing water.

- If a character truly dies down here (except for being reduced to -20 hit points in a single blow or otherwise obliterated) they will rise in 1d6 rounds as undead, having the stats of a normal **Skeleton**. They can never be saved.
- Disabling the artifact will require a character to die at the end of this adventure. They cannot be saved.

The Entrance to the Crypt

The staircase winds down to a 15X15 foot landing with an angled stair that leads down to room 01.



01. The Large Hall

- 6 Skeletons milling about.

- 1d4 rounds before 1d6 more skeletons come in.
- New skeletons every 1d4 rounds until there are 3x the number of party members in skeletons. (4 PCs = 12 Skeletons)

Skeletons (6): AC 7 [12], HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THAC0 19 [0], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 10, NA 3d4 (3d10), TT None

Undead: Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

New Skeletons will come in from rooms 5,6, and hall 7 unless the players can secure or block the doors somehow.

There's a sliding bookcase that leads into room 2, it is triggered by twisting a wall sconce.

Several old crates are in here but they appear to have been picked through and all that's left is junk.

02. The Hidden Room

This room contains ancient alchemy and embalming supplies. It has a value of 600 gold in total but would require some kind of pack animal to carry it all.

03. Old Store Room

Contains several large pots of wax, some spools of old silk, crates of potpourri and other dried herbs. None appear to be in great condition because of the moisture in the air down here.

04. The Baptismal

- 4 foot deep water
- Fed by an underwater spring and has a drain.
- Baptismal Worm

A Magic-user or Cleric would recognize what this room was on a successful **WIS or INT check**.

A baptismal room where the ancients would lay their dead in the water and let the 'spirits' clean their souls.

If the water is disturbed the players will be attacked by a **Baptismal Worm**.

There is nothing of value in this room.

Baptismal Worm

Baptismal Worms are an otherworldly creature called to this plane by ancient sorceries. They are 10 ft in length and look like a large ectoplasmic worm. They drip and ooze as they move about.

Armour Class 7 [12]

Hit Dice 5 (22 hp)

Attacks 1 × bite (2d4) +Soul Drain

THAC0 15 [+4]

Movement Rate 90' (30') / 90' (30') swimming

Saves D10 W11 P12 B13 S14

Morale 10

Alignment Chaotic

XP for Defeating 300

Number Appearing 1

Treasure Type None

- **Soul Drain:** When bit by a Baptismal Worm lose 1 point of WIS. If a player gets to 0 WIS they die. WIS will return at the rate of 1 WIS point per day.

05. Empty

Truly empty, besides debris.

06. Secret Floor

A thorough search of this room will uncover a stone in the back corner that slides over. The floor beneath is some 20 ft down so a rope will be needed to get to room 10.

07. Ceiling Trap

A 5 foot circular, *iron* spiked ball seems to have fallen from the ceiling here, beneath it a skeleton struggles to free itself. The skeleton can be easily dispatched. Small party members can get over or around it with a **DEX check**, but larger characters will need to use **STR** to move it far enough into the alcove to walk around it.

08. Former Armory

- The floor here is covered in rust and a sickly colored dust floats in the air when anyone moves in it.

- Old weapon racks are on the walls and there are several pole arm shafts and some leather shield straps in here.

- A **Rust Monster** is gobbling up this rust but smells the new metal as the players approach the room. It lays in wait.

The Rust Monster will track and follow the players unless they can distract it with ‘food’.

Rust Monster: AC 2 [17], HD 5 (22hp), Att 1 × feeler (rusting), THAC0 15 [+4], MV 120’ (40’), SV D12 W13 P14 B15 S16 (3), ML 7, AL Neutral, XP 175, NA 1d4 (1d4), TT None

Rusting: Metal that touches a rust monster (e.g. weapons that hit it, or armour struck by a feeler) crumbles instantly to rust. Magic items have a 10% chance per “plus”, to be unaffected on each successful hit. Each time a magic item is affected, it loses one “plus”.

Mundane damage immunity: Can only be harmed by magical attacks.

Smell metal: Attracted by the scent.

09. Coffin

An old coffin sits in the alcove here, it contains no bones, Further inspection uncovers marks on the bottom of the coffin and scratches on the floor headed toward room 11. It appears that the coffin was drug here sometime ago.

10. Stirge Nest

- High Ceiling 20 ft
- Small animal bones, 5 Stirge
- Old crates with mining tools (none have any metal

remaining, the Rust Monster in room 8 already ate them).

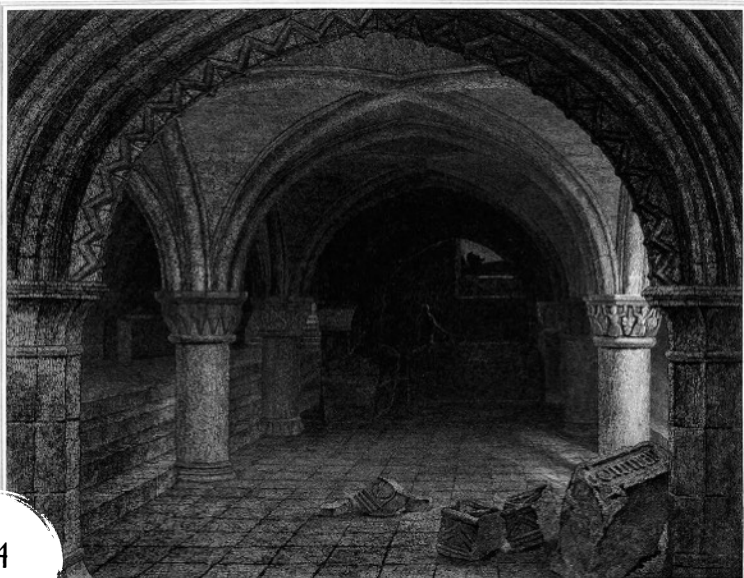
- Players need to be silent or disturb the 5 Stirges who will attack.

Stirge (5): AC 7 [12], HD 1* (4hp), Att 1 × beak (1d3 + blood sucking), THAC0 19 [0], MV 30' (10') / 180' (60') flying, SV D12 W13 P14 B15 S16 (2), ML 9, AL Neutral, XP 13, NA 1d10 (3d12), TT L

Dive attack: First attack is at +2 to hit.

Blood sucking: Upon a successful attack, attaches and drains victim's blood: 1d3 automatic damage per round.

Detach: If stirge or victim dies.



11. Obvious Not Very Secret Door

When the characters enter this room they see a faint greenish light shining through a crack in the southeast wall. Further inspection uncovers a large seam along the wall, definitely a secret door of some kind.

The small stone bookcase along the southern wall turns ever so slightly and releases the door mechanism, afterward the wall can be easily pushed inward.

damage from arrow traps.

The traps can be disabled by a Thief.

12. Trapped Hallway

- Skeleton of a dead Orc in this hallway. It has several large arrows weaved through its rib panel.
- Sickly green light bathes the hall and a whispering hum comes from down the corridor.
- Hall is trapped.

If the players do not check for traps any that pass the first or second alcoves need to make a **DEX check** or take 1d6



13. The Guardian

- High Ceilings, 18 ft arched
- Bathed in green light coming from 14.
- Can see large green gem floating in alcove 14, it pulses and makes a humming sound.
- The Guardian and 8 skeletons
- If a character dies this close to the artifact they will rise as a **Guardian** in 1d6 rounds. They cannot be resurrected or return to life.

When the guardian(s) is defeated the green hued light from the artifact will dull down and the humming sound will disappear.

Skeletons (8): AC 7 [12], HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THAC0 19 [0], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 10, NA 3d4 (3d10), TT None.

Undead: Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

Tomb Guardian

Tomb Guardians are ancient, skeletal, robed creatures who guard old tombs and artifacts that belonged to a mysterious cult.

Armour Class 6 [13]

Hit Dice 4+3 (21 hp)

Attacks 2 × chill touch (1d8)

THAC0 15 [+4]

Movement Rate 60' (20')

Saves D10 W11 P12 B13

S14

Morale 12

Alignment Chaotic

XP for Defeating 200

Number Appearing 1-3

Treasure Type None

- **Chill Touch:** Only needs to hit AC 9 [10] to touch an opponent.
- **Fear:** Getting within 30' of a Tomb Guardian requires a save vs spells, once a successful save is made the character is immune to the guardians fear for 24 hours. A failed save means the character must stay 30' or further away from the guardian.

14. The Artifact

- Two steps lead up to the artifact.
- High ceiling- 16 ft.
- The artifact continues to give off a weak greenish light if the guardian is destroyed. If the guardian is living the light is intense up here and gives a -4 to all rolls.
- Two ancient tapestries hang on the back walls, their paint faded with time. You can make out the symbol of an outstretched hand with a broken manacle on the wrist.
- The artifact's name is lost with time but it's solely responsible for the dead rising in the ruins.

There are two bookshelves in here covered in the remains of old scrolls and books. Most turn to dust if touched but several, even though very old, seem to be protected by magic (and would detect as magical).

The ancient language is a root language of common so an **Intelligence check** from someone literate would decipher enough information from them to piece together the following.

- Those who die near the artifact rise from the dead shortly after
- Any corpses or humanoid remains near the artifact may rise from the dead (there seems to be no pattern to it).
- The artifact was worshipped here long ago by a secretive cult.
- And the following piece of information seems to give a hint on how to stop it. "A life, given by one's own will alone, can stop unending death."

Anyone that touches the Artifact with bare hands will take 1d8 damage unless they make a successful **save vs spells**.

The artifact could be moved if wrapped in cloth and then put into a stone or metal box. It would be worth some 9,000 gp or more to a necromancer or cult of the dead.

If the players attempt to move it anyone dying within a 1/4 mile of it would possibly become a new Guardian and any graves or older corpses may rise as skeletons if close-by. This would certainly not be heroic and possibly cause an alignment shift.

To end the artifact's power one must hold it and give their life to it. Hint around enough that it should be clear to the players what needs to be done.

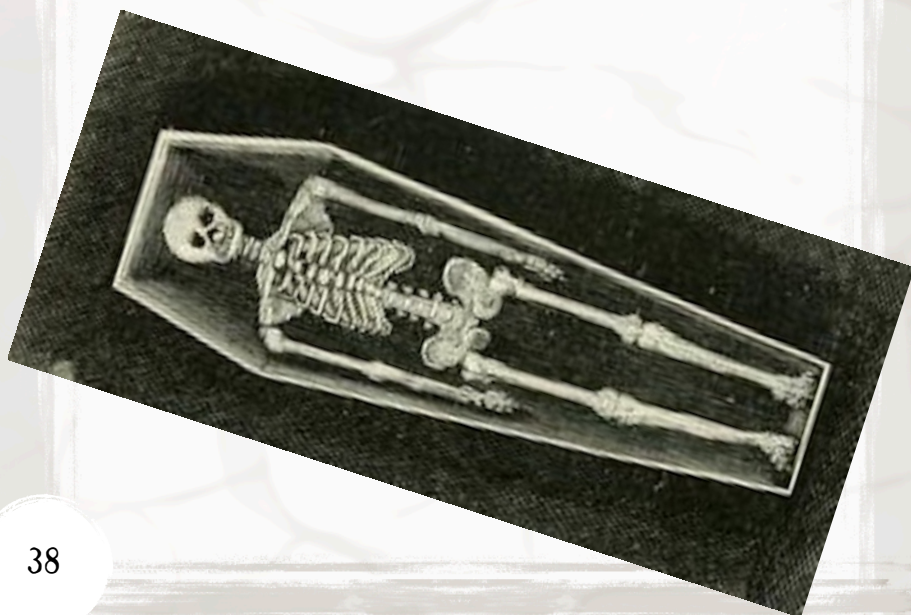
One player will have to sacrifice their character to end this adventure.

Once the character gives their life to the artifact the glow completely ceases and anyone who touches the gem causes it to crumble and slowly become dust.

Allow the player that sacrifices his character to have one 17 (1-4 on a d6) or 18 (5-6 on a d6) Ability Score *of their choice* when he or she rolls up a new character.

15. Looted Coffin

The coffin in area 9 was originally in this room but it was looted long ago.



16. Coffin

The coffin is open and there is no longer a body inside (the body in here became the Guardian). The treasures in this room are still intact and the coffin and surrounding room contains the following.

Coins:
800gp

Gems: bloodstone worth 50 gp, violet-blue sapphire worth 50 gp, peridot worth 250 gp, violet garnet worth 500 gp

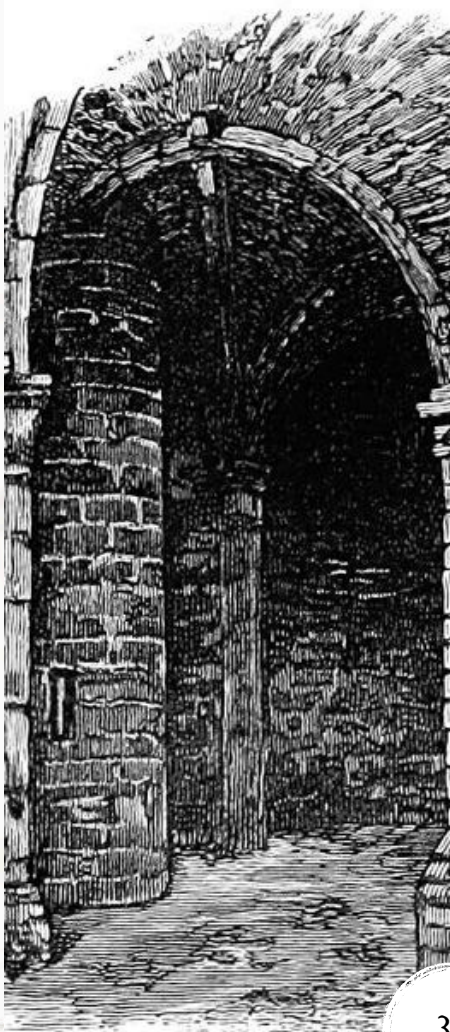
Total value of gems: 850 gp.

Total value of coins and gems:~ 1,650 gp.

Extraordinary: Expert Arrow worth 1 gp, Expert Hand Axe worth 40 gp, Holy Symbol worth 50 gp , Medallion worth 250 gp made of Wood with gold inlay, Painting worth 560 gp, Waist Chain worth 1,000 gp made of Gold

Total value of Extraordinary Items:
1,901 gp

Magic Items: A broad, curved bladed, magical sword +1



The Conclusion



Leaving the Crypt

If the characters leave the crypt with the artifact intact, the air will seem stale and the woods are covered in gloom. There are no sounds besides the rustling of leaves in the distance, everything is foreboding.

If the players had destroyed the artifact, the woods seem brighter, there are birds returning to the ruins, and the sounds of forest animals nearby. The sun seems to shine brighter and the cool breeze through the trees is refreshing.

Return to the Queen

If the characters return to the queen with the artifact intact she will fly into a rage.

This will most likely be

their last day alive.

If they return and tell her of what they did and that the artifact has been destroyed the Fey Queen will bless them. All surviving players get the following magical item.

The Amulet of the Forest- This small amulet is carved of wood and inlaid with an ivory symbol of an ancient tree, it is strung on a long lanyard and can be worn as a necklace. When worn, this magical item is recognized by goodly aligned fey and forest creatures, they will consider you a friend and help in most situations. If the need arises to make a CHA Check against a good aligned fey or forest creature you do so with a +5 bonus to your roll.

Return to The End

When the characters return to The End most of the townsfolk would be curious to know of the children's fate, but it is up to the players if they decide to give that secret away.

If they do tell the tale it will lead to several bardic songs. The

songs of the children and fey queen will be sung for years to come.

If they tell the tale in Tom's Inn it will lead to a night of celebrating the characters heroic deeds as Tom opens a new keg of the finest Abbey stout in the land.



Appendix I- New Equipment

Larathia Petals

The petals of the Larathia flower are used in healing potions, but when dried and eaten they heal 1d4 hp per petal consumed. If more than one petal is consumed at a time the healing effect is not cumulative and the extra petal's power is lost. The secrets to growing Larathia flowers is known to the more powerful druids of the land.

A small pouch of 1 dozen Larathia Petals sells for 30 gp.

Healing Salve

This powerful smelling ointment comes packaged in a small tin, when rubbed on a fresh wound the ointment heals 1d4+1

hp. There are 4 doses in each tin. A tin sells for 20 gp.

Old Spice

An odd concoction of larathia, ammonia and several powerful herbs, old spice comes in a small white bottle. When the bottle is opened and put beneath the nose of a downed ally who has been dead less than or equal to 1d6 rounds (roll a d6 when someone drops) the ally gets to make a **Death Save**. On a successful save the ally awakens with 1 hp.

Each bottle has only 5 uses before it loses its power and sells for 10 gp.

Appendix II- New Monsters

Assassin Vine

A carnivorous plant that collects its own fertilizer by crushing animals and depositing the carcasses near its roots.

Armour Class 7 [12]

Hit Dice 5 (22 hp)

Attacks 8 x tendrils (1d4)

THAC0 15 [+4]

Movement Rate 90' (30') / 90' (30') swimming

Saves D10 W11 P12 B13 S14

Morale 12

Alignment Neutral

XP for Defeating 300

Number Appearing 1

Treasure Type C

- **Tendrils:** Each tendril has 1d8 hp. If reduced to 0 hp it is severed and cannot attack.
- **Improved Grab:** If struck by a tendril STR Check or be entangled & unable to move.
- **Constrict:** 3 rounds after being entangled the victim will be unconscious, 3 rounds after that they die unless freed or the vine is killed.

Baptismal Worm

Baptismal Worms are an otherworldly creature called to this plane by ancient sorceries. They are 10 ft in length and look like a large ectoplasmic worm. They drip and ooze as they move about.

Armour Class 7 [12]

Hit Dice 5 (22 hp)

Attacks 1 × bite (2d4) +Soul Drain

THAC0 15 [+4]

Movement Rate 90' (30') / 90' (30') swimming

Saves D10 W11 P12 B13 S14

Morale 10

Alignment Chaotic

XP for Defeating 300

Number Appearing 1

Treasure Type none

- **Soul Drain:** When bit by a Baptismal Worm lose 1 point of WIS. If a player gets to 0 WIS they die. WIS will return at the rate of 1 WIS point per day.

Giant Rat Skeleton

The animated remains of a giant rat.

Armour Class 8 [11]

Hit Dice - (2hp)

Attacks 1 x bite (1d3)

THAC0 19 [0]

Movement Rate 50' (25')

Saves D12 W13 P14 B15 S16

Morale 12

Alignment Chaotic

XP for Defeating 3

Number Appearing 2d6 (2d10)

Treasure Type None

Goblin Skeleton

The animated remains of a goblin

Armour Class 8 [11]

Hit Dice 1/2 (3 hp)

Attacks 1 × weapon (1d6 or by weapon)

THAC0 19 [0]

Movement Rate 50' (25')

Saves D12 W13 P14 B15 S16

Morale 12

Alignment Chaotic

XP for Defeating 5

Number Appearing 3d4 (3d10)

Treasure Type None

Rat Swarm

A swarm of large rats.

Armour Class 7 [12]

Hit Dice 5 (22 hp)

Attacks 1 × swarm (1d6)

THAC0 19 [0]

Movement Rate nil

Saves D10 W11 P12 B13 S14

Morale 12

Alignment Neutral

XP for Defeating 175

Number Appearing 1

Treasure Type None

- **Swarm:** Covers a 15 ft. radius. Anyone inside or within 5 ft. of the swarm on their turn takes 1d6 damage automatically.

Tomb Guardian

Tomb Guardians are ancient, skeletal, robed creatures who guard old tombs and artifacts that belonged to a mysterious cult.

Armour Class 6 [13]

Hit Dice 4+3 (21 hp)

Attacks 2 × chill touch (1d8)

THAC0 15 [+4]

Movement Rate 60' (20')

Saves D10 W11 P12 B13 S14

Morale 12

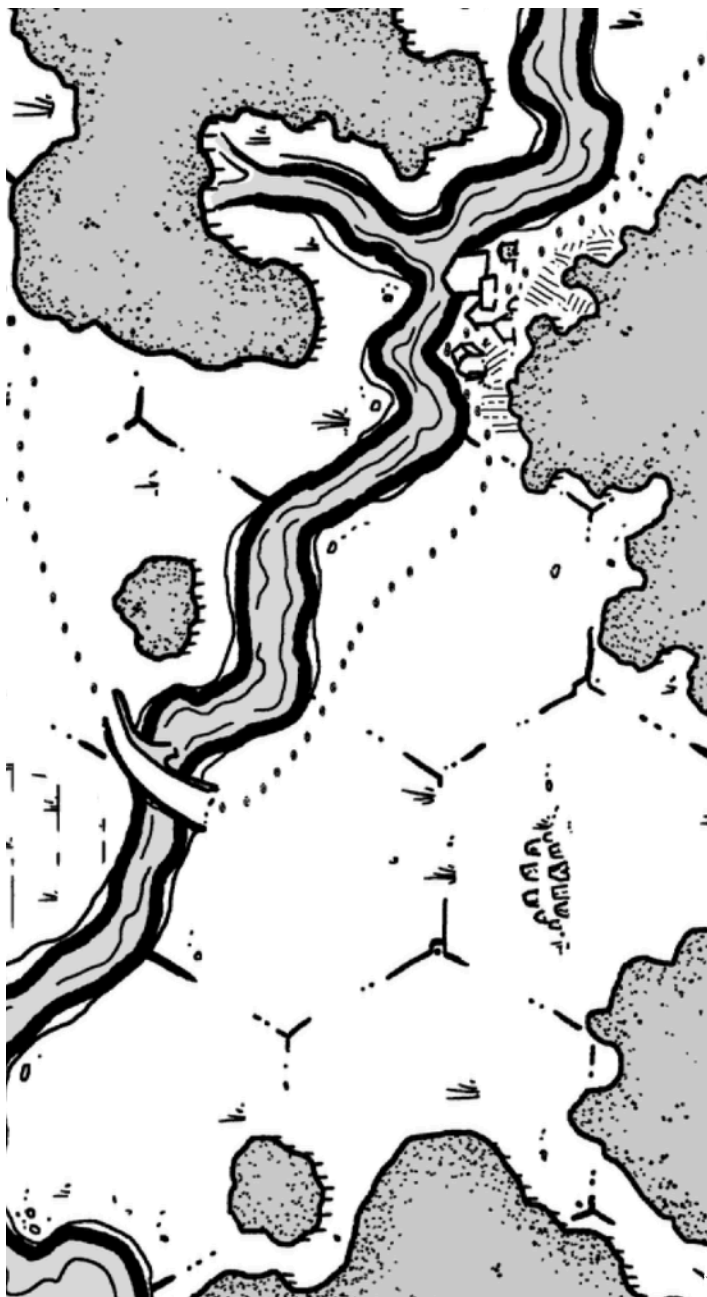
Alignment Chaotic

XP for Defeating 200

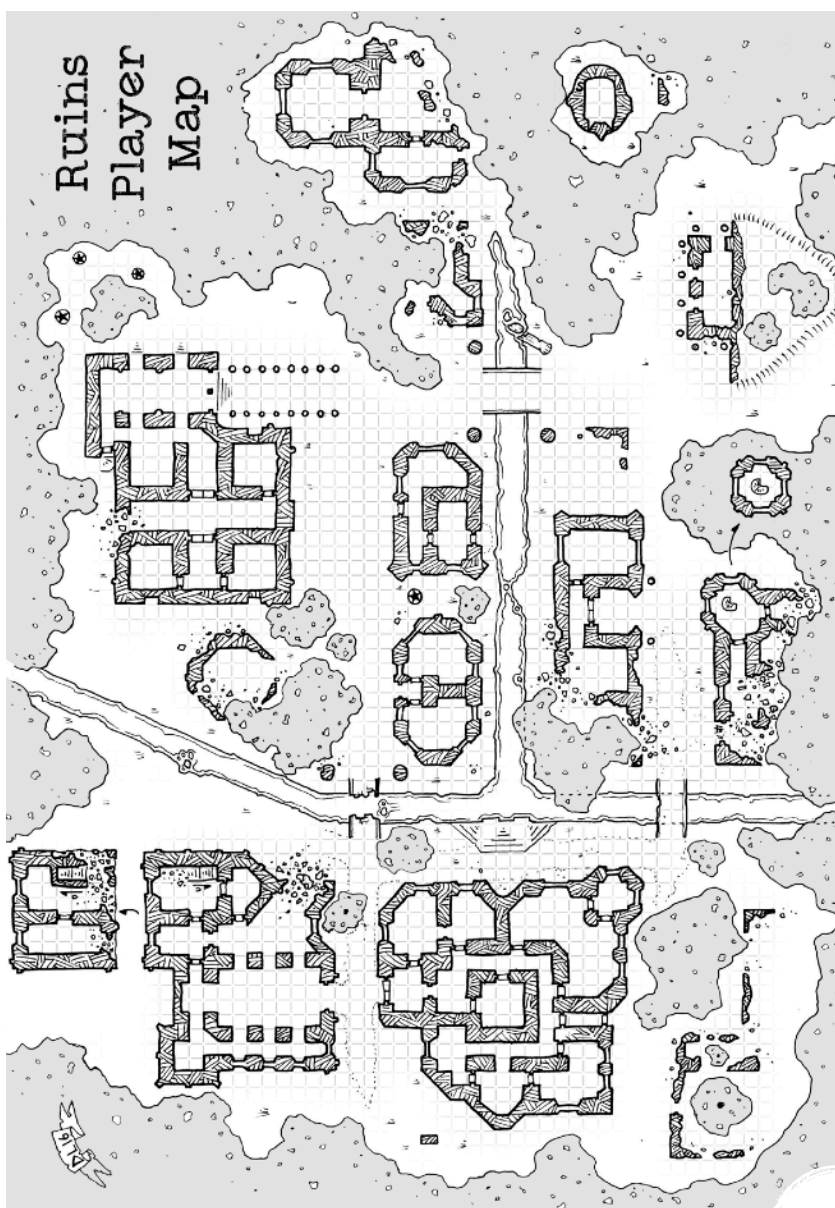
Number Appearing 1-3

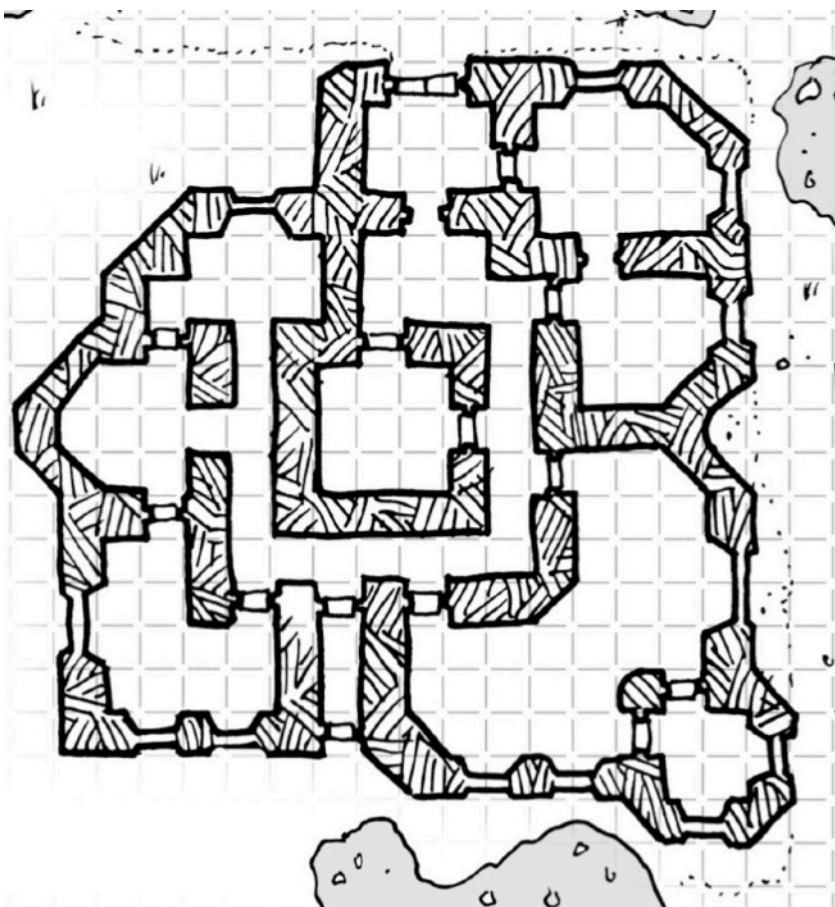
Treasure Type None

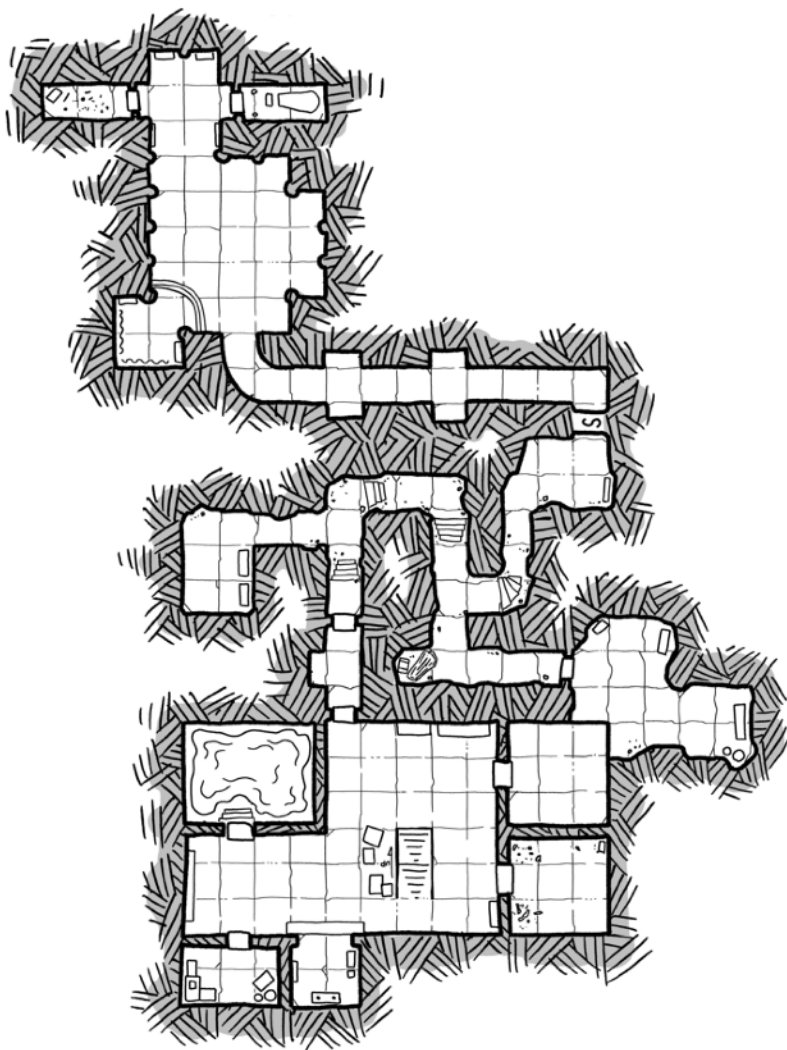
- **Chill Touch:** Only needs to hit AC 9 [10] to touch an opponent.
- **Fear:** Getting within 30' of a Tomb Guardian requires a save vs spells, once a successful save is made the character is immune to the guardians fear for 24 hours. A failed save means the character must stay 30' or further away from the guardian.











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Beneath the Remains

Requires Old-School
Essentials Core Rules

Beneath the Remains is a low-level
(1st-2nd) adventure for 4-6 players.

What will the characters sacrifice
to save the Western Wood?

