

Q4



Swords
& Wizardry
LIGHT

The Final Chapter



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This Swords & Wizardry Light scenario is designed for a single fighter type character of 3rd - 5th level. It can be run without modification in virtually any campaign setting. The exact location is not important, although the setting is within a large forest. Designed specifically for a fighter-type character, other character classes may be used. However, several encounters require the character be involved in direct combat. Characters that have low hit points or high armor class (i.e. a magic-user or thief) will be at a serious disadvantage.

Alternatively, this adventure can be used, without modification, in traditional play with a party of first level characters.

DM's Overview

The PC, while traversing a large forest, arrives at a rather famous, but very recently abandoned inn. After inspection, the PC will find several important clues as to what has gone before.

The PC will find a diary of a long dead army captain which reveals that the inn was previously a fort. It goes on to describe a battle against a small orc tribe that formerly inhabited the forest. The diary also explains that the captain succeeded in stealing a magical lamp - a lamp that was home to a powerful and evil efreeti - from the orcs, and then in turn they besieged the fort. The captain was killed in the battle, but the orc tribe was also destroyed. In the last entry, a lieutenant explains that the lamp was not found after the battle and the captain was buried nearby.

A second diary, this one by the hand of the dwarf who owns the inn, makes reference to the soldier's diary and locates the captain's graveyard. The third clue is the magical lamp. The PC will find it lying in the wine cellar next to a loosened floor stone and broken keg of ale.

From these clues, the PC may discern that the magical lamp was found and the efreeti was released. However, the efreeti cannot become attain physical form until three



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gems are recovered and set back into the lamp (the dead captain removed the three gems set into the lamp as a precaution). The efreeti was able to hypnotize the dwarf's slowwitted assistant, Loog, and together they are looking for the gems (they are hidden near the inn). The efreeti's presence filled the inn's patrons and owner with mortal fear and they fled for their lives. Just minutes later, the PC arrives on the scene.

Sequence of Play

The PC will arrive at the Green Grizzly and have the opportunity to piece together what has happened. There is no specific course of action, but the PC will have time to search the inn and barn. While doing so, a group of thugs (bandits) will arrive to loot the inn. These men have been staking out the inn and they will see the PC as a bonus.

The PC may also decide to investigate the orc lair – possibly searching for the efreeti. The orc lair was not much more than an encampment. Most of it is in complete ruin but a small cave system still exists. The cave is now the home of a small group of twisted myconids. These creatures, unlike most myconids, are very aggressive.

Eventually, Loog and the efreeti will return to the inn and collect some digging tools and a mule. They will move to the graveyard (south of the inn) to dig up the captain's coffin and search for the emerald. A mass grave, used to inter the orc bodies, is near the graveyard. A skeletal horror patrols the area and it will attack the PC.

If the PC recovers the emerald and smashes it to dust, the efreeti will be destroyed. Loog will be free of its grasp.

Adventure Start: The Forgotten Altar

A cold wind and dark sky bite at your heels. The road you have been following is scarcely more than a hunter's trail that cuts through the thick forest. A stream accompanies the path and both lead toward the famous Green Grizzly Inn.

The stream splits then joins to create a small island. A perfectly square, blue-tinted stone rests on the center of the small island. The stone, roughly five foot square, occupies half the island's space. Tall grass grows at the base of the stone.

DM's Description: This stone is a blessed altar to a forgotten god of war. The altar was originally the center of a holy shrine dedicated to those warriors that dared to make the forest safe for travelers. However, after the warriors left, the shrine fell into disrepair and altar lay barren. The shrine was nothing more than a few carved timbers that have long since rotted away. However, the altar endures. Tall grass hides carvings (engraved in common language) that read, "Bold of heart, Brave in deed, Bare thy wound, Those in need!" The encryption refers to the altar's healing ability. Any character of Lawful alignment that is wounded in battle against an Chaos-aligned creature will be healed if they lay their hands on the altar. The altar will heal but one time per 12 hours per encounter. It heals 3d6+3 hit points.

The altar has no other powers and otherwise the area is unremarkable. Obviously, the unhurt character starting this adventure will find the altar of no use. However, they may need its healing power soon enough ...

If the PC deduces the magical ability of the altar, whether he uses it or not, they will gain bonus experience points at the conclusion of the adventure.

Chapter I: The Green Grizzly

Rounding one last hill your destination is in sight. The stream falls down several steps into pools and then reforms to snake around the Green Grizzly Inn. On approach, you are suddenly aware of an uncertain quiet. The inn is ominously still.

The structure is a strange building, looking more like a fort than an inn. A ramp rises ten feet above the forest floor to a gaping portal. Great oaken doors lie sprawled in heap a dozen paces from the portal. A broken rake lies amid the shattered doors.

DM'S Description: The Green Grizzly is a two story structure and a favorite of those who traverse the wood. The inn was previously a fort that was used as a patrol base when the forest was cleansed of a minor orce tribe (see Introduction).

After the forest was considered safe, an entrepreneurial dwarf, Kirok, purchased the fort and converted it into the Green Grizzly Inn. He hired several security guards to patrol the path through the wood. Soon after, traffic in-



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creased (it is a faster route than any other) and the Green Grizzly Inn became widely known.

The Green Grizzly Inn is now empty of all inhabitants. Only 30 minutes before the PC's arrival a terrible event occurred. The inn's owner, a dwarf named Kirok, was serving dinner with the help of his assistant, Loog. Suddenly, the ale keg was empty and Kirok dispatched the slow-witted, but incredibly burly, Loog to fetch a new keg from the wine cellar. Loog, dropped the keg, and while mopping up the ale he noticed the liquid ran down several channels in the floor, formed a pool, and drained beneath an odd-shaped stone. Loog's curiosity - much like that of a child - forced him to remove the stone and he discovered a strange lamp. He wiped it clean. There was a flash of light and the air became acrid. As Loog's eyesight cleared he looked upon a fearsome creature. Then Loog's mind was no longer his own.

Kirok, enraged by the delay entered the kitchen in time to see Loog exit the wine cellar. Kirok immediately sensed something was amiss. Then the efreeti emerged from the wine cellar and Kirok fled in panic. He warned his guests frantically and raced out the door. The guests turned their gaze toward the kitchen to see Loog and the efreeti enter the hall. Pandemonium followed and a young rogue was the last to exit. With a clear presence of mind, he slammed the heavy inn doors shut. The rogue noticed several gardening tools lying near the door, and he promptly slid a rake through the handles, effectively barring the door. Then, he took to the path with no further delay.

The PC will notice the inn is completely vacant. The main room is a mess, with tables and chairs scattered about and overturned. Mugs and plates, if not lying on the floor, contain drink and food, and swarms of flies have come to feast. A weak fire burns in the hearth. A glass display case hangs over the hearth. A matching display case hangs over the bar. The display case over the bar contains a very old map of the forest.

At this time, the PC may search the inn for clues. The PC will find four important items: the lamp and the diaries of Sven Hyarkski and Kirok Rediron, the map of the forest.

The Lamp: The lamp is a simple oil lamp that was obviously manufactured in some far off land. It is made of

solid silver though fairly tarnished. Close inspection will reveal several lines of writing indicative of a distant culture. Also, there are three empty slots that hold gems: ruby, emerald and a sapphire (See The Efreeti). The lamp is located in the wine cellar where Loog dropped it. The lamp is worth 300 gp.

The Captain's Diary: The captain's (Sven Hyarkski) diary is located in the main room in a display glass case over the fireplace. The display case is Kirok's idea of decoration. He found the diary when he renovated the keep. He also found some spear heads and broken weapons. These items are also in the display case. The diary is fairly thick, and has daily entries. The last entry in Sven's journal is clearly composed by a different hand than those that come before. This entry was written by Sven's executive officer:

By my hand, that of Georg Voldheim, Lieutenant, Royal infantry, I enter the final mark of Sven Hyarkski, Captain. His plan to destroy the Orcs of the Gnawed Bone has ended with the optimum result - the clan is broken. Not a single orc shaman or warrior has escaped. As the morning sun rose they threw themselves at our stout wall in frenzied bloodlust. In minutes they crashed into our yard and the battle raged - man against monster. It was the captain that led the counter-attack and he who felled the great shaman. It was only after the battle was finished that I discovered he had been mortally wounded. His final order to me was to hide three small gems that he held in his bloody hand. I carried out his order but I must admit I did not travel far, though I did hide them separately.

The clan is vanquished as the captain foretold, and now my remaining troop will be relieved. We laid the captain at the head of graveyard before the fallen troops he has so gallantly led. I leave this journal in the keep as the captain has no family. The next commander may wish to examine it. I wish I had the time to read it, but we must be on our way.

On the page prior to the above entry is the following:

My plan to destroy the Orcs of the Gnawed Bone comes to fruition. Late this night the hired swords re-



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turned ... and with the lamp. At first, I was suspect. The lamp was battered and seemingly little more than a trinket from a distant sand-swept land. Yet, on close inspection and scrutiny I found the inscriptions that lay hidden from the casual eye. Carefully scraping a thick layer of tarnish, as not to waken the hell-spawned efreeti from within, I uncovered the tell-tale sapphire, ruby and emerald that symbolize the creature's soul, spirit and body!

Oh, how this discovery has revitalized my battle weary bones. In the morning, the orc shaman will discover the theft. He will correctly conclude that the lamp is within these very walls. He will take a day - maybe two - to raise all of his forces and infuse them with vengeance and malice. Of the depravity these ceremonies may hold I cannot guess; then they will come. The orcs will hurl themselves at our wall and spear in frenzied madness. But our fort will hold, and the orcs will be destroyed. Then the forest will be safe and my mission will be accomplished. All that will be left to do is to inspect the orc lair. I need to let my second in command know my wishes in case I fall as he will most likely not think to go to the orc lair.

(Hyarkski's lieutenant hid the gems after the battle).

Kirok's Journal: Kirok's journal is hard to follow and dates are often jumbled. There has not been an entry in several years, but one of the latest discusses Kirok's purchase of the fort, and his plans to convert it into the Green Grizzly. Several entries later, Kirok mentions the discovery of Sven's journal and its contents. Kirok even laments about Sven's demise. Again, several entries later, Kirok talks about his fruitless search for the mysterious lamp. Also, he has found an old graveyard several hundred yards south of the fort and he has found Sven's grave. Kirok goes on to state that he will not desecrate the grave in search of the missing gems or lamp.

The Forest Map: The forest map is intricately drawn on the hide of some large animal. The map is very detailed. It was used by Captain Hyarkski when he led the campaign to clear the forest of monsters and humanoids. The orc lair is noted on the map. The lair is located about two miles north of the keep, deep in the forest.

The Gems: The three gems from the lamp are hidden in separate locations. One gem, a ruby, is buried with the captain (in the pommel of dagger). The emerald is hidden in the throne within the orc lair. The sapphire is set into the dead orc shaman's jaw as a tooth (in the front and very obvious).

The Barn

West of the inn, and about 50 yards from the main path, a large barn and animal pen sit quietly on the bank of the stream. Five horses, two cows and two mules wander in the yard as if nothing is amiss. The barn is made of wood, and near its gate a few dozen chickens peck at the ground. To one side of the barn, a large pen holds several huge pigs and ten piglets.

Inside the barn there are ten stalls, all of which are empty, though two have riding gear, and two are lined with bundled packages (these correspond to two of the horses and both mules). Also inside, is a chicken coop, bags of feed, bales of hay, tools and a cart. The bundled packages hold fine silks (10 rolls valued at 100 gp each).

Near the large barn door is a work bench and tool storage area. Many garden utensils hang from pegs, but two are missing; a rake and shovel. Also hanging on the wall is 50' length of rope and several empty sacks. Next to the bench lie an anvil and hammer. A cart is parked close to the bench.

Of the animals in the yard, four are owned by guests (who fled without them), and the rest are the property of Kirok. They are easily differentiated as Kirok's animals are branded with a "K."

Loog's quarters are located on the second story of the barn, opposite additional stores and hay bales. He has a cot, chest (filled with scrubby clothes and personal items), table and chair, and a lantern. The lantern has a false bottom (even Loog has had moments of genius) that hides 12 gp, 7 sp, and 4 cp. Of course, anyone carrying the lantern will hear the distinct sound of jingling coins.

The Thugs

Three of Kirok's recently hired patrolmen have been planning to rob the inn. They encountered the fleeing owner and guests, and pledged to help some stragglers. The patrolmen know where the dwarf hides the cashbox and have returned to take it, if the creature is not lurking



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about. This is their chance to get rich quick and they will not let a lone adventurer get in their way.

Thug (3) AC 8[11]; HD 1, hp 7, 5, 4; #AT 1; Dmg 1d6 with long sword; SA None; MV 12'; AL NE; Each thug carries a long sword. They also have 2d6 sp each.

Chapter II: The Search

After the PC has searched the inn and read (presumably) the journals, he will use the map to search for the missing gems. The gems are located at the cap-

tain's grave, the orc lair and mass grave of the orcs. There is no particular order required for this search. When the PC has acquired all three gems, he will most likely return to the inn. At that time Loog and efreeti will return. They attempted to chase down Kirok but failed. They then went to one or more of the notable locations (orc lair, graves) and then returned to the inn.

The Soldiers' Grave

The grave of the captain and his men is located on a hill about a half mile from the inn. The graves are on the crest of a low hill that is covered with tall grass and a single willow tree. The tree is actually a killer tree that is just moving through the area. The graves are directly beneath the tree. The tree will attack anyone who comes within range.

The graves are all marked, though difficult to read as weather and aging have taken their toll. The captain's grave is at the head of the group of graves. So long as the PC has shovel (there are two in the barn), he can dig up the coffin without much difficulty. The coffin is wood and rotting. Inside the coffin the remains of captain lay undisturbed. The two items of note are a dagger that is in a scabbard, though not quite fully seated. Inside the pommel is the ruby (see The Lamp). The dagger is rusting and beyond use. A broad sword lies on the captain's chest. It is clearly magical as not a single bit of tarnish or rust is evident. The weapon is a *broadsword of humanoid slaying* (see New Magic Items).

Just as the PC prepares to leave this area and apparition of the captain will appear. The apparition will tell the PC to destroy the gems; it is the only way to defeat the efreeti. The PC may try to destroy the gems, but the only tools available to break them are in the barn (anvil and hammer).

A Vengeful Spirit

After the battle at the keep all of the orc carcasses were hauled off and buried in a mass grave. The powerful shaman that led the tribe was included in the grave. However, the shaman, before perishing, cursed his very bones and those closest to him. The shaman's bones later fused with those in the mass grave to create an enormous, deformed skeleton. The skeleton wanders the forest in search of victims, but always returns to the grave on the





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event of full moon cycle. The skeleton then deposits various items it has collected from victims as evidence to its fallen brethren that vengeance lives. The skeleton avoids the Green Grizzly as that area is a battleground where many an orc gave his life; therefore, sacred ground.

If the PC approaches the mass orc grave, the shaman's skeleton will attack. The skeleton is very large and it leers at the PC displaying its sharpened teeth including one that is clearly a dark blue gem. The sapphire is set into the skeleton's jaw (see The Lamp).

The skeleton has collected the following treasure at the mass grave: 183 gp, 233 sp, 482 cp, three gems worth 10 gp each, two gems worth 50 gp each, one gold necklace worth 200 gp, a *ring of shooting stars*.

Skeleton (1) AC 8[11]; HD 1, hp 12; #AT 1; Dmg 1d6 by claw; SA None; SD Half damage from edged weapons, cannot be turned; MV 12'

The Orc Lair

The orc lair lies about two miles directly north of the Green Grizzly. Not much remains of the lair as most of it was simple huts. In the center of the lair is a low hill with a single cave entrance. The cave leads to two chambers. These chambers were once used by the orc shaman as his palace. When the orc force was destroyed at the keep, the remaining orcs, mostly females and juveniles, packed up and left the forest. Now, the chambers are used by a small group of evil myconids. The myconids are very aggressive and they will attack any who enter their lair. Use the orc lair map for this encounter area.

1. Alcove

DM's Description: Two small myconids occupy this alcove. They generally tend to the fungus growing on the walls. They will attack any intruders. There is no treasure here.



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Myconid (2) AC 10[9]; HD 1, hp 5, 3; #AT 1; Dmg 1d6 –1 touch; SA None; SD distress spores; MV 9'

2. Store Room

DM's Description: This room was used by the orcs to store food and weapons. There are a few broken and empty crates lying around the floor. Most of the floor is covered with mushrooms and fungal patches. There are several weapon racks mounted to the walls. All of the racks are empty with the exception of one which still holds three javelins. Two of the javelins are normal but the third is a *javelin of piercing*.

If the PC crosses the floor they will disturb the mushrooms and other fungi. A cloud of pollen will then be released. The PC must make a saving throw or suffer 1d3 damage. Also, the PC will cough uncontrollably for one round. This will bring the myconids from location 1 (if they are still there).

3. Throne Room

DM's Description: The floor of this room is similar to that of location 2. However, there are clear areas so the PC can walk without disturbing the fungus. This room is occupied by the myconid leader and two other myconids. They will attack any intruders. Lying on the seat of a rotting wooden throne is a pouch which contains ten small pieces of jade worth 25 gp each. Hidden within a small hollow space on the back side of the throne is the emerald from the lamp.

Myconid (1) AC 10[9]; HD 3, hp 11; #AT 1; Dmg 2d6 touch; SA None; SD distress spores; MV 9'

Myconid (2) AC 10[9]; HD 1, hp 4, 2; #AT 1; Dmg 1d6-1 touch; SA None; SD distress spores; MV 9'

Chapter III: The Efreeti

Truly an evil creature, the efreeti will do everything possible to regain its body via the missing the three gems from the lamp. Having been locked within the lamp for so long, the efreeti has become even more twisted than its basic nature. The efreeti was aware of the vacant gems the moment the captain removed it from the lamp. It also knew it could not physically interact with the physical world until the gems were replaced. But, it could still use

certain magical powers. When Loog accidentally released the efreeti, the creature used *hypnotism* to take control of the dim-witted man.

The efreeti closely resembles most of his kind, but there are some distinctions. First, the efreeti was enslaved by a powerful wizard and forever linked to the lamp. The wizard used the lamp to control the efreeti. In the years that followed, the efreeti secretly learned several tricks from the wizard. The most powerful was a *hypnotism* ability that is in some ways more powerful than a *charm person* spell. The efreeti used the *hypnotism* on an orc king who sieged and destroyed the wizard's tower.

However, an orc shaman realized the efreeti's weakness and found the lamp; now the shaman controlled both the king and efreeti. Soon, the king died (mysteriously) and the shaman named himself ruler, using the efreeti to his destroy enemies. Then the lamp stolen by mercenaries hired by Sven, the captain.

The efreeti can only use its *hypnotism* power at this time. He can only use it on one victim at a time and only when the victim is not considered in combat – the victim must be unaware of the initial *hypnotism* attempt.

The efreeti has only one option to defeat the PC and that is Loog. He will order Loog to attack the PC. If that fails, he will attempt to bribe the PC with false promises of wishes and/or treasure. The efreeti will only request that the PC put the gems back into the lamp.

Loog's Return

When the PC has all three gems and he returns to the inn, Loog and the efreeti will return. They attempted to catch Kirok, but failed. This encounter assumes that the PC will return to inn at some time during the adventure. The PC will be alerted by the noise Loog makes as he emerges from the forest:

With no regard for stealth, a man crashes through the forest and into the courtyard before the inn. The man, large of build, moves toward the inn. He carries a shovel. A devilish creature with red skin and bright colored clothing follows the man. The creature resembles a human, but is larger and strangely translucent. Stranger still, the creature hovers a foot above the earth.



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The efreeti and Loog will stop just outside the inn doors. Loog will shout for the PC to reveal himself if the PC is hiding or out of sight. The efreeti will command Loog to attack. The PC will realize almost immediately that Loog moves just a bit slow and his face has no expression. Also, it is plainly evident that Loog has no training in combat.

Loog will attempt to attack the PC, but his first attack will automatically miss. The PC may attempt nonlethal combat to subdue Loog.

After Loog is defeated, the efreeti will attempt to bargain with the PC. He will offer a wish or a vast treasure if the PC would only put the gems back in the lamp. Of course, the efreeti will kill the PC if this occurs. If the PC refused, the efreeti will threaten to stalk the PC to the end of his days.

All the PC needs to do is take the gems into the barn and smash them on the anvil. This will destroy the efreeti. The efreeti will evaporate in a massive pillar of fire. However, it will curse the PC as it disappears.

Loog (1) AC 10[9]; HD 1, hp 7; #AT 1; Dmg 1d6 by shovel; SA None; SD None; MV 12'

Chapter IV: The Siege

If the PC destroys the gems and consequently the efreeti, another event will be initiated. Assuming the adventure takes the better part of the day, Chapter III will take place just before dark. As the sun drops the PC will suddenly hear movement coming from the woods. You may give the PC time to return to the altar (from the start of the adventure) for healing prior to this event.

The efreeti's curse has awakened the skeletons from the orc mass grave. As soon as the skeletons arrive, a massive wall of fire will surround the inn and skeletons. The wall of fire will remain until the last skeleton is destroyed. The PC will see the skeletons coming from the wood. If Loog still lives, he will try to escape by running into the inn. If the PC follows, or retreats to the inn, the skeletons will continue to attack.

A total of 12 skeletons will attack. If the PC is in the inn, only a few skeletons at a time will gain access. These skeletons cannot be turned. Loog will help fight the skeletons, if he is still alive.

Skeleton (12) AC 7[12]; HD 1, hp 4 each; #AT 1; Dmg 1d6 by claw; SA None; SD Half damage from edged weapons, cannot be turned; MV 12'

Conclusion

Kirok will return two days after the efreeti's first appearance. He will be accompanied by a troop of soldiers from a garrison outside the forest, as well as the guests who were staying at the inn. If the PC remains, or is encountered while leaving, Kirok will insist on rewarding him. Of course, if the PC is in obvious possession of items not appropriately belonging to him, Kirok, and the guests, will ask for those items back.

Kirok will reward the PC with 250 gp, and the PC can keep the silver lamp. The PC will also receive 1,000 experience points for defeating the efreeti.

New Magic Item

Broadsword of Humanoid Slaying

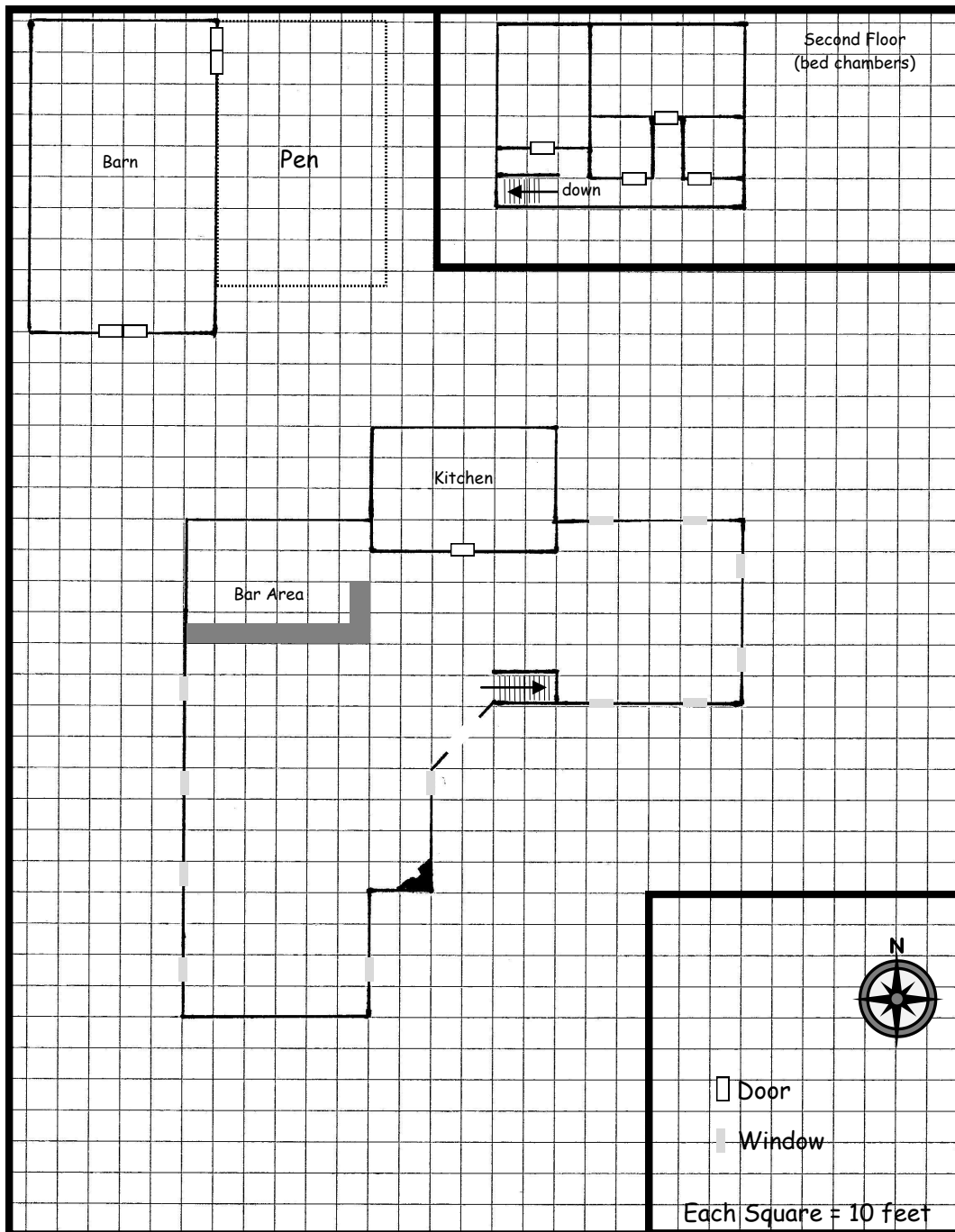
This magic weapon has +1 bonus in combat against any creature. Against humanoids, the weapon has +2 bonus and the wielder gains an additional attack each round (only against humanoids).

Ring of Shooting Stars

Made of silver and emblazoned with shards of diamond, this magical ring allows its wearer to fire a spray of marble-sized, white fireballs. The range of the fireballs is 10' and encompasses an area of 10' square feet. Any targets in that area will be struck by 1d10 fire balls with each inflicting 1d6/2 damage. Undead suffer 1d6 damage per fire ball. The ring will only function once per day. If used at night, the area of effect and range doubles.



THE FINAL CHAPTER: THE GREEN GRIZZLY

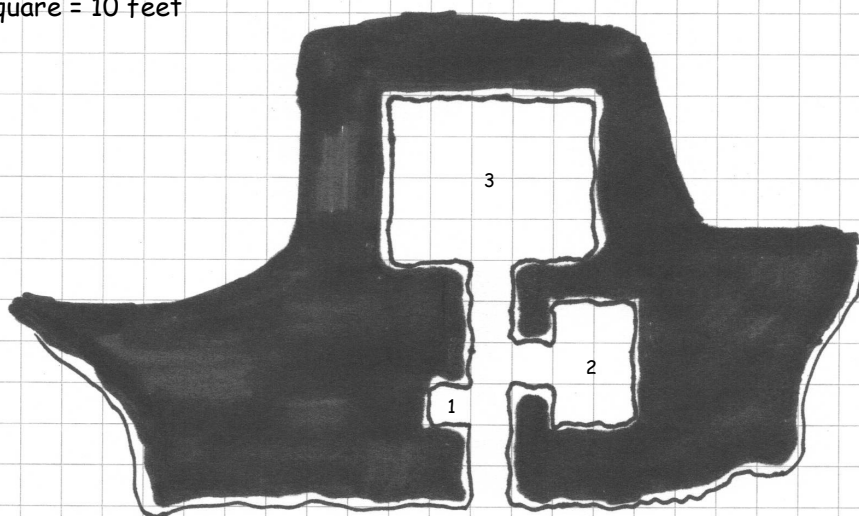




THE FINAL CHAPTER: THE ORC LAIR



Each Square = 10 feet



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The Final Chapter: The orcs threw themselves in against the wall of the woodland keep in a berserk rage. The small contingent of soldiers fought with equal ferocity and in the end, not a single orc remained. Years later, a dwarf entrepreneur bought the old fort and converted it into an inn and tavern, the now famous Green Grizzly. Your long trek through the woods has brought you to the inn but something is clearly wrong as not a soul can be found!

This Quick Play™ adventure is designed for 4 to 8 characters of 2nd to 4th level. The scenario requires the use of the Swords & Wizardry Light rules system. Quick Play adventures are designed for a single game session and come complete with everything you need to play including monster reference charts for ease of use for the DM.

