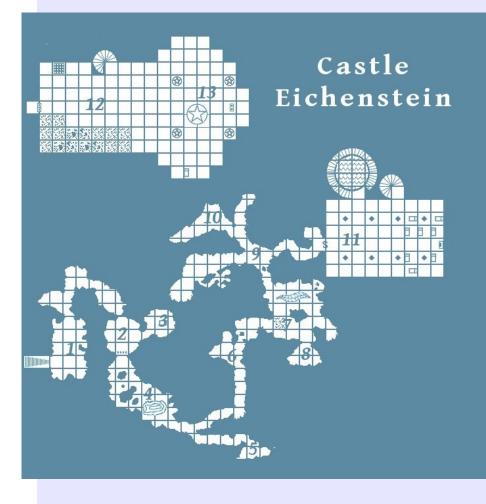
# Under Oak Hill

### by G. Neuner





## Background

The castle of Eichenstein has been towering over Oak Hill for centuries, protecting and ruling the valley below. But now, long after the last of the von Eichensteins passed away and the castle fell into ruins. Lately it has been occupied by bandits who use it to raid the villages around. Even worse, the famous chapel in the castle has been desecrated and used for dark rites of some sort. At least that's what the priests of the town have been told in their dreams for two weeks now. And now something started killing the peasants' cattle. Someone has to go up there and stop this madness! Unfortunately the castle is known to be impenetrable. Nobody ever managed to capture it. So far...

Luckily there may be some old folks in the villages around who know something that might help.

## Rumors (1d6):

- 1. The bandits have been a scourge on the lands around for months now, they must have been hoarding a lot of goods somewhere. The castle must be packed with loot (partially true)
- 2. Once Barus the Ogre lived under that hill, his slayer build the castle. The ogre's cave might still be around (partially true)
- 3. The old lords of the castle were good friends with a tribe of dwarves living under the hill, their spirits are still haunting the castle (true)
- 4. There are bad things going on in the castle (obviously
- 5. The bandits are not human but demons from the underworld/living corpses/half-orcs/etc. (false)
- 6. There is a secret passage from the castle to outside

#### Outside The Castle

sides steep cliffs surround it (90 feet). The bandits nothing if not disturbed are aware that they are hated by everyone around and will shoot anybody coming close. If 4. Muddy Waters: something golden shines on the PCs manage to even get to the gates they will the ground of this waterhole, but any try to get it 10. Empty, dark room: darker than usual. be greeted by a rain of boiling hot oil and will attract of a giant leech living in the mud, 3 Light seems to be swallowed by darkness, strange excrements, to the laughter of the bandits above. rings can be found in there as well, all cursed

#### The Caves

searching)

Inside: Constant dripping and darkness,, zone in this room) stalactites and stalagmites lace the walls, floors and ceilings

### Wandering Monster (1d6):

- 1-2. 1d6 rats
- 3-4. 1d4 bats
- 5. benign dwarven ghost, mourning, looking sad 6. undead cavebear
- once, some broken tools and an anvil. Now it houses a family of bears (3 cave bears)
- decaying wood; exit S is barred by a grate

- 5. Sanctuary: after some yards of winding Might be found by searching the woods and tunnel it ends in a small room, walls painted with 11. The Castle's Cellar: lots of food and goods hillside around the castle (10% chance per hour unknown symbols, rests of candles and a small in the W, at any time 1d6 bandits sleeping or make the paintings glow and create a sanctuary 12; the bandits' gold is hidden in well: 700gp
  - 6. Ancient Bear Lair: littered with old bear (11 inhabitants: 9 bandits, 1 captain, 1 warlock) bones, due to warlock's rituals above 33% chance of 1d3 of them becoming alive
- ground, victims of an ogre slain hundreds of There are always 3 guards with bows on the years ago. Also the ogre, undead; any hour spent: walls, 1 at the gate. 5% chance of more skeletons coming alive; exits 1. Entrance: once a dwarven armor smithy can after climbing a steep, slippery ascension
- 2. Old Living quarters: a heap of moldy, stinky ogre lair, 1 rusty dagger in the mud

3. Cave Hall: former bedroom, now cold and small, not even 3 feet high, one of the tunnels is Only one path leads to the castle, on all the other wet, one big spider lives in the SE part but will do obviously man-made and contains a stone that can be moved (check on secret doors), leads to

- voices can nearly be heard, if resting here dark
- idol made of bone here (lighting a candle will cooking in fireplace; well in the NW; stairs lead to

#### In The Castle

- 12. The Castle's Court: The walls are still standing, the rest is broken, ruined and full of ivy. 7. The Bonehall: bones of hundreds litter the No wonder the bandits seem to live in the cellar.
- 13. Desecrated Chapel: The former lords of Eichenstein were pious people, now there is a 8. The Ogre's Cave: the exit to outside horse's head on the altar, a big pentagram on the collapsed centuries ago, nothing here but and old floor, the smell of sulphur around, Bruno the captain of the bandits and Marr the warlock are planning their next move, he can call on one 9. Twisty Little Passages, All Alike: some supernatural familiar (imp) to aid him