

THE RUINS OF THE OLD SCHOOL - AN ADVENTURE FOR LOW LEVEL CHARACTERS

BACKGROUND:

THE OLD WIZARD'S SCHOOL FOR MAGICAL PRODIGIES WAS DESTROYED BY UNKNOWN FORCES AND LIE RIFE FOR PLUNDERING BY ANY ADVENTURERS BRAVE ENOUGH TO VENTURE THERE...

VANDERING MONSTERS:

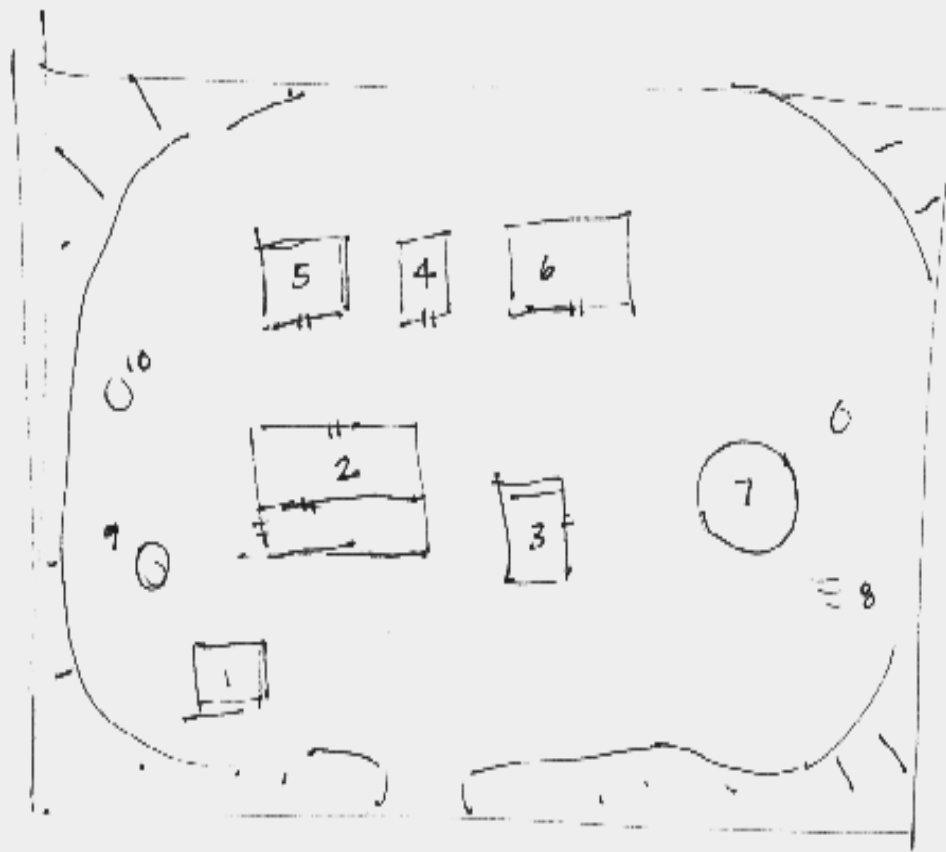
D6:

- 1: 1D4 GIANT BATS (IF NIGHT, OTHERWISE NOTHING)
- 2: SKUNK
- 3: 1D4 GIANT RATS
- 4: HARPY FROM BUILDING 7 (harpy can be hidden from in bldgs 2,5, and 6 only)
5. 1D4 SKELETONS
6. 1 ORC SCOUT (will run to notify others in bldg. 6)

map scale: 1cm = apx. 20ish feet

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AREA KEY:

1. STABLES: HORSE BONES, BURNT UP WOODEN STABLES, SOME OLD HORSESHOES, MANURE
2. THE OLD MESS HALL/CAFETERIA: LOTS OF BURNT WOOD, BITS OF POTTERY AND SOME WHOLE PLATES, NOTHING MUCH OF VALUE (D20 CP), 1 UNLIKELY LOOKING SILVER DAGGER (10 GP VALUE, MINUS 1 TO HIT), CAREFUL SEARCH REVEALS CURSED GEM DICE (VALUE 60 GP, -2 TO ALL SAVING THROWS).
3. THE OLD SCHOOL'S LIBRARY: MOSTLY RUINOUS, THE BOOKS AND EVEN SHELVING LONG AGO HAVING BEEN BROKEN AND TURNED INTO NOT MUCH MORE THAN INTO CAMP FIRE WOOD, THERE ARE STILL SOME LOOSE PARCHMENTS THAT MAY BE OF VALUE TO A HIGHLY ATTENTIVE PARTY, INC. EXCERPTS FROM A BESTIARY REFERENCING THE BEST WAY TO COMBAT UNDEAD MONKEYS AS WELL AS HOW TO TELL A BORING BEETLE FROM A FIRE BEETLE (VALUE 10 GP). MONSTER = GIANT EARWIG (TREAT AS CENTIPEDE)
4. THE RESIDENT ASSISTANT'S RESIDENCE: PARTICULARLY RUINED - INCLUDING (APPARENTLY) VARIOUS SPECIES' SCAT... SERIOUS INVESTIGATION WILL REVEAL D10 GP/ SP/ CP BUT IF NOT VERY DILIGENT ABOUT SEARCHING, D12 ROT GROBS WILL INFECT THE SEARCHING PCs).
5. WOMEN'S DORMITORY - RATHER WELL KEPT, CONSIDERING THE DESERTED STATE, BUNK BEDS & A FEW STILL INTACT (THOUGH EMPTY) ARMOIRES... A GIANT SCORPION SUNNING IN A WINDOW'S SKYLIGHT, TREASURE: D20 SP & LOOSE PARCHMENT CONTAINING ENLARGE SPELL.
6. MEAN'S DORMITORY: - COMPLETELY RUINED. HERE ARE 4 ORCS, ONE OBVIOUSLY SLIGHTLY STRONGER THAN THE OTHERS (LEADER), SITTING IN THE BACK OF THE ROOM WITH FEET UP ON (DESKS??) FURNITURE AND SMOKING HALFLINGS' PIPE-VEED. THEY ARE EASILY SURPRISED (INITIATIVE AUTOMATICALLY GIVEN TO PCs). TREASURE: D10x4GB & D20 SP, PLUS PIPE-VEED (5GP VALUE). SERIOUS SEARCHES WILL UNCOVER SCROLL OF MAGIC MOUTH AND RING OF HARDENING (CONSTITUTION = +1 BONUS).
7. HEADMASTER'S (WIZARD'S) TOWER AND NEARBY AREAS: 1ST LEVEL: STAIRS TO 2ND LEVEL ARE FALLEN DOWN, SMASHED & BURNT WOODEN FURNITURE, MISC. PARCHMENT FRAGMENTS, MONSTER: GIANT CENTIPEDE, TREASURE: SCROLL OF MIRROR IMAGE - 2ND LEVEL: SMASHED & BURNT FURNITURE, LARGE NEST, MONSTER: HARPY, TREASURE: D6x1000 SP,, 2 GEMS @ 25GB EACH; BASEMENT: SMASHED REMNANTS OF WINE RACKS, PARTIALLY FLOODED, LARGE BEAR TRAP SUBMERGED IN MUDDY WATER DOES D4 DNG, D6 FOR HALFLINGS, UNDER WATER: DEAD HALFLING SKELETON, DAGGER, SECRET DOOR DRAINS WATER & LEADS TO DUNGEON TRAINING GROUNDS (OPTIONAL). NW OF THE TOWER IS A (POISONOUS) WELL WHICH NOW HOUSES THE DECEASED AND CURSED HEADMASTER HIMSELF, RESULTING IN ATTACK OF SARD IN THE FORM OF A NIGHT LIES IN WAIT UNTIL PCs DESCENT TO WATER LEVEL), ALBERT STRUGGLING IN DEEP WATER WITH RESULTING -1 TO HIT ROLLS (CANNOT ESCAPE WELL WITHOUT "AID" OF PCs), TREASURE = D20 SP ONLY! ...APX. 60' NORTH OF TOWER FALLING DOWN ROCK WALL AT THE NW OF A LEVELED FIELD (APPARENTLY FOR SPORTS/ EXERCISE/ TRAINING/ DODGE FIREBALL)...MISC. GRAFFITI: "OZTRICK WAS HERE", "SCHOOL'S OUT FOREVER", ETC.
8. HEADMASTER'S HERB GARDEN: THE ABANDONED GARDEN TO THE SE OF THE TOWER: OVERGROWN, VALUABLE HERBS (FOR MAGIC USERS) =10 GP VALUE
9. BREAD OVEN: THE OLD SCHOOL'S BREAD OVEN IS NOW INHABITED BY 1D6 RATS AND 1 GIANT RAT. TREASURE = NONE!
10. (RUINOUS) OLD MAIN WELL FOR THE SCHOOL: THERE ARE NUMEROUS SKELETONS OF THE OLD STUDENTS, SHOULD SERIOUS INVESTIGATION BE PURSUED, CURSED SKELETONS (D6) WILL ATTEMPT ATTACK AT -2 TO HIT DUE TO HIGH WATER LEVEL. TREASURE: D12 GP & D100x2 SP, ALL SUBMERGED AND TAKING SIGNIFICANT RETRIEVAL TIME (1-10 TURNS AT LEAST).

Rumors on d6: 1-2 There is a secret dungeon below the old headmaster's tower (true?), 3-4: an evil sorceress bewitches adventurers (sort of true, see harpy), 5-6 there are poisonous herbs on the old school's grounds (false, see 8 above).