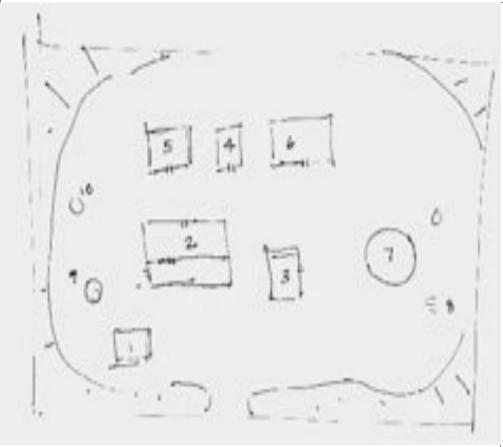
THE RUINS OF THE OLD SCHOOL - AN ADVENTURE FOR LOW LEVEL CHARACTERS



BACKGROUND:

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

WANDERING MONSTERS:

p6:

1: 1.D4 GIANT BATS (IF NIGHT, OTHERWISE NOTHING)

2: SKUNK

1.D4 GIANT RATS 3:

4: HARPY FROM BUILDING 7 (harpy can be hidden from in bldgs 2,5, and 6 only)

5. 1.D4 SKELETONS 6. 1 ORC SCOUT (will run to notify others in bldg. 6)

map scale: 1cm = apx. 20ish feet written by bulette http://www.dungeonsndigressions.blogspot.com

AREA KEY:

1. <u>STABLES</u>: HORSE BONES, BURNT UP VOODEN STABLES, SOME OLD HORSESHOES, MANURE. 2. <u>The Old Mess Hall/Capeteria</u>: lots of burnt vood, bits of pottery and some vhole 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 vood, there are still some loose parchments that may be of value to a highly attentive PARTY, INC. EXCERPTS FROM A BESTIARY REFERENCING THE BEST VAY TO COMBAT UNDEAD MONKEYS AS WELL AS HOW TO TELL A BORING BEETLE FROM A FIRE BEETLE (VALUE 20 GP). MONSTER = GIANT EARNIG (TREAT AS CENTIPEDE)

4. The resident Assistant's residence: Particularly ruined - including (apparently) Various species' scat... serious INVESTIGATION VILL REVEAL DLO GP/ SP/ CP BUT IP NOT VERY DILIGENT ABOUT SEARCHING, DLZ ROT GROBS VILL INFECT THE SEARCHING PC(3).

5. <u>Vomen's pormitory</u> - rather vell kept, considering the deserted state, bunk beds \$ a pev still intact (though empty) ARYOIRES... A GIANT SCORPION SUMNING IN A VINDOV'S SKYLIGHT, TREASURE: DZO SP \$ LOOSE PARCHMENT CONTAINING ENLARGE SPELL.

6. MEN'S DORMITORY: - COMPLETELY RUINED. HERE ARE 4 ORCS, ONE OBVIOUSLY SLIGHTLY STRONGER THAN THE OTHERS (LEADER), SITTING IN THE BACK OF THE ROOM WITH PEET UP ON (DESKS?) FURNITURE AND SMOKING HALFLINGS' PIPE-WEED. THEY ARE EASILY SURPRISED (INITIATIVE AUTOMATICALLY GIVEN TO PC3). TREASURE: DLOX4GB \$ D20 SP, PLUS PIPE-VEED (SGP VALUE). SERIOUS SEARCHES VILL UNCOVER SCROLL OF MAGIC MOUTH AND RING OF HARDENING (CONSTITUTION = +1 BONUS).

7. HEADMASTER'S (WIZARD'S) TOVER AND NEARBY AREAS! 1³⁷ LEVEL: STAIRS TO 2⁴⁰ LEVEL ARE PALLEN DOVN, SMASHED \$ BURNT VOODEN FURNITURE, MISC. PARCHIJENT PRAGMENTS, MONSTER: GIANT CENTIPEDE, TREASURE: SCROLL OF MIRROR INAGE - 210 LEVEL: SMASHED \$ BURNT FURNITURE, LARGE NEST, MONSTER: HARPY, TREASURE: DGKLOOO 3P,, 2 GEMS @ 25GB EACH: BASEMENT: SMASHED REMNANTS OF VINE RACKS, PARTIALLY FLOODED, LARGE BEAR TRAP SUBMERGED IN MUDDY VATER DOES D4 DWG, D6 POR HALPLINGS, UNDER VATER: DEAD HALFLING SKELETON, DAGGER, SECRET DOOR DRAINS VATER & LEADS TO DUNGEON TRAINING GROUNDS (OPTIONAL). NV OF THE TOVER IS A (POISONOUS) VELL WHICH NOW HOUSES THE DECEASED AND CURSED HEADMASTER HINSELF, RESULTING IN ATTACK OP SAID IN THE PORM OF A VIGHT (LIES IN VAIT UNTIL POS DESCENT TO VATER LEVEL), ALBEIT STRUGGLING IN DEEP VATER VITH RESULTING -1 TO HIT ROLLS (CANNOT ESCAPE VELL VITHOUT "ALD" OF PC3), TREASURE = D20 SP ONLY! ...APX. 60' NORTH OP TOVER PALLING DOWN ROCK VALL AT THE NW OF A LEVELED FIELD (APPARENTLY FOR SPORTS/ EXCERCISE/ TRAINING/ DODGE FIREBALL)...MISC. GRAFFITI: "OZRICK WAS HERE", "SCHOOL'S OUT FOREVER", ETC.

8. <u>HEADMASTER'S HERB GARDEN:</u> THE ABANDONED GARDEN TO THE SE OF THE TOVER: OVERGROVN, VALUABLE HERBS (FOR MAGIC USERS) =10 GP VALUE

9. <u>Bread oven:</u> The old school's bread oven is nov inhabited by 1.06 rats and 1 giant rat. Treasure = none! 20. <u>(Ruinous) Old Main Well for the school</u>: there are *numerous* skeletons of the old students, should serious INVESTIGATION BE PURSUED, CURSED SKELETONS (DG) VILL ATTEMPT ATTACK AT -2 TO HIT DUE TO HIGH VATER 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).