Westgate Adventures!

Watchtower on the Hill

By Dominick Pelletier

The door to the Mughouse bursts open as a man yells "Help, someone, anyone!" The pub quickly quiets into whispers and frightened stares. The man is an overweight laborer in a blue and grey tunic and flowing brown hair and beard. He is sweating excessively and looks very winded. A boy runs in behind him and stands to his side, helping the man stay on his feet. It takes the laborer a moment to catch his breath before wheezing out, "please someone, my boy Kevin has fallen down a hole at the old watchtower! I cannot get to him. I need able-bodied folk to get my boy out safe!"

Another bar patron yells forth, "the old watchtower? What do ye mean Donald? Many people have been up to the tower, kids play in it, it has no holes or anything?"

Donald replies, "I know, but Gregory here came to get me when Kevin fell in, and took me up to where the hole is. There *is* a hole and ladder under the dirt and boards of the main floor of the tower. I don't know why it's never been found before, but the hole sure is there and my boy is down in it, so who's gonna' help me?"

The old watchtower stands just outside of town. The boy's frantic father requests your aid. Are you brave enough to delve deep down inside the watchtower on the hill?

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OSRIC Compatible!

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A Game Adventure Module for the OSRIC™ RPG System

Watchtower on the Hill

By Dominick Pelletier

Johnny Rook Games, Inc.
www.johnnyrookgames.com

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Module APS01

AN ENTRY-LEVEL ADVENTURE FOR BEGINNING CHARACTERS OF LEVELS 1-3

Watchtower on the Hill

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Special thanks to the Wednesday Night RL Players for years of dealing with my impromtu rules changes and updates!

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Table of Contents

Introduction 4
Notes for the Game Master 4
Adventure Background 4
Adventure Summary 4
Wandering Monsters 5
Abbreviations used in this module 5
Part I: A Father's Plea 6
The Mughouse Pub 6
Kevin's Adventure 9
Part II: Watchtower Barracks Level 1 11
Part III: Watchtower Barracks Level 2 18
New Optional Rules: Combat in Water 19
Part IV: Conclusion 22
Appendix: Reprinted OGL Monsters 24
New Optional Rules: Temporary Damage 28

Tables and Charts
Kevin's Adventure Track Record 10
Kevin's Non-Combat Actions 10
Monster Roster 5
Watchtower Wandering Monster Table 11

Maps
Map A: Mughouse Pub 7
Map B: Watchtower Ground Floor 13
Map 1: Watchtower Barracks Level 1 16
Map 2: Watchtower Barracks Level 2 17

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Introduction

Ever since your party can remember, the watchtower has been there, up on the hill outside of town, watching over the farmlands. Not much remains of the watchtower, however, as the watchtower is a remnant of the previous push of humans into humanoid-controlled lands, long before your town existed. The city your party will begin in was established at the foot of the watchtower, allowing the tower to serve as a location marker for the town. No one knows exactly how the watchtower fell, but many rumors persist from the oldest townsfolk that the tower fell to an orc prince's army.

The watchtower is open to anyone who wishes to explore it, but to most people it does not seem very interesting. There is only half of a floor left on the main level and only a small part of the floor of the next level up. The main floor has partially fallen below to the dirt hill which the watchtower sits upon.

PLAYERS STOP READING AT THIS POINT! The rest of the material of this module is intended for the Game Master's eyes only. Players who have any knowledge of the material after this point are in danger of damaging the entire role-playing experience for themselves and the rest of the players, as a large part of the experience of role-playing exists in the exploration and discovery of the material written hereafter. Knowing things before they happen outside of an "in-game", character-perspective context is the realm of video game walkthroughs and movie trailers, not the rich, social hobby of role-playing games.

Notes for the Game Master: This adventure has two different variations depending on the nature of your role-play group. The basic adventure is a very simple dungeon crawl for new player groups, new characters, and new Game Masters. The basic adventure may still take a couple game sessions to complete, depending on how well your party explores the area below the watchtower, but the game is designed to be played completely within a single session.

The second version of this adventure is a short, plot-based race against time. The party hears about a boy who has fallen down the watchtower's shaft and has not returned. You, the Game Master, must keep track of time and the movement of the boy below ground as the party searches for him. There is a high likelihood that the boy will not survive long! If you do not wish to use the plot part of the module, simply skip Part I in which the party is asked to find the boy.

Adventure Background: The watchtower did not have a very memorable history, although it was moderately influential in the early phases of repelling the last orc invasions of the previous age. The watchtower was meant to be part of a final warning system to the southern kingdom should the armies of the orc Krinkerjal quickly gain ground towards the south. A few small squads of troops under the command of Second Lieutenant Largus were sent by Count Marinel II to construct an underground series of catacombs underneath this watchtower to house backup troops secretly, in case of a strong southern push. Krinkerjal and his armies did indeed push strongly south but did far in advance of the completion of the watchtower barracks. The troops at the tower were surprised and eliminated on a spring evening in 659 FC (Founding of Corafaire). The defenders of the watchtower held their ground long enough to give word to the armies of Marinel, however, which gave enough time to Marinel to make a sufficiently strong counter attack and keep the armies of Krinkerjal from advancing any further.

Time passed, as did war, and humans once again settled the area. The founders of Westgate (or whichever town you set the watchtower near), used the tower as a location marker and a symbol of historical pride. The residents of Westgate know the tower only as crumbling history and do not know of the complex below it. The part of the floor of the watchtower which held the trapdoor to the area below the tower had collapsed before the town appeared. Town citizens rarely go to the tower and more rarely explore it, thus no one is aware of the complex below.

The Watchtower in the Campaign: As explained above, we have placed the watchtower and the Mughouse in the town of Westgate. This particular module is set in the year 894 FC in the Westgate Campaign setting. As GM, you may place the module anywhere you see fit, of course.

Adventure Summary: This module is intended as a means to teach basic role-playing, mapping, exploration, and combat skills to new players or to begin developing the characterizations of new parties, with either new or old players. Thus, there is little to summarize other than to inform the Game Master (you) that this module should be about pacing, excitement, and fun, overall. Make sure you **read the entire module** before beginning to play it. We also suggest you hand-draw the maps we have provided. Hand-drawing your maps will give you a much stronger, empirical tie to the physical reality of the dungeon and *always* helps to pace the playing of the game.

A boy, Kevin, has fallen down the shaft of the watchtower. No one from town ever knew a shaft existed under the watchtower, or at least they didn't talk about it. The boy's father, Donald, needs a few brave folks to rescue his son. At this point, the GM must begin marking the actions of the party and Kevin, who is already in the shaft. The party should be geared and ready for adventure *before* Kevin's father rushes into the pub where the PCs are discussing plans for adventures. Any additional time the party takes in preparations will reduce the chances of Kevin's survival.

The rest of the adventure is a search for Kevin through the dungeon of the watchtower. Depending on where the boy goes, once he wakes up from his fall, his chances of survival will vary. Once the party recovers the

boy and returns him (or whatever is left of him) to his father, the party is free to explore the rest of the complex.

Wandering Monsters: The location of the dungeon should be fairly close to town, but there is always a small chance of a wandering encounter even in patrolled areas. Note that a wandering encounter will take a minimum of 2 turns, regardless of how many rounds have passed. At least one wandering check should be rolled on the way to the watchtower. No list of area encounters exists in this module, as GMs are encouraged to use their already existing wandering monster tables.

Table 1: Monster Roster

Monster	Population Limit
Beetle, Giant Fire	18
Frog, Giant	10
Ghost	1
Rat, Giant	12
Rat, Huge	30
Skeleton	75
Zombie	35
Zombie, Pond	20

The Monster Roster (Table 1) lists the total amounts of monsters which may appear during the course of the entire adventure. If the party defeats a monster to its population limit, no further monsters of that type will appear. If a monster is not defeated, the population will remain the same.

Boxed Text: In certain areas of the module, narrative text will appear in boxes…

…such as this box.

This special text is called "boxed text" and should be read aloud to players as they enter an area or have the encounter listed. It is a general rule that players should not interrupt the narration of the boxed text until the text is complete. Boxed text helps to set a pace or flow of the module story, when used correctly. GMs are encouraged to alter or add boxed text to suit their individual campaign or playing needs. GMs are also, of course, free to remove the boxed text as needed.

This particular adventure has been left boxed-text "light" in an effort to give the GM the right type of pacing for this particular adventure. Too much boxed text in a fast-paced game can quickly drag the game down and cause the players to quickly lose interest in the point of the adventure as they become too interested in what they see instead.

Abbreviations used in this module:

GM	Game Master
PC	Player Character
NPC	Non-Player Character or Monster
d[x]	die type (i.e., d10 = a single 10-sided die is rolled)
d%	Percentage die roll (2d10)
AC	Armor Class
HD	Hit Dice, generally a d8; + or – indicate modifications to the final roll. Ex: HD 1-1 is 1d8 -1 for a total of 1-7 hp. Hp can never be less than 1 per HD.
hp	Hit points
#AT	Number of attacks per round
D	Damage inflicted per hit
SA	Special Attack
SD	Special Defense
AL	Alignment L = Lawful C = Chaotic N = Neutral G = Good E = Evil
ML	Morale Rating
XP	Experience Point Value
SZ	Size T = Tiny (under 2') S = Small (2-4') M = Medium or Man-sized (4-7') L = Large (7-12') H = Huge (12-25') G = Gargantuan (25'+)
MV	Movement Cl = climbing rate Sw = swimming rate F[I-V] = flying rate and maneuverability rating D = digging/burrowing rate W = web-crawling rate
OL	*Open Locks* Thief skill

Part I
A Father's Plea

At the Mughouse: For the GM, a map (Map A) and short description of the Mughouse Pub is included with this adventure. Although the activity in the Mughouse is minimal if playing this module directly, you may certainly add the Mughouse into your campaign as a consistent ale-spot for your party.

The Mughouse Pub

Owner: Stanley Orwell, male human, age 52
Wait Staff: Eleanor Orwell, female human, age 47; Ellie, female human, age 25; Coral, female half-elf, age 30; Phrenzella, female gnome, age 71
Bartenders: Harold, male human, age 42; Rosaldine, female human, age 36
Stablehand: Peter Suggs, male human, age 23

Description: The Mughouse is a small but locally favorite pub. Stanley and his wife Eleanor do a fine job managing the Mughouse. The pub has a reputation of consistency; the ale is standard but some of the best standard-grade ale a person can find for the same price as any other standard. Stanley also offers a slightly more refined form of his common ale, but the local residents prefer the flavor the common.

The Mughouse supplies the local manor's ale needs during gatherings and official ceremonies. Due to Stanley's connection to the Baron, the locals sometimes call Stanley the "Knight of Ales".

Mughouse food is not the best in town. The pub is mostly a bar, not an eatery. However, when the duck is right, it is mighty good.

Mughouse Map Key

1 Pub
This is the main pub room. On an average night, all the tables and barstools are full and a few folks might be standing around a table or two. A busy night will easily fill the room so tightly that the barmaids cannot get to tables and instead pass steins across patrons to the necessary table.
The fireplace on the south wall does a fine job of heating the pub, even on the coldest winter nights. Firewood is stacked along the backside of the keg room.

2 Stable
Peter, a rather homely young man, runs the stables for the Orwells. There is no direct door between the stable and the pub. Peter is known to sit in the pub most of the time, leaving the horses unattended. Local horse thieves have had a few "insiders" watching for Peter in the pub as of late, waiting for a busy night…

3 Keg Room
Stanley brews his special ales in this room. The rest of the bar drinks are bought from other pubs in town or imported from other regions. This room also serves as a makeshift break room for the wait staff when the bar gets very busy.

The Mughouse
Bill and Fare

Beverages	
Ale, Common (per pint)	2cp
Ale, Good (per pint)	6cp
Beer, Common (per pint)	8cp
Mead, Common (per pint)	7sp
Wine, Common (per quart)	2sp
Wine, Good (per quart)	1gp
Food	
Stew (per bowl) – either beef, chicken, or rabbit, depending on day	2sp
Roast Chicken	5sp
Roast Duck	8sp
Roast Pheasant	7sp
Ham	5sp
Mutton	4sp
Steak	8sp
Eggs (2)	1sp
Cabbage (soup or head)	2cp
Bread Half Loaf/Full Loaf	5cp/8cp
Vegetable (single or bunch, depends on market)	3cp
Fruit (single or bunch, depends on market)	2cp
Bulk Provisions	
Ale, Common Barrel (30gal)	8gp
Ale, Common Hogshead (50gal)	15gp
Wine, Common Barrel (30gal)	

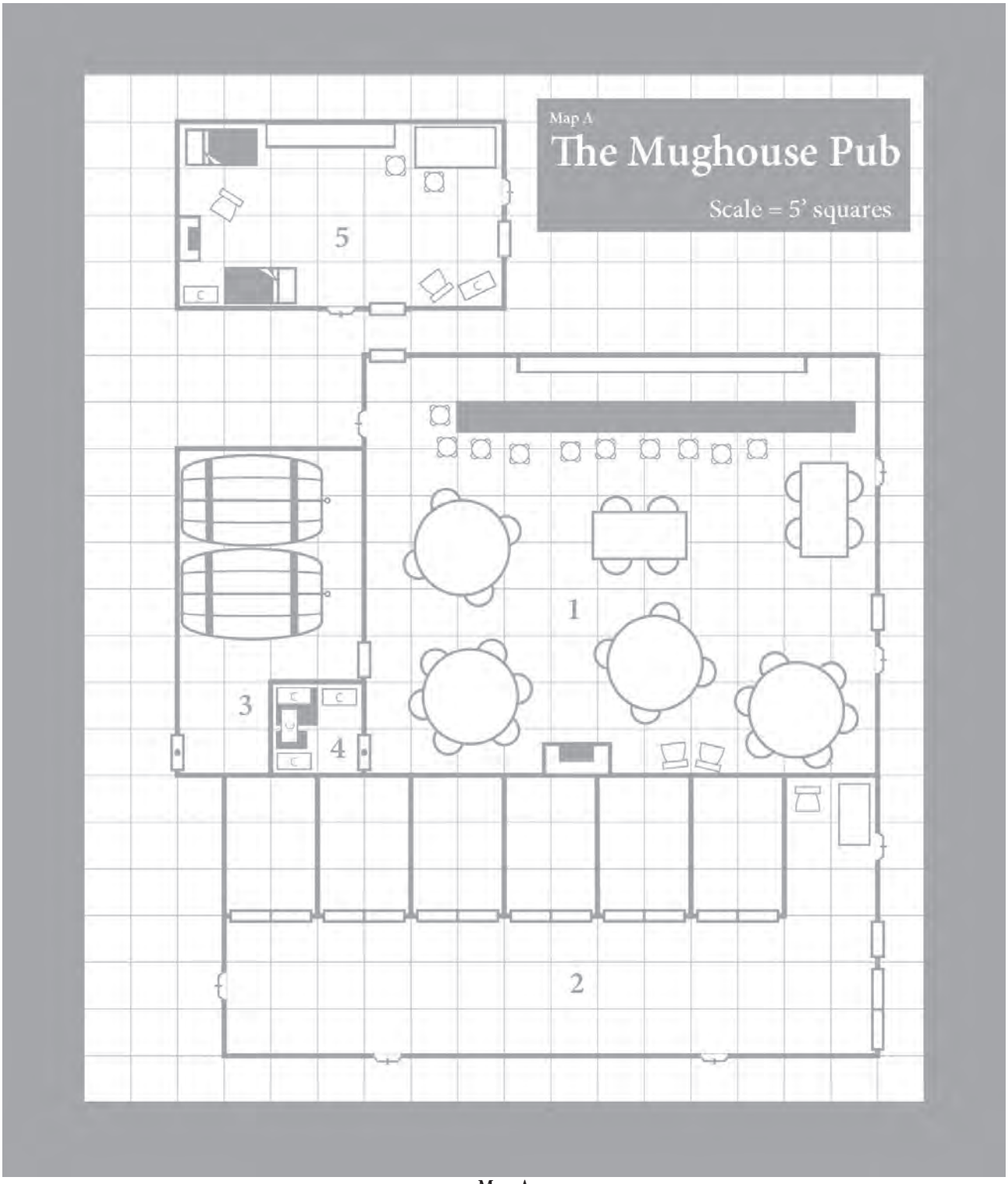
4 Vault
Most of the Mughouse's valuables, taxes, and revenue are stored here. Stanley had a special high quality lock made for the door (-20% to any chance to pick locks). He hopes one day to enchant the lock as well, but believes the price of enchantment is probably beyond his finances. The room is also used for storage. If searched, this room's valuable contents include: 2,000cp, 1,230sp, 150gp, 10pp, a

bag of 25 gems valued at between 25-100gp each, a set of silver plates (100gp total), a set of eight silver goblets (160gp total), and two old treasure maps which Stanley never followed up on.

5 Orwell Residence

Stanley and his wife Eleanor live in a small house adjacent to the pub. In the last few years, Stanley even extended the pub's roof to his house's roof in order to make a small weather-proof walkway between the pub and the house.

The house's furniture includes two beds, a few chairs, a large oak table full of paperwork, two chests (for clothing), and a bookshelf covered with scrolls, documents, and record books. Should anyone search the books, they will find two special books: A Guide to Water Purification and Special Herbs Known Only to Forest Gnomes.



Map A

The Adventure Begins: At any point in your game when the party is in "downtime", read the boxed text below. This text is best read at a time when your players are involved in very active role-playing.

> The party is discussing possible new adventures and enjoying a cup of fine ale at the Mughouse, a local pub. The afternoon is bustling with people, mostly townsfolk, and the pub seems to be a very friendly and social hub for this town. The door to the pub bursts open as a man yells, "Help, someone, anyone!" The pub quickly quiets into whispers and frightened stares. The man is an overweight laborer with a blue and grey tunic and flowing brown hair and beard. He is sweating excessively and looks winded. A boy runs in behind him and stands to his side, helping the man stay on his feet. It takes the laborer a moment to catch his breath before wheezing out, "Please, someone, my boy Kevin has fallen down a hole at the old watchtower! I cannot get to him. I need able-bodied folk to get my boy out safe!"
>
> Another bar patron yells forth, "The old watchtower? What do ye mean, Donald? Many people have been up to the tower. Kids play in it, even. It has no holes or anything!"
>
> Donald replies, "I know, but Gregory here came to get me when Kevin fell in and took me up to where the hole is. There is a hole and ladder under the dirt and boards of the main floor of the tower. I don't know why nobody has yet found the hole, but it sure is there, and my boy is down in it, so who's gonna' help me?"

GM Note: Kevin has already awoken and begun his adventure. He has been active for 1 turn. GMs should begin marking Kevin's adventure at this point. See below under Kevin's Adventure for more information.

A: Should the PCs take Donald's mission:

> "Thank ye. I am Donald, and this is Kevin's best friend Gregory. He was with Kevin when he fell, and he ran right to me. Come quickly, friends, we must hurry! Who knows what terrible things are in that tower, and if me Kevin is harmed?"

Donald and Gregory will take the party immediately to the watchtower. The party may head to the watchtower on their own as finding the entry is very easy now that the hole has been uncovered. Donald and Gregory's base move is only 60' although both may still be able to run. Donald must make Constitution checks each turn in order to continue running. Donald's Constitution is 10 and each check has a cumulative -1 penalty. If any check fails, Donald will have to sit and rest before continuing.

B: Should the PCs not take Donald's mission:

> The frightened man looks helplessly around the room. Seeing no friendly responses, Donald grabs the hand of the boy at his side and scans the room once again with a sour look. The man lets out a short, sharp "hrumph" and runs back outside with the boy in tow, seeking another, more friendly group of townsfolk.

Choosing this option is a good sign that your adventurers may not be cut out for their careers. Certain PCs might have alignment issues by refusing the distressed Donald. The game ends here unless the PCs seek out the man again within the next half hour. The rest of the situation is up to you, the GM. Donald might find another group of adventurers, he might have to brave the tower himself, or he might never find anyone nor hear from Kevin again. The PCs are free to explore the watchtower ruins at any time they wish. To remind them of their ineptitude, GMs are encouraged to leave the body of Kevin or Donald in the dungeon to guilt the party further.

C: Should the PCs need to gather supplies:

If the PCs mention that they must first do other errands or gather supplies, read the following:

> Donald's terror-ridden face droops to a look of hesitant confusion. He reluctantly suggests, "Well alright, now. We haven't a moment to lose, though, friends! Please be quick. My boy suffers below the tower, and every minute we waste is another minute he must endure!"

Begin to mark Kevin's adventure (below) while the PCs seek out supplies. Donald is highly agitated and will accompany the PCs as long as the party is actively seeking fast and likely necessary supplies such as rope, lanterns, pitons, torches, and oil. If the PCs look for things which are not obviously important, Donald has a high chance of seeking other, more prepared adventurers.

Most general items should be found fairly quickly. There is a 30% base chance per item that someone at the pub happens to have a usable item of the type the PCs seek. Feel free to modify this base percentage if the item is extremely common, such as rope or torches. Donald will most likely ask the party what they need as he knows a number of the shopkeepers in town and might be able to get them their needed items either free, on loan for the mission, or at a reduced rate.

Kevin's Adventure

Kevin awakens 10 minutes (1 turn) before his father Donald hires the party to find him. This is to insure that even parties with magical transportation aids should still have to search for Kevin – at least a little. Traveling at normal speed (120' move rate), it takes about 30 minutes from the pub to the watchtower on the southeast side of town. If the party runs, they can get to the tower in 15 minutes, assuming everyone has a 120' move rate.

Kevin: AC 9; HD 1-1 (1d6); hp 1 (of 4); #AT 1; D 1d2 (fist or kick); MV 90'; SZ S (4'5"); AL NG; ML Average -2 (-10%)

Kevin, after realizing that he cannot reach the last iron rung of the ladder in the hole, decides to seek either another way out of the complex or something to stand on so that he can reach the rung. Kevin suffers some damage from the fall (3 points out of 4), so he is relatively weak.

To play Kevin: Kevin begins in area 3 on the map, just below the shaft. It takes him two turns (20 minutes) to explore any new area, just like an adventuring team. If he has been through an area before, the time becomes 2 rounds. The table below is used to track Kevin. The turn where the PCs meet Donald is listed. Note that Kevin may have fallen in the shaft as much as a couple hours previous to Donald finding the PCs. The adventure marks the time in which Kevin is awake and searching around.

Kevin should find the dungeon exactly as the descriptions in Parts I and II below. In addition, Kevin is subject to all monster attacks, including wandering checks and traps. He has no ability to open a locked door and will simply move on to another door which is open. When Kevin has explored an area and has not been rendered slain or unconscious, make a random die roll to see which way he will go. Table 2 is meant as a GM tool and guideline for random play, but GMs may simply choose courses for Kevin instead of using the Table. Kevin does not begin with a light source, but he does know how to make a torch and start a fire to light it.

Should Kevin encounter monsters, the monster will probably kill him unless he can run away or otherwise defend himself. If slain, Kevin's body may be moved or consumed by the monster, unless the monster is undead, in which case Kevin's body will be found in the spot where he was killed.

Keep in mind that unless you have other plans for Kevin, the whole adventure to retrieve him should not be a difficult task at all. The only and constant obstacles are chance and time. This adventure was designed for a quick dive into a small, unexplored dungeon nearby town.

Chart 1: Kevin's Adventure Track Record

Turn	1	2	3	4	5	6 (Hour 1)*
Room	3	3				
Kevin's Action	Exploring Entry	Exploring Entry				
PCs Location/ Actions	N/A	Meeting Donald at Pub				
Turn	**7**	**8**	**9**	**10**	**11**	**12 (Hour 2)**
Room						
Kevin's Actions						
PCs Location/ Actions						
Turn	**13**	**14**	**15**	**16**	**17**	**18 (Hour 3)**
Room						
Kevin's Actions						
PCs Location/ Actions						

** The PCs should ideally reach the watchtower just before Turn 6 if they immediately took the job and left directly for it.*

Table 2: Kevin's Non-Combat Actions

(*Roll anytime Kevin has no actions*)

Die Roll (d10)	Action	Time to Complete	Special
1-2	Search area	2 Turns	Has a 10% cumulative chance to find something of interest in the area.
3	Make new Torch	1/2 Turn	Torches last for 3 Turns, but Kevin may make a new one at any time.
4-6	Explore new area	1 Turn	Kevin will first try doors he has not yet opened. Choose or roll randomly which door in an area he tries. This may alert monsters (Roll surprise). This result can be a new room or an unusual or different area of the same room (such as the river area of room 4); May trigger monster attack, see description of room.
7-8	Stand confused/ scared	1/2 Turn	Kevin will respond to calls to him in this state unless a monster is known to be nearby, in which case he will remain quiet.
9	Return to Entry	1 Turn	Recheck each Turn; if this result occurs again, he will continue towards the entrance.
10	Eat apple	1/2 Turn	Result possible only twice; reroll result if more than two.

Part II
The Watchtower on the Hill (Ground Level and Barracks Level 1)

GM Note: PACING! Remember that this adventure begins with a search for Kevin, which with most parties is the primary goal and a matter of urgency. GMs are reminded to keep the tension and pace of the game high as the party explores the unknown for the lost boy. Remember also that sound travels. If the party yells for the Kevin, he does have a pretty good chance in hearing them (base 60%). If Kevin is in level 2, that chance is halved. Each door Kevin is behind will reduce the number by an additional 10%.

Dungeon Construction Properties: Most of level 1 and part of level 2 of the watchtower dungeon complex is finished with wood pillars and stone floors and walls. The stone is 1' thick in all places, although many stones lay scattered and broken on the floor from age. The ceilings are packed dirt with occasional wood planks and are 8' high, on average. Rooms 4, 5a, and 16 on level 1 are in some part unfinished and are mostly loose dirt or mud. On level 2, only the workman areas (the squared-off areas) are finished as above. The rest of level 2 is dug-out dirt and clay tunnels which eventually give way to mud and rock natural caves partially submerged in topsoil run-off water.

Wandering Monsters: Check for wandering monsters as normal on both levels of the watchtower. In general, wandering monsters checks should occur every two turns. Roll 2d6, and on a roll of '12', a wandering monster encounter will occur. Note that this wandering roll can happen even during an already occurring combat. GMs may modify the wandering roll should the party call attention to themselves while exploring. For instance, a noisy, careless party may have a wandering encounter occur on a 10-12 on a 2d6 instead.

Table 3: Watchtower Wandering Monster Table

Die Roll (d12)	Encounter (No. Appearing)	Brief Statistics
1-3	Rat, Huge (3d4):	AC 8; HD 1-1 (1 hp); hp 1; #AT 1; D 1 + disease (3% chance per hit); MV 120'; SZ S; AL N; ML Animal; XP 5 +1/hp
4-5	Rat, Giant (1d4):	AC 7; HD 1-1 (1d4 hp); #AT 1; D 1-3 + disease (5% chance per hit); MV 120'; SZ S; AL N; ML Animal; XP 7 +1/hp
6-7	Beetle, Giant Fire (2d4):	AC 4; HD 1+2; #AT 1; D 2d4; MV 120'; SZ S; AL N; ML Animal; XP 30 +1/hp
8	Frog, Giant (1d3):	AC 7; HD 2; #AT 1; D 1d6; SA: Surprise (1-4 on 1d6), tongue attack (+4), swallow (natural 20); MV 30'/90'sw; SZ S (4'); AL N; XP 45+3/hp
9	Skeletons (1d4):	AC 6 (armor); HD 1; #AT 1; D 1d6; SD Immune to cold, *enchantments*, *sleep* and *hold* spells, ½ damage from slashing weapons, piercing weapons do 1d2 damage, holy water does 2d4 damage; MV 120'; SZ M; AL N; XP 15 +1/hp
10	Zombie (1d2):	AC 7 (armor); HD 2; #AT 1; D 1d8; SD Immune to cold, *enchantments*, and *hold* spells; MV 60'; SZ M; AL N; XP 30 +1/hp
11	Skeletons and Zombies!	Roll for random skeletons and zombies as in results 5 and 6.
12	Ghost, Least	AC 3 (special); HD 5; #AT 1; D Special; SA wither; SD magic weapons needed to hit, spells ineffective if incorporeal; MV 90'; SZ M; AL CE; ML Undead; XP 450 +6/hp [This encounter will only occur once]

1 The Watchtower Ruins

Time has not been kind to the remains of the watchtower. Although the walls which still stand are stable enough to allow general exploration, any stress may cause a collapse at any moment. The top levels of the tower were ruined during the tower's final battle. There once were three upper levels, although now only a few portions of the first floor remain. School children enjoy climbing up the jagged rocks and old wooden beams to sit atop the last bit of flooring to the North side. Children also are known to play around the ruins but are often warned of falling stones. The hillside below the tower is littered with large stones which have fallen over time.

Parts of the tower floor may collapse if any weight more than 500lbs is placed in any 10x10' section. Should PCs fall through the floor, they will receive 2d6 damage from the fall and debris but may make a save vs. wands to resist half the damage. The remnant of the upper floor is much more unstable, with any 5' section being able to take only 200lbs before collapsing. Damage from a fall from the upper floor is doubled.

A special watchtower map (Map B) has been included for GM reference and if the GM wishes to spend some time in the upper portion of the tower. This map has an overhead view and a cut-away side view (from the West) of the tower's ruins. Unless the party, for whatever reason, is entering the tower from above, the door is the most obvious and easiest entrance.

Watchtower Ground Level Key (Areas A-G)

A Stairs and Doorway
The old stairs are stone and are still in fairly good condition. The door is long gone, however, and only a broken, open archway remains.

B Main Floor
The ground level floor is barely intact. Many holes and breaks appear along the wood, and walking with much weight always carries a chance of breaking floorboards. No rules for breaking floorboards appear in this text, although GMs are encouraged to remind the more heavy-weighted party members that the floorboards creak with every step and could break at any moment.

From the ground floor, there is only a broken staircase which used to lead to the first floor (Area C) and a massive area of collapsed floor (Area D), in which the boys were playing when Kevin fell through the hole (Areas E-G).

C Staircase
The stairs are in very poor shape. These stairs were made of stone over a wooden frame. Only the portion shown on the map still exists. Any amount of weight on the topmost stair will most likely collapse the top few feet of the staircase and may cause a small amount of damage to any character standing on or below it (max 2d6 damage).

D Collapsed Floor
This area has been collapsed for a number of years – really, as long as anyone alive remembers. Children often climb down here to walk among the debris left behind in hopes of finding a bit of a broken sword or other arms. Most everything that could be looted was found and taken years ago by the humanoid victors.

The drop to Area D from Area B is about 10' on the edge, but as far as 25' near area E. Before Kevin collapsed the debris over Area E, the drop was about 10-15' all around.

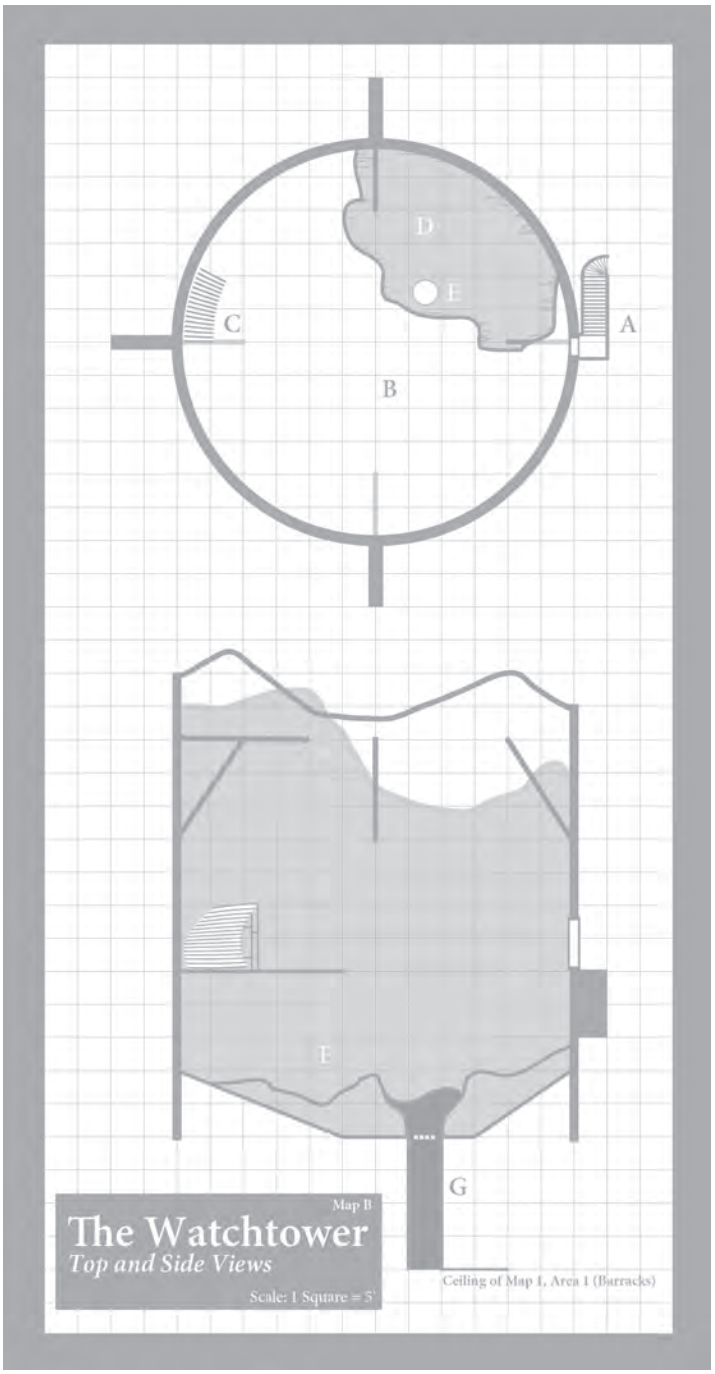
E Barracks Hole
This is simply a marker for where the shaft to the barracks is (Area G) in relation to the ground floor.

F Tower Debris
Most of this debris is ancient wood and stone, along with a good amount of other refuse people from the town have thrown into the area. It is rather dangerous to trudge around in the debris, especially since the hole has been opened. The debris shifts under character weight towards the hole and can quickly slide a great amount of refuse down the shaft – which might include an unwary character.

G Barracks Shaft
This is the hole which opened when Kevin fell. The shaft is 20' from the base of the tower to the ceiling of the Barracks area. Note that there is an additional 10' fall to the floor of the barracks, meaning any character falling through the hole can potentially suffer 3d6 or more damage from the fall. Kevin happened to "ride" some wooden debris down the shaft, which helped to cushion his fall. He also fell onto a box of old straw (now destroyed).
The shaft has a series of iron ladder rungs set into a stonework circular wall. The rungs are still stable enough to use. The rungs end at the ceiling of the Entry (room 3), 20' below the surface. Originally, there was a small ladder which allowed a person to get to the floor of room 3 and back up to the shaft rungs, but the ladder is now missing. The shaft itself is 5' diameter.

2 A Hole in the Floor

This is the marker for the shaft's entrance into the barracks.



Map B

3 Entry

This room is fairly empty, other than a few busted barrels and crates. There are some timbers which lay on the ground just below the ceiling shaft. These timbers fell from the floor in area 2. None of the doors from this area are locked, although the doors to area 5 are slightly ajar. The stairs to area 7 lead upwards about 10'. At this angle, vision into area 7 from area 3 is effectively blocked.

Characters listening for noise at the north door may hear a soft gurgling sound (river beyond) and possibly (30% chance) small squeaks (giant rats).

4 Waterway

This waterway is an underground branch of the Voria River to the northeast. The water is still perfectly fine to drink. The current is noticeable but soft, and the water is only about 2' deep at its center, which allows characters to wade through it if they wish. The area around this part of the river has been carved out for ease of access – further up or down the river there is little area to breathe as the river escapes into tunnels which match its size.

A number of empty water barrels are stacked along the south and east wall. Should any barrels be disturbed or any character walk within 5' of the southeast corner, giant rats will attack from their home inside the barrels.

Rat, Giant (5): AC 7; HD 1-1 (1d4 hp); hp 2 (x2), 3, 4 (x2); #AT 1; D 1-3 + disease (5% chance per hit); MV 120'; SZ S; AL N; ML Animal; XP 7 +1/hp [xp values: 9 (x2), 10, 11 (x2); xp total: 50]

5 Kitchen

This was the kitchen for the entire watchtower; however this kitchen was only to be used when the sergeant expected enemy scouts nearby. Most of the off-duty cooking would have been done above ground as it is sometimes difficult to properly ventilate the underground area. Two large fireplaces dominate the west wall, along with a large oven, and a series of burned and broken tables lay about the room. Various old rusted kitchen utensils and pots fill most of the floor here. Nothing in here seems of any value. A careful search of the area (about 30 minutes) will uncover a silver knife and spoon worth about 10gp each.

5a Unfinished Corridor

This corridor was meant as the original cold storage location, but the digging stopped when they discovered a large amount of hard rock and unstable earth. The soldiers still used the small area as pantry storage. Now a small pack of huge rats live in the leftover debris. The disease effect of these rats is a little weaker than normal, having only a 3% chance per hit to cause disease.

Rat, Huge (10): AC 8; HD 1-1 (1 hp); hp 1 (x10); #AT 1; D 1 + disease (3% chance per hit); MV 120'; SZ S; AL N; ML Animal; XP 5 +1/hp [xp values: 6 (x10)]

6 Cold Storage

This area is 5' below area 5. The stairs extend towards the center of the room, so there is a small drop off to the floor from the left and right of the staircase. The south end of the room is partially submerged with water which has slowly dripped in. The water is never more than ½ of a foot deep. The entire room is very cold, around 40 degrees (F). Other than

broken barrels littering the floor, the eastern portion of the chamber is the home of a small brown mould. Characters approaching within 5' of the mould will awaken it from a semi-dormant state.

Brown Mold: AC 10; HD N/A; #AT N/A; D 1d8 (freezing); SA Freezing; MV 0; SZ S (5' patch); AL N; XP 0

7 Command Room

This room was once the command center for the watchtower squads. It looks as though some of the room was once set afire, as a number of broken tables and chairs are partially burnt. Bits of charred papers lay scattered in the corners, most of which are unreadable and disintegrate at first touch. PCs who search the papers may find reference to the last orders given to Lieutenant Largus from Count Marinel II. These papers could be sold to historians for a few coins if the party can gather them safely and carefully. Two human skeletons lay under the debris in this room. They were a couple of soldiers who were the first to fall within the barracks. The skeletons are wearing tattered leather armor and boots. Each has a rusty long sword which lays somewhere near each body. The door to area 8 is locked.

8 Watch Officer's Quarters (Locked, +10% to OL)

This room is the personal quarters of Second Lieutenant Largus. The "Watch Officer" title is granted to any military personnel of any rank in charge of outposts. The door to this room is locked with a rusted old lock, granting opening chances a +10% bonus. A bookcase, a desk, a bed, and two locked chests are in this room. The room was already ransacked far in the past, so the chests are empty. If the desk is searched, a secret compartment can be found in the back of the desk. Inside the compartment is a small silk bag (20gp) with 50 silver coins inside. The bodies of Lt. Largus and two aides are still in this chamber and are unfortunately now zombies. They will attack anyone who enters the room. Lt. Largus wields his personal long sword. This sword is old and rusted, but it does possess a ruby-hilt which alone is worth 100gp. This long sword may help the party in room 24 (see Part III).

Zombie (3): AC 8; HD 2; hp 8, 11, 15; #AT 1; D 1d8; SD Immune to cold, enchantments, and *hold* spells; MV 60'; SZ M; AL N; ML Undead; XP 30 +1/hp [xp values: 38, 41, 45]

9 Soldier's Lounge

When the watchtower barracks were fully staffed, this room served as an off-duty lounge for the soldiers and workmen. Originally, this room was intended as another barracks room, but the squads who worked the watchtower decided it was best to condense the barracks and turn this room into the lounge. Five large round tables stand or are tipped over around this room, and twenty or so chairs lay strewn about. Two skeletons sit at one of the tables in the southwest corner, rusted swords piercing their chests. These skeletons are not animated. A careful search of the room will uncover 3d4 silver, gold, and electrum pieces.

10 Guardroom

The guardroom serves as both an office and a guardhouse for the dungeon to the east. Four skeletal guards, still wearing tatters of chainmail, animate and attack anyone who enters. These guards will not leave area 10 but will follow intruders to area 11. One of the guards has a rusted key ring with keys to area 11 and all of the cells within. One 5'x10' area of the floor is unstable to the south end of the room. Should more than 300 lbs stand on one of the 5' sections, the floor will collapse to area 19 below, causing characters 2d6 damage from the fall. Characters may save vs. breath weapons for half damage.

Skeletons (4): AC 6 (armor); HD 1; hp 2, 5, 7, 8; #AT 1; D 1d6; SD Immune to cold, enchantments, *sleep* and *hold* spells, half damage from slashing weapons, piercing weapons do 1d2 damage, holy water does 2d4 damage; MV 120'; SZ M; AL N; ML Undead; XP 15 +1/hp [xp values: 17, 20, 22, 23]

11 Dungeon, a-f (Locked, +20% to OL)

The door to the dungeon is an oak door with window bars and a lock which seems to have been busted open sometime in the past. The door was shut at some point, and the lock was able to re-lock itself but now grants a lock-picker a bonus of +20% to their open locks check. The watchtower dungeons saw little use in their time, thus the offal and refuse usually found in dungeons is fairly absent here. Only cells C and F have anything of interest. All of the cell doors are locked with a normal chance to open the doors. Note that a guard from area 10 has keys that still work.

11c Ominous Remains

This cell houses the skeletons of an orc and a kobold. When alive, these two were advance scouts who were captured by Sergeant Largus' squad ranger. The guards were instructed to kill the prisoners while the watchtower was under siege. If the cell door is opened, these humanoid skeletons animate, to attack those who killed them. If any of the skeletal guards from area 10 are still animated, the humanoid skeletons will seek them out. The skeletons will battle to the final end. Any that remain will turn on any spectators.

Skeletons, Humanoid (2): AC 7; HD 1-1; hp 5 (kobold), 7 (orc); #AT 1; D 1d6; SD Immune to cold, enchantments, *sleep* and *hold* spells, half damage from slashing weapons, piercing weapons do 1d2 damage, holy water does 2d4 damage; MV 90'; SZ M; AL NE; ML Undead; XP 15 +1/hp [xp values: 20, 22]

11f Last Cell on the Left

This cell has seen some use. It is full of some sort of lichen or moss, and a tree root has broken through the walls here, taking up about ¼ of the cell's east side. Characters detecting noise in this cell may hear a slight munching or tearing sound. The sound is coming from a group of slime crawlers feasting on the plant life. Should characters come within 5' of the slime crawlers, the crawlers will attack. The GM is encouraged to have the crawlers attack in a sequence whereby a couple crawlers attack first, then as the PCs are trying to deal with the first set, another 2-4 crawlers attack, and so on.

A second problem for characters in the area of 11f is that the southwestern floor is unstable. As in area 10, if more than 300lbs is on this area of the floor, the floor will collapse into area 22 below, causing 2d6 damage to falling characters. Characters may save vs. breath weapon for half damage. Also, if any characters slip and fall on the crawler slime, there is a 1-3 in 6 chance that the floor will give way. If the weight total is 250lbs and someone falls, the floor automatically gives way.

Slime Crawler (4): AC 5; HD 1+1; hp 6, 7, 9 (x2); #AT 4, 5, or 6; D 1d3+1T; 1d4; SA Grapple, slime; MV 20'/10'cl; SZ M; AL N; ML Animal +6 (+30%); XP 40 +1/hp [xp values: 46, 47, 49, 49]

12 Special Storage (Locked, -10% to OL)

This room was used to store items the soldiers felt needed special protection. Both doors to this room are locked by good locks (-10% to any pick chance). Inside, three skeletal dogs still protect the soldier's prized possessions and will attack any who enter. This room was picked clean by the orc army long ago, but a careful search will uncover a golden brooch (150gp) and a scroll case with a clerical scroll inside containing the spell *cure light wounds*.

Skeleton, Animal (dog) (3): AC 8; HD 1-1; hp 2, 5, 6; #AT 1; D 1d4; SD Immune to cold, enchantments, *sleep* and *hold* spells, half damage from slashing weapons, piercing weapons do 1d2 damage, holy water does 2d4 damage; MV 90'; SZ M; AL NE; ML Undead; XP 10 +1/hp [xp values: 12, 15, 16]

13 Soldier Barracks

Many soldiers died in this room during the siege on the watchtower. Luckily, these soldiers were able to defend themselves and did not die in their sleep as was intended by the orc command. Their deaths, however, did little to keep them from an undead state. Any character entering this room will be attacked by the remains of the soldiers. The soldiers will only enter rooms 13, 13a, 14, and 15, unless forced.

A good search of the barracks will turn up the following items scattered around: dagger +1, 120 cp, 25 sp, 12 gp, 1 pp, 2 small gems (10gp each), and an old but still good *potion of healing*.

Skeletons (10): AC 6 (armor); HD 1; hp 1 (x2), 2, 3 (x4), 5 (x2), 6; #AT 1; D 1d6; SD Immune to cold, enchantments, *sleep* and *hold* spells, half damage from slashing weapons, piercing weapons do 1d2 damage, holy water does 2d4 damage; MV 120'; SZ M; AL N; ML Undead; XP 15 +1/hp [xp values: 16 (x2), 17, 18 (x4), 20 (x2), 21; xp total: 182]

Zombie (4): AC 7 (armor); HD 2; hp 8, 9, 14, 15; #AT 1; D 1d8; SD Immune to cold, enchantments, and *hold* spells; MV 60'; SZ M; AL N; ML Undead; XP 30 +1/hp [xp values: 38, 39, 44, 45; xp total: 166]

Kevin's Adventure Notes: If Kevin enters the soldier barracks, he may avoid attacks if he runs from the monsters. Kevin will be safe if he either backtracks to room 9 or can run and make it to room 16.

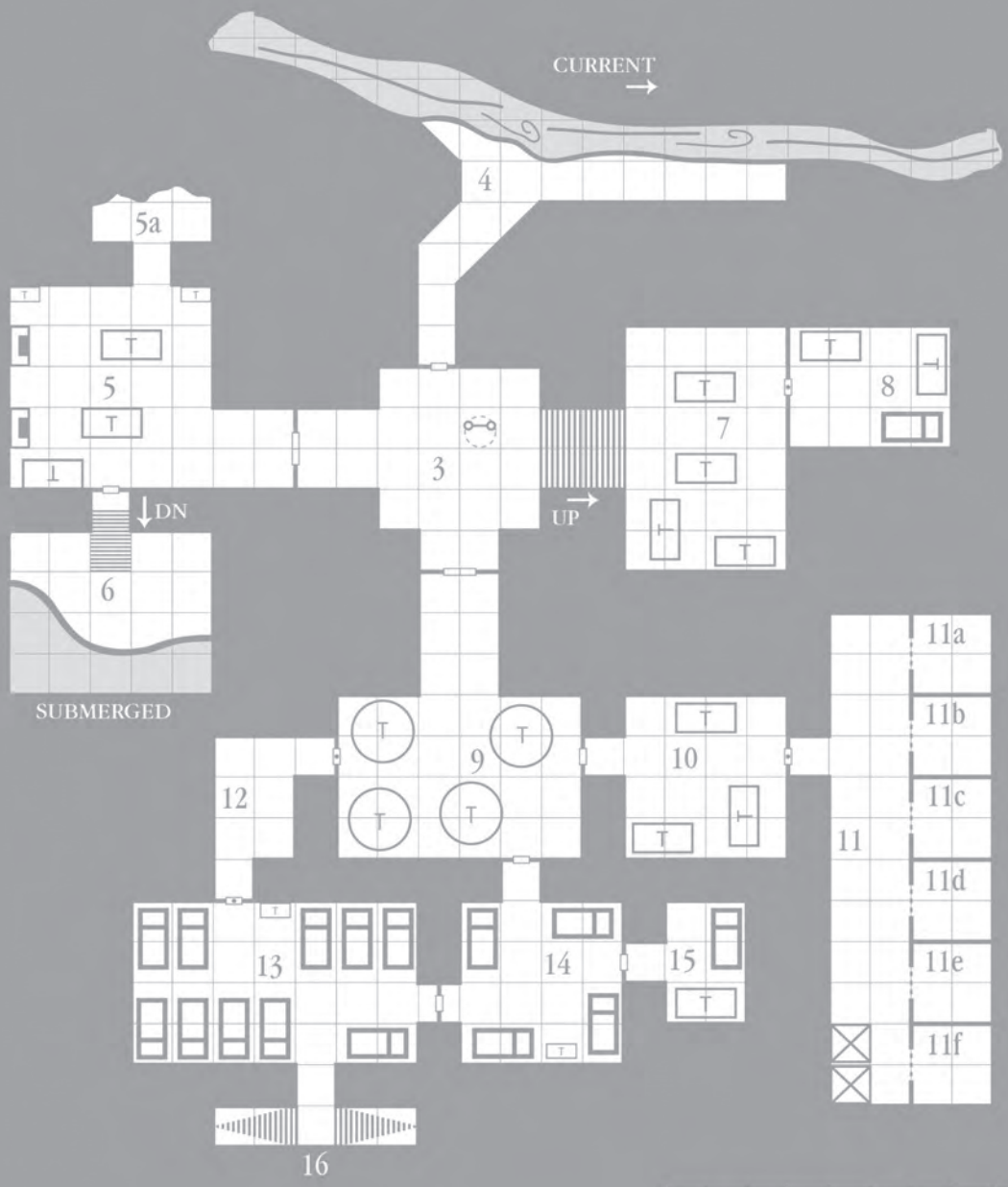
14 Soldier Barracks II

This room is a smaller version of the other barracks room. Just like the other room, the soldiers here will rise to attack any who enter. These soldiers will enter only rooms 14 and 15.

There is little treasure found in this room, but a careful search will discover 3 sp, 8 gp, an old deck of playing cards (still good), and a lute. The lute's strings are useless, but the instrument can be repaired and restrung. The lute's value in its current state is about 10gp; if repaired, its value would become about 50gp. Finally, one of the zombies in this room is the remains of Corporal Harrison (room 15) and still fights with the short sword he defended the watchtower with in life. The short sword, although badly damaged, is useful to the party against the coffer corpse in room 24 (see Part III).

Skeletons (6): AC 6 (armor); HD 1; hp 2, 5, 6, 7 (x2), 8; #AT 1; D 1d6; SD Immune to cold, enchantments, *sleep* and *hold* spells, half damage from slashing weapons, piercing weapons do 1d2 damage, holy water does 2d4 damage; MV 120'; SZ M; AL N; ML Undead; XP 15 +1/hp [xp values: 17, 20, 21, 22 (x2), 23; xp total: 125]

Zombie (2): AC 7 (armor); HD 2; hp 9, 14; #AT 1; D 1d8; SD Immune to cold, enchantments, and *hold* spells; MV 60'; SZ M; AL N; ML Undead; XP 30 +1/hp [xp values: 39, 44]



North

Map 1

Watchtower on the Hill

Barracks, Level 1

Map 2

Watchtower on the Hill

Barracks, Level 2

GM: Note this map is rotated from level 1

15 Corporal's Room

Corporal Harrison used to live in this room and use it as an office. The corporal was in charge of the soldiers and soldier's provisions. A small group of giant fire beetles now calls the corporal's chambers "home". Some of the corporal's notes have survived but are of little interest. Mostly, the notes list trade contracts and rations per soldier. A list of the soldier's names can be found, however, and the local baron or military commander may want it to give the soldiers a proper military burial. Many of the soldiers who died in the watchtower were forgotten, after all.

A loose ceiling board reveals a small locked chest which once belonged to the corporal. The chest has a small needle trap which causes 1d3 damage if not disarmed. Inside the chest is a bag of small gems (10 at 15gp each), a gold ring (100gp), and a silver bracelet (35gp). In the bottom of the chest is a small letter to Corporal Harrison's wife Olga, noting that he wished to give these items to their daughter Sheila as a dowry when he returned home from duty in the summer. PCs who wish to take the jewelry back can receive XP awards (see Part IV).

Beetle, Giant Fire (5): AC 4; HD 1+2; hp 3, 5, 8, 9, 10; #AT 1; D 2d4; MV 120'; SZ S; AL N; XP 30 +1/hp [xp values: 33, 35, 38, 39, 40; xp total: 185]

16 Lower Stairs

There are two sets of stairs here. The western staircase simply ends, as the workmen found the ground unstable. The eastern staircase heads to level 2, in Part III below, and into area 17.

Part III
The Watchtower on the Hill (Barracks Level 2), the Lower Chambers

17 Lower Entry

This small lower level room is littered with skeletons of humans and humanoids. Unlike other chambers, none of the remains here are undead. The room simply serves as a chilling reminder of the battle which once raged through the watchtower.

18 Consumable Storage

This room was the dry food storage area of the barracks. Not much remains, other than a number of empty, destroyed barrels and crates. A couple of old bottle racks line the eastern wall, and a number of broken bottles lay scattered on the ground. Picking through the debris in the southwestern corner will incur an attack by large centipedes.

Centipede, Large (12): AC 9; HD 1 (1 hp); hp 1 (x12); #AT 1; D None; SA: Poison (save at +4; 4d4 damage if failed); MV 120'; SZ S; AL N; XP 5 +1/hp +25 (poison) [xp values: 31(x12) xp total: 372]

19 Tool Storage

Only a few tools remain in this room, as most were checked out by the workmen when the watchtower was attacked. A number of half-empty racks still line the walls. Part of the ceiling in this room may have collapsed if enough weight was on it above. From below, the PCs are in no danger unless someone is actually standing on the upper level at the same time.

20 Special Tool Storage (Locked, +10% to OL)

This room is locked by an old lock which grants the picker a bonus of +10% to any chance to open it. The room is full of crates with new tools and spare parts. The "new" tools are mostly useless now, but the PCs might find a few functional shovels or pick axes if they need them. In the back of the room, hidden behind a crate, are the skeletal bodies of two workmen who were killed by arrows. They were able to get into this room and lock the door before they died.

21 Latrine

This small room served as the latrine for the entire watchtower barracks. Needless to say, this area is very unpleasant. The moment the door to the corridor leading to the latrine is opened, any characters standing within 10' of the door must make saves vs. poison +2 or become immediately ill. Any PC affected by the stench may simply move away from the area. It takes 1 Turn of relatively fresh air to recover. If affected, PCs suffer a -1 penalty to all rolls. For each bend in the corridor, if PCs are brave enough to explore the latrine area, each PC must make another save vs. poison with a cumulative -1 modifier to the save. Even if the PC has made any of the saving throws, they must make another, although successive failure penalties are not cumulative. To make matters worse, the corridor and latrine are littered with human and humanoid bodies covered in mold and fungus. A young Lesser Otyugh awaits those who actually make it to the latrine chamber. This creature is a little less powerful than a standard Lesser Otyugh, and is about the size of a large, fat goblin. The only treasures found in this area are occasional coins in the pouches of the fallen soldiers or humanoids at the GM's discretion.

Otyugh, Lesser: AC 4; HD 4+1; hp 20; #AT 3; D 1d6/1d6/1d2+1; SA: Grab, disease (1-2 on 1d10 if bitten); SD Never surprised; MV 60'; SZ S (4'); AL N; XP 235 +4/hp [xp value: 315]

New Optional Rules (OSRIC): Movement and Combat in Water

A number of the areas in Part III are partially or completely submerged in water. Use the following guidelines for conducting movement and combat in water.

All base character movement in water which is shin to waist deep is reduced by 1/3, and characters lose any dexterity modifiers for move rates (the dexterity bonus for move is an optional campaign rule detailed in the Westgate Campaign Setting rulebooks). Characters in waist to chest deep water have their movement reduced to 1/3 of their normal movement rates. In either case, a high strength score will aid character movement. For each bonus point for attack up to +3 a character receives for high strength, a point may be added to their movement rate, but this bonus may not exceed their normal movement rate. If completely submerged, human base movement is reduced to 40', while demi-humans and humanoids are reduced to a base move of 30'. GMs may add additional rules for diving, treading water, or whatever else they deem fit, using the above as a general guideline. Keep in mind that encumbrance is the main factor in all cases.

Fighting in water 1-3' deep incurs attack and movement penalties. If the water height is between the character's knees and waist, the character receives no dexterity benefit for armor class and attacks with a -1 penalty to hit and damage. If the water is waist high to chest high, the attack and damage penalty increases to -2. Any character with special skills at swimming may reduce penalties by ½, rounding down.

22 Worker Lounge

Following suit from the soldiers in the upper barracks, the worker squad made themselves a lounge. When the PCs enter this room though, they will find the result of a wild battle. Bodies lay all over the room, on tables. Some humanoid skeletons are pinned against walls, and one poor workman had his skull crushed by a heavy oak table. Anyone walking 10' into this room will awaken the restless human dead; the humanoid skeletons are not undead.

Note that a portion of the ceiling of this room may collapse if enough weight is on the floor above. Characters on the lower level are relatively safe unless someone is in the area above.

Skeletons (8): AC 6 (armor); HD 1; hp 1, 2, 3, 4 (x2), 5, 6 (x2); #AT 1; D 1d6; SD Immune to cold, *enchantments*, *sleep* and *hold* spells, half damage from slashing weapons, piercing weapons do 1d2 damage, holy water does 2d4 damage; MV 120'; SZ M; AL N; ML Undead; XP 15 +1/hp [xp values: 16, 17, 18, 19 (x2), 20, 21 (x2); xp total: 151]

Zombie (2): AC 7 (armor); HD 2; hp 9, 13; #AT 1; D 1d8; SD Immune to cold, *enchantments*, and *hold* spells; MV 60'; SZ M; AL N; ML Undead; XP 30 +1/hp [xp values: 39, 43]

23 Office

This corridor has a couple of workmen's bodies, but otherwise has little in it other than an overturned desk. A number of documents lie in the corners of the room, all of which are now damaged beyond reading or repair. The desk, if flipped back over, has a single locked drawer, but if opened, nothing is inside.

24 Sergeant's Quarters (Locked and Stuck)

Sergeant Kelley was the direct commander of the workforce who built the underground complex, and he was responsible for all soldier wages. Sgt. Kelley's assistants budgeted the food and supplies, as well as construction logistics. The Sergeant took an axe to the chest by a lucky goblin, but Kelley was still able to shut and hold the door closed to his quarters before succumbing to his wounds. Kelley's body is still propped up against the door along with one of his desks. If the PCs decide to unlock the door, they'll need to force the door open, as it is also considered to be stuck. Two PCs must succeed in rolling an open door test to push the door and desk out of the way. If the PCs bash through the door, they'll also need to bash the desk or find a means to push the desk back. Sgt. Kelley still wears his chain mail, with a large tear in the chain from the axe damage.

Interestingly, the PCs are free to take Kelley's personal belongings and money, but it was the Sergeant's duty to protect the workmen's wages, even into undeath. Thus, if even a single coin from the workman's wages or the watchtower's funds is taken, the Sergeant will rise as a coffer corpse. Beyond the normal special defenses of the standard coffer corpse, Kelley will take damage from any weapon owned by a higher rank soldier, either within the party or found elsewhere in the dungeon (see rooms 8 and 15 in Part I). The PCs will most likely be unaware as to which treasure is which. Unless the PCs moved Kelley's body, the coffer corpse will probably block the party's exit from room 24. Should the party evade the undead Kelley, it will follow them to any non-submerged room in this level but will not ascend to level 1 or enter any passage with standing water. Replacing any taken treasure will settle the undead Kelley and he will rest again.

The workman's wages are in cotton sacks within a small wooden coffer and consist of 240sp. The watchtower's funds are in a different chest and consist of 200gp and 4 emeralds worth 150gp each. Finally, Sergeant Kelley's personal treasure can be found under his bed in a leather backpack and consists of 25sp, 10gp, 4pp, a *potion of fish control*, a *protection from cold scroll*, and a ledger of all the workmen and wages.

Coffer Corpse: AC 6 (armor); HD 2; hp 8; #AT 1; D 1d6; SD Hit only by magical weapon or weapon from higher military rank; immune to cold, *enchantments*, and *hold* spells; MV 60'; SZ M; AL CE; ML Undead +3 (+15%); XP 40 +1/hp [xp value: 48]

25 Worker Barracks

This room houses the last of the great battles of the barracks. Again, numerous bodies lay around the room, with some thrown up onto the many bunk-beds which fill the majority of this chamber. The PCs, by this time, should expect the dead residents of this room to awaken and attack – which the undead here will do. However, in this room, the undead are slow to awaken. Only one will awaken the first round, followed by two more on the second, and three on the third round. On the fourth and subsequent rounds, 1d3 more will randomly awaken per round up to the maximum undead listed in the statistics below. Not all of the bodies in the room are undead, although humanoid skeletons and zombies will awaken. Humanoid undead in this room have the same statistics as the human undead.

Skeletons (20): AC 6 (armor); HD 1; hp 1 (x2), 2 (x4), 3, 4 (x5), 5 (x3), 7 (x3), 8 (x2); #AT 1; D 1d6; SD Immune to cold, *enchantments*, *sleep* and *hold* spells, half damage from slashing weapons, piercing weapons do 1d2 damage, holy water does 2d4 damage; MV 120'; SZ M; AL N; ML Undead; XP 15 +1/hp [xp values: 16 (x2), 17 (x4), 18, 19 (x5), 20 (x3), 21 (x3), 22 (x2); xp total: 380]

Zombie (14): AC 7 (armor); HD 2; hp 3, 6, 7, 8, 9, 10, 11 (x2), 14, 15 (x3), 16 (x2); #AT 1; D 1d8; SD Immune to cold, *enchantments*, and *hold* spells; MV 60'; SZ M; AL N; ML Undead; XP 30 +1/hp [xp values: 33, 36, 37, 38, 39, 40, 41 (x2), 44, 45 (x3), 46 (x2); xp total: 576]

26 Workroom

This room was a preparation room for workers who were working in the next area. All of the worker's tools were left when the watchtower was attacked. Recently, a pair of rust monsters have discovered the healthy supply of iron strewn about this chamber. Anyone entering the room will be attacked on sight, but the rust monsters will not detect metal-wearing adventurers outside the chamber due to all of the tasty iron immediately nearby. Each rust monster has 3 small gems worth 25gp each.

Rust Monster (2): AC 2; HD 5; hp 27, 15; #AT 2; D None; SA: Rust (10' area); MV 120'; SZ M (5'); AL N; XP 185 +4/hp [xp values: 293, 245]

27 Dry Chamber

This, and all the semi-submerged areas of the level II map, was originally part of a natural cave that was being carved out for the barracks. Other than a couple of skeletons which lay on the floor, a few giant frogs are encountered here.

Frog, Giant (5): AC 7; HD 2; hp 7, 8, 10, 13, 16; #AT 1; D 1d6; SA: Surprise (1-4 on 1d6), tongue attack (+4), swallow (natural 20); MV 30'/90'sw; SZ S (4'); AL N; XP 45+3/hp [xp values: 66, 69, 75, 84, 93; xp total: 387]

28 Empty Room

Not much is left in this room other than some discarded tools and a couple of workers' bodies. If the GM wishes to continue this adventure to further levels, the southwestern floor may collapse if 200lbs or more are placed on it, leading to unexplored caverns below. These caverns are not detailed in this module and are to be used only with the GM's discretion. Any character falling into these caverns will take 3d6 damage unless they make a save vs. breath weapon, which will reduce the damage to ½.

29 Empty Room

Other than a few weapons, tools, and skeletons, this room is empty.

30 Partially Flooded Room

Water began to seep in during the last days of the work on the barracks before the attack. This first passage is 1' deep with water at its center. A few skeletons protrude from the surface of the water, but there are otherwise no monsters here. There is, however, an increased chance of wandering monsters in this room. If a wandering check is required while the PCs explore this chamber, an encounter will occur on a 1-2 on a 1d6.

31 Submerged Working Area

These areas are partially submerged and contain an awful stench. The stench is from the many pond zombies which inhabit the waters here. Any PC entering the area will be attacked by the pond zombies.

Zombie, Pond (2d6): AC 8; HD 2+2; #AT 1; D 1d6; SA Stench, disease; SD Immune to cold, *enchantments*, and *hold* spells; MV 60'/120'sw; SZ M; AL NE; ML Undead +2 (+10%); XP 90 +3/hp

32 Dry Work Chamber

This chamber is slick but does not have standing water, except in a few small puddles. Many tools lay scattered about in this area with an occasional skeleton or two. The most problematic situation in this chamber is the poltergeist of a long-dead workman who lashes out at any living being who walks through his lair. The poltergeist attacks will begin where the chamber splits into two paths.

The attacks begin slowly, possibly with the poltergeist throwing a rock or bone into a submerged chamber to keep the PCs tense and frightened. Eventually, the entity will begin throwing large bones and tools at the party. The creature will follow the party into other areas but will not go up to level 1 unless provoked or taunted.

Poltergeist: AC 10; HD (1d4 hit points); hp 4; #AT 1; D Nil; SA Fear, telekinesis; SD Invisible, silver/magical weapons needed to hit, immune to cold, *enchantments*, and *hold* spells; MV 60'; SZ M; AL LE; ML Undead; XP 35 +1/hp [xp value 39]

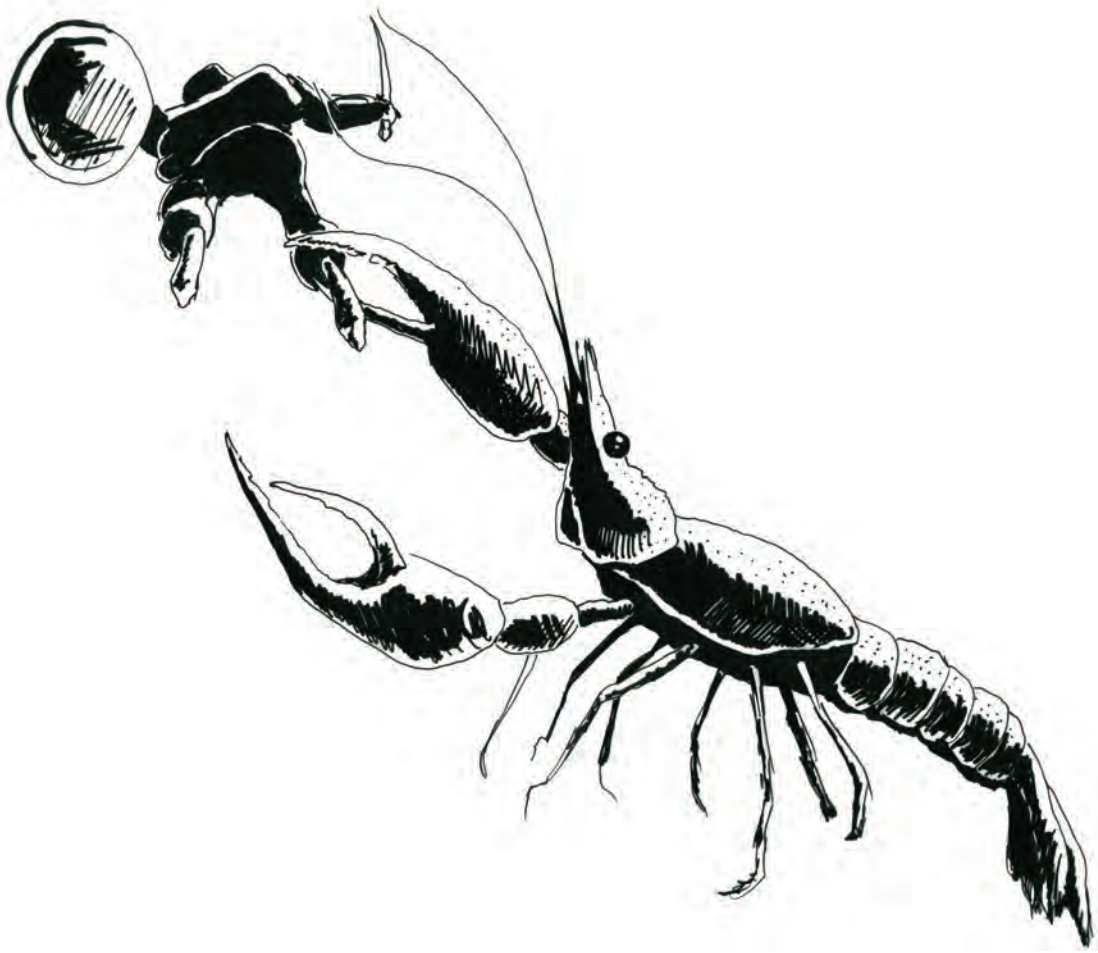
33 Flooded Cave

Areas 33 and 34 of the cave system are the lair of a group of giant crayfish. These crayfish have lived on the giant rats and frogs for a few years. If a loud major battle occurred with the party and the poltergeist in area 32, the crayfish will be laying in wait in area 34 and will not be encountered here. If the party managed to subdue the poltergeist or even get by it without causing much noise, a few of the crayfish will be here laying in wait to surprise the party. Any crayfish encountered here should be deducted from the crayfish encountered in area 34.

Crayfish, giant (2): AC 4; HD 4+4; hp 18, 23; #AT 2; D 2d6/2d6; SA Surprise (1-3 on 1d6); MV 60'/120'sw; SZ Large (8-10' long); AL N; ML Average +2 (+10%); XP 110 +4/hp [xp value 182, 202]

34 Submerged Cave

This is the lair of the giant crayfish. They will attack any intruders immediately. After dealing with the crayfish, the party (with proper lighting) may discover the remains of an adventurer who apparently did find



these ruins once before. The adventurer was a human who wore magical bronze plate armor and wielded a magical shield and hand axe. Unfortunately, all of this magic was not enough to save him from the crayfish surprise.

The adventurer's treasure contains: *bronze plate mail +1*, *small shield +3 vs. acid attacks* (no AC adjustment beyond the normal shield bonus), *hand axe +1, +2 vs. avians*, 20sp, 35gp, 1 onyx (200gp value), and a *potion of healing*.

Crayfish, giant (6): AC 4; HD 4+4; hp 14, 15, 17, 18, 23, 30; #AT 2; D 2d6/2d6; SA Surprise (1-3 on 1d6); MV 60'/120'sw; SZ Large (8-10' long); AL N; ML Average +2 (+10%); XP 110 +4/hp [xp value 166, 170, 178, 182, 202, 230; xp total: 1128]

Part IV
Conclusion

General Conclusions: Whether or not the PCs were able to rescue Kevin in time to save him from a gruesome fate, Donald will reward the PCs with a small bag of gems as a thank you. There will be one gem per PC, each worth 40gp. The PCs do need to return Kevin's body if the boy did not survive in order to receive this reward. If Donald feels that the boy was somehow mistreated or allowed to perish by thoughtless, selfish, or evil PC actions, he will not offer the gems and will most likely call the local guard or militia to apprehend the party. If the party is friendly with Donald, and especially if they bring back Kevin safe, the party has made a solid ally with Donald and his family.

At any time the PCs return with Kevin alive, read the following to the players:

> "Gods be praised! My boy!" Donald rushes toward Kevin, checking the boy over closely, and hugging Kevin off of his feet. Tears stream down Donald's face in an intense moment of happiness and relief.
>
> "I thank ye folks for bringing me boy back safe! I don' quite know how to thank ye…"

At this point, you must decide how Donald will respond to the treatment of Kevin and the general feeling towards the party.

Should the PCs return with news of Kevin's death or with his body, read the following:

> Donald's face turns white and pale. His jaw hangs low in a moment of shock – his worst fear has now come to pass. After a moment of pause, Donald addresses the party. "Kind friends, I thank ye for your help in finding me boy. I – I…" He struggles to get his words out. "Did ye by chance bring his body back? He should be buried proper."
>
> One by one, pub patrons pass Donald by, offering words of support for his loss and thanking the party for their efforts.

In either case, the adventure is now complete. The party is free to continue to explore the watchtower if they choose, or they may move on to other adventures.

Experience Award Descriptions: There are three basic kinds of experience awards, depending on how you, the GM, are running your game. Generally, there is "story" or "quest" experience, "group" experience, and "individual" experience.

Story experience is granted to each character individually for adventures which are part of a larger story or campaign. In general, each module or story should be worth between 1/10 and 1/20 of the experience required of each character class to gain one level (on average). GMs may also factor in relative adventure difficulty. There is no specific rubric for calculating these awards, as the story award is designed as a tool for GMs to pace their game groups.

Group experience is a lump sum of xp from monsters and treasure granted to parties to be divided amongst the PCs and any NPC henchmen or retainers who took part in the adventure, even if slain. Normally, PCs receive full shares of all experience and treasure earned, while NPCs receive only half-shares.

Individual experience is granted to individual players for exceptional role-playing. These awards should be rare and are only granted for special situations where the player did a spectacular or heroic act in the course of playing their character. In some cases, modules will have additional victory condition awards which can be granted to players. *Watchtower on the Hill* has a few special condition awards below.

Watchtower on the Hill Experience Awards:

Story Award: This module was not intended to be part of an overall story, but if you have decided that it is part of a campaign, you may award each player up to 150 XP for successfully completing this adventure. An additional bonus of 50 XP may be granted if Kevin is successfully saved. Purposefully or carelessly allowing Kevin to be slain during the adventure reduces the total award to 0 XP. If the party is only exploring the ruins and not playing

with the Kevin plot, there should be no story award. Completing the adventure consists of exploring at least 70% of the dungeon complex, which should include getting as far as the cave/unfinished areas of level II, in addition to rescuing Kevin.

Special Individual Experience Awards:

100 XP – Awarded for making a connection between the commanding officers and learning about the weapon weakness of the coffer corpse.

100 XP – Awarded for allowing the humanoids to finish their battle with the skeletal guards in rooms 10 and 11c.

150 XP – Awarded for deciding *not* to pillage the corporal's personal possessions. This award is only for deciding not to keep the possessions. If the party leaves them or takes them to give to his descendants, the award is given. Deciding to return the objects is dealt with in further adventures and no award should be given for the decision alone.

Further Adventures

Return the Dowry of the Corporal's Daughter

A dowry is a sum of goods or money which has good value that is given to a daughter (and in some cases a son) as a gift from her parents to her directly. Dowries are always the property of the daughter, and they act as insurance in case the marriage does not work out, since cultures that use dowries rarely take their children back to the family once they marry into another family. If the daughter/wife dies, the dowry often goes directly to any children she had and secondly to the husband. In many cases, the dowry is simply returned to the parents. Although many a romantic mystery novel is found with scheming husbands trying to steal their wives' dowries, the reality is that this is rarely the case.

The corporal's daughter, Sheila, has long since passed away, but her family can be located. The GM is free to scatter the descendants of the Harrison's all over the campaign setting, but the overall journey should take a few game sessions, possibly while en route to other adventures. The descendents are still poor, and the dowry will help them a great deal, even if it must be split between different children of Sheila Harrison. If the party is able to return part of the dowry, they should be awarded 500 XP as a group award. If they return the entire dowry, including the note and chest, they should receive 1,000 XP.

Give the Lists of Soldiers and Workmen to the Local Military Leaders

The local leaders may wish to have the list of the men who died in the barracks. The watchtower battle is a little known one, and in this age of growing nationalism, those who lead would surely love anything which can help establish a long history of conflict with the humanoids. The public needs constant reminders that invasions, such as the one at the watchtower, do not always end in the human's favor. For returning the lists of workmen and soldiers, the party should receive a small monetary award of 50gp and 50 XP each. Should any of the PCs be enlisted in any military or militia, they may receive a (very) small promotion at the GM's discretion. Baron Vermik of Westgate will announce a new holiday, which will be a memorial for the watchtower fallen. From the documents recovered by the PCs, the actual date of the battle can be inferred. The holiday will then fall on the second day of the third week of the fourth month of the year.

Clean out the Ruins

Once Baron Vermik learns about the ruins under the watchtower, he wants to make sure that the town is safe from them. The baron will ask the PCs to finish clearing out the dungeon complex. If the PCs are busy or do not feel up to the task, the baron will seek other adventurers or possibly send down a small militia squad to clear it out. The baron and the current duke's military are interested in putting the watchtower back in action – why they would want to in such a time of relative peace subtly unsettles the locals. Should the PCs clear out the rest of the complex for the baron, they will receive 30gp per person and receive 300 XP as additional group award.

A Den of Thieves?

If the party is mostly thieves or has a number of evil characters, they could potentially *not* inform the baron (or anyone else) of the dungeon complex and instead sell their information to the local thieves' guild. There is always a thief or assassin around who would like to have their own secret hideout or den close to town. Selling the information to the guild or an individual for such a purpose may net thieves and evil or neutral characters 400 XP and 100gp per character. Good characters will not receive any XP but might reluctantly take the gold (to at least keep it out of the hands of evil). This act may or may not ally the party strongly to the individual or guild the information was sold to, at the GM's discretion.

Appendix:
New Monsters

The following monsters are new to the OSRIC game. The monsters below, their names, text, and statistics may be used as Open Game Content. Illustrations are not Open Game Content and are copyrighted by the artist.

Ghost, Least

Frequency:	Very Rare
Environment:	Any
Activity Cycle:	Any
No. Encountered:	1 or 1d6; Solitary
Size:	Medium
Move:	90ft. / 90ft. FIII
Armor Class:	3 or 9
Hit Dice:	5+1
Attacks:	1
Damage:	1d6 + aging
Special Attacks:	Aging
Special Defenses:	Immune to normal weapons; silver weapons do half damage; immune to spells and weapons while incorporeal
Magic Resistance:	As above
Lair Probability:	20%
Treasure:	Incidental
Intelligence:	Low to Average (4-12)
Morale Modifier:	Undead
Alignment:	Any evil
Level/XP:	5/450 +6/hp

Description: Ghosts are a form of psychic imprint of a being left in an area due to extreme emotional trauma at the time of death, but due to unknown factors, deaths create a great variety of differently powered ghosts. The least ghost is one of the weakest types of ghosts which can physically affect player characters. Even if the living individual was a good person, being in a ghost state causes the entity to become evil and seek harm upon the living. More powerful ghosts may have different alignments, but least ghosts are generally evil.

Combat: Least ghosts may become corporeal or incorporeal at will. The creature is immune to all physical and spell effects while incorporeal, unless the attacker has a means to attack ethereal creatures, in which case the AC of the least ghost is only 9. When corporeal, the least ghost's AC becomes 3, although the creature can only be struck by silver or magical weapons and only a select set of spells. Least ghosts physically strike opponents for 1d6 damage. Each strike has a 10% cumulative chance, per character, to age the character 1d4 years. Once a ghost has aged a character, each strike to that character thereafter will age the character automatically. Least ghosts do not have the *withering* or *magic jar* abilities of standard ghosts.

Occasionally, least ghosts may be found in small packs, especially if the individuals all died at the same time. Usually, however, these creatures are individually encountered and might even be unaware of other spirits in the area. In general, a single ghost or single pack of ghosts haunts a relatively small area and rarely, if ever, leaves it. Least ghosts rarely have treasure unless the ghost haunts an area where others have been slain.

Each ghost of every type is a unique creature. GMs are encouraged to develop special weaknesses or powers of each individual ghost, making each encounter with a ghost terrible and memorable to the players. For example, a treasured item from the life of a ghost might act as a means to keep the ghost held at bay, might turn the ghost as though the character was a cleric, or might cause damage to the creature when no other item can. There are endless possibilities with ghosts.

Ecology: Ghosts are undead and have no ecology.

Skeleton, Animal (Medium)

Frequency:	Very Rare
Environment:	Any
Activity Cycle:	Any
No. Encountered:	2d10; Solitary
Size:	Medium
Move:	60ft.
Armor Class:	8
Hit Dice:	1-1
Attacks:	1
Damage:	1d4
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	85%
Treasure:	Nil
Intelligence:	Non- (0)
Morale Modifier:	Undead
Alignment:	Neutral
Level/XP:	1/10 +1/hp

Description: Medium animal skeletons are the animated remains of natural creatures ranging in size from a large cat to a small pony: essentially, man-sized or medium creatures. No matter which animal is animated, the statistics are the same.

Combat: Animal skeletons have no special attack forms but possess all the normal resistances to spells which regular skeletons enjoy. Thus, animal skeletons are immune to cold-based magic, *sleep*, *hold*, and mind-affecting spells. Blunt weapons do full damage to an animal skeleton, while slashing weapons do only half damage. Piercing weapons inflict only 1d2 damage per hit.

Animal skeletons are turned as Type 1. In addition, a successful Turn result will turn an additional +1 HD per die, and a "D" result will destroy 1d6+6 of these creatures.

Ecology: Skeletons are usually animated by wizards or curses and have no specific ecological niche. Some necromancers are said to enjoy re-creating the ecological behaviors of some skeletal animals, and in these cases, the ecology would match the animal type.

Because these animals are animated by wizards as guardians via the *animate dead* spell, they have no interest in treasure, but remains of previous encounters may yield something for the successful adventurer.

Slime Crawler

Frequency:	Uncommon
Environment:	Swamp, Underground, Cave, Ruins
Activity Cycle:	Any
No. Encountered:	3d4; Solitary or 3d10 Nest
Size:	Medium (6' long; 300lbs)
Move:	20ft. / 10ft. Cl
Armor Class:	5
Hit Dice:	1+1
Attacks:	4, 5, or 6 (tentacles, grapple, bite)
Damage:	1d4 (bite); 1d3+1T (grapple)
Special Attacks:	Grapple, slime
Special Defenses:	Nil
Magic Resistance:	Standard
Lair Probability:	40%
Treasure:	None
Intelligence:	Animal (1)
Morale Modifier:	Animal +6 (+30%)
Alignment:	Neutral
Level/XP:	2/40 +1/hp

Description: Slime crawlers are the immature version of the carrion crawler. The process of maturity usually takes two to three weeks, at which time the slime crawler feeds on any living organisms encountered. More slug-like at this larval stage, the slime crawler's legs appear as small buds or stumps. These legs allow the slime crawler to climb walls and other surfaces, albeit slower than an adult carrion crawler. Four tentacles sprout below its throat, eventually splitting (losing their grappling ability) and growing into the pseudopod-like tentacles of the carrion crawler. Slime crawlers exude a thin, slippery, transparent, oily film from their mouths that leaves a slug-like trail behind them as they move. All slime crawlers have infravision up to 60'.

Combat: Slime crawlers attack using their tentacles, attempting to grab their prey and squeeze it until either the slime crawler or prey is dead. Slime crawlers may attempt to grapple any prey. Slime crawlers may only attempt to attack one opponent or target at a time. Individual body parts of a victim are considered different sized targets. An adventurer's arm might be a Small target, for example, while his or her torso would be Medium. Victims or body parts larger than Small size create a penalty for the slime crawler to hit. Medium targets are at -2 to hit and Large targets are -6. Slime crawlers cannot grapple targets larger than Large size. A successful hit indicates that the opponent has been grappled, but to remain grappled, the slime crawler and target must make opposing Strength checks. Treat each tentacle of the slime crawler as having a strength of 6, -1 per consecutive tentacle. The strengths of the tentacles are cumulative per hit, so if three tentacles are attached to the target, the effective slime crawler Strength is 15 (6+5+4). If the victim makes their Strength check, the tentacles are all released. If the check is failed, the tentacles will do damage in subsequent rounds. No matter how many tentacles are on a victim, all tentacles combined inflict 1d3+1 damage of temporary constriction damage to the victim (See next page for information on temporary damage). If at least two tentacles are on a victim, the slime crawler may attempt to bite for 1d4 damage at the end of its attack sequence. Victims are allowed only one Strength check per appendage per round against all foes on that appendage. Thus, it is possible for a nest of slime crawlers to quickly bring a lone adventurer down.

The slime trail of slime crawlers is slippery. Any character or creature walking directly behind a slime crawler, or walking in the vicinity of where slime crawlers are, has a chance of falling. Each round on the slime, characters must make a Dexterity check at -2 or fall. Slime remains slippery for 1d2 hours. Slime crawlers can climb walls as a 1st level Thief (80%) and may move along the wall at a rate of 10' per round.

Ecology: Slime crawlers subsist on any sort of organic matter, preferring organisms in the process of decay. Like their adult forms, these creatures are only found underground, preferring catacombs, tombs, dungeons, and other ruins, although slime crawlers may occasionally be found in caves.

Zombie, Pond

Frequency:	Very Rare
Environment:	Any water
Activity Cycle:	Any
No. Encountered:	3d6; Pack
Size:	Medium
Move:	60ft. / 120ft. Sw
Armor Class:	8
Hit Dice:	2+2
Attacks:	1
Damage:	1d6
Special Attacks:	Stench, disease
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	None
Intelligence:	Non- (0)
Morale Modifier:	Undead +2 (+10%)
Alignment:	Neutral
Level/XP:	3/90 +3/hp

Description: Pond zombies are unfortunate souls who have died by drowning or being killed and dumped into some body of water.

Combat: In most ways, pond zombies are exactly the same as regular zombies, including all spell immunities; however, pond zombies carry an awful stench with their bloated bodies. The smell has a 30' diameter range, thus the stench of pond zombies can sometimes be noticed long before the zombies attack. Anyone in this area of effect must save vs. poison at a -1 penalty or suffer from a strong nausea. The nausea forces characters to make all attack rolls at -2, and their AC is reduced by 1 until they leave the area of the smell. Those who make their saves may attack normally, but for every four rounds of combat, they must save again. Once failed, the effects last until the PC leaves the area. If the pond zombie is killed, the stench remains until the corpse is burnt – which of course can cause an even worse stench.

Each blow by a pond zombie has a 2% chance per point of damage of causing a mild to severe disease in the victim. The disease is non-magical but can be potentially deadly at the GMs discretion. In any case, the disease should be swift to act, coming to full effect within a week.

Ecology: Pond zombies are undead and have no ecological niche, other than being found in bodies of water.

New Optional Rules (OSRIC): Temporary Damage

Temporary damage is a game mechanic which takes into account painful or stressful combat effects which are generally non-life threatening but can certainly end a combat quickly.

Temporary damage is considered 25% real damage and 75% non-lethal damage, rounding in favor of non-lethal damage. Any damage considered temporary returns at a rate of 1hp per round. Thus, if a character sustains 4 points of temporary damage, he or she will regain 3 points over the next three rounds, but the 4th point must be healed normally. A character at 0hp due to temporary damage is unconscious as normal but will not lose further hit points to bleeding. Unconscious characters will not regain consciousness unaided until after all of the temporary hit points have returned.

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