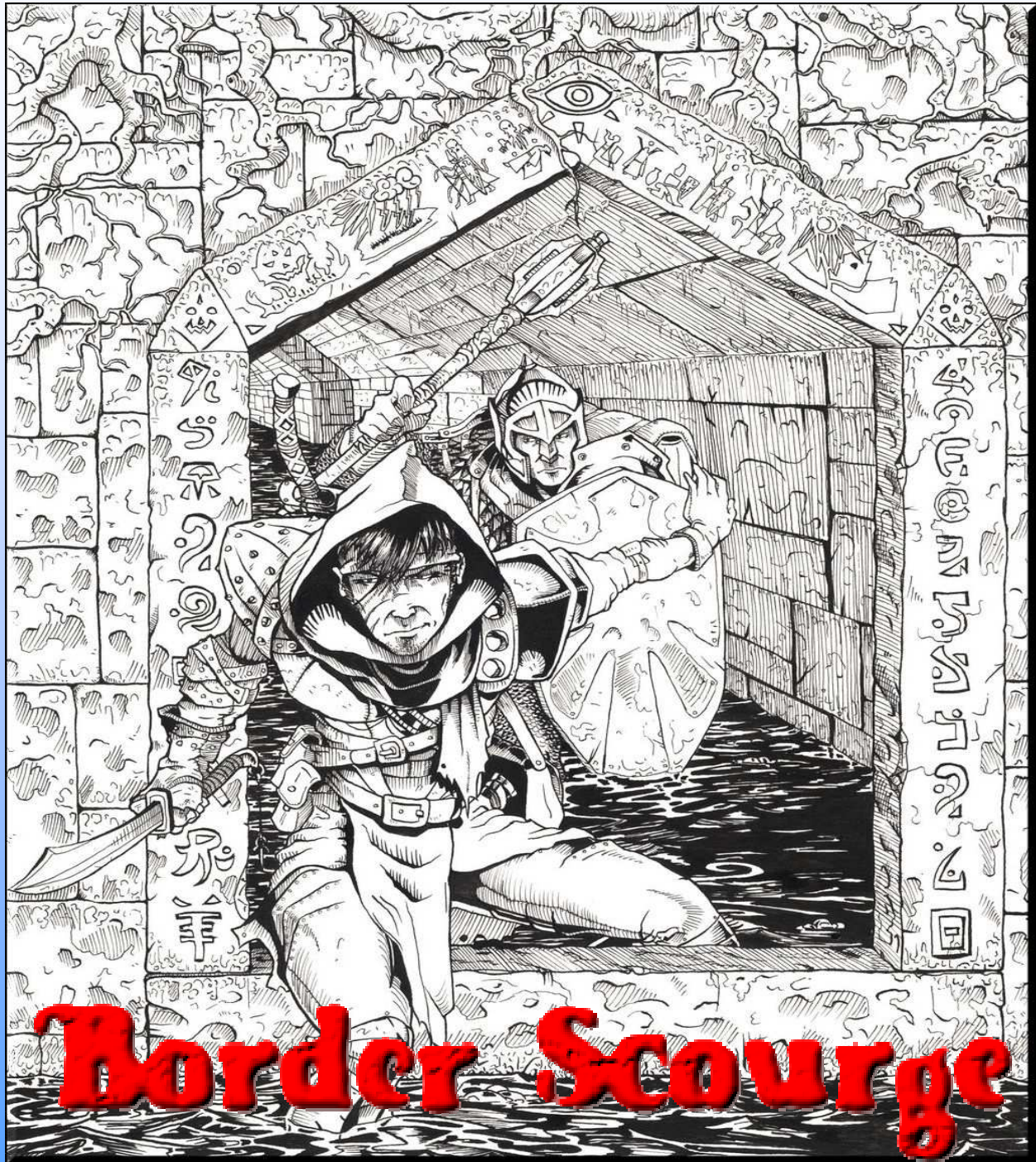


AA-1

VISION VENTURES



Border Scourge

By Jay Michaels



KNIGHTVISION STUDIOS

THIS CHANGES EVERYTHING!

knightvisionstudios.com

**Swords
& Wizardry**

CORE EDITION COMPATIBLE

Border Scourge

Credits

Author & Developer: Jay Michaels

Artwork : Nate Cruise

“Border Scourge” is a wilderness and dungeon adventure of intrigue and deception designed for four to six 1st-level characters using Swords & Wizardry rules.

Swords & Wizardry, S&W and Mythmere Games are the trademarks of Matthew J. Finch. Knightvision Studios is not affiliated with Matthew J. Finch or Mythmere Games.

© 2010 knightvision Studios. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden.

Visionventures are published by Knightvision Studios under the Open Game Content License v 1.0a Copyright 2000 Wizards of the Coast, Inc. All other trademarks are property of Knightvision Studios®, ©2010 Knightvision Studios.

All supernatural and mystical events are fictional in nature and intended for entertainment purposes only.



Check out Knightvision Studios online at
<http://knightvisionstudios.com>

Adventure Background

A local governor has seen attacks along the border grow in intensity. Brigands and goblins seem to rule the day. The national government has rebuffed his attempts to send the army explaining that military action against the bandits may be viewed by Lyncanth as provocative. The governor needs to deal with the situation quickly and quietly to save face with the national government and win back the goodwill of the local citizens.

The governor has come into some information that a mastermind criminal is behind all of the attacks and his location has been established. The governor's agents have been uncovered and killed while trying to investigate. Suspecting a spy in his midst the governor searches for adventurers that will risk their lives to end the border scourge.

Adventure Summary

The PCs will travel to Svarno, in the western part of the High Republic of Sherran to seek out adventure. There they are lured into the adventure by the governor of Svarno to rid the border region of the scourge. The PCs travel to the village of Armstad and are attacked by random monsters and an evil druid and his minions outside of the hamlet of Ardenford.

The PCs enter Armstad and find that it has been attacked repeatedly by goblins. However, some of the townspeople refuse to surrender or leave. Only several functioning businesses are left and a few hardy

souls patrol the town.

The PCs investigate, and with some help from the local blacksmith, find that there has been some mysterious activity around an abandoned well. There they find a secret passage leading into caves and abandoned mines. After battling several cave monsters the PCs come face to face with the Border Scourge himself and his most loyal henchmen.

If the PCs win the battle they will find information that points out a spy in the governor mansion and that she intends to kill the governor in three days. It is up to the party to bring peace back to the border region and save the governor's life.

Adventure Hooks

The governor will be in disguise searching for adventures and mercenaries that will undertake the mission. He will seek them out at the local taverns and inns.

The governor is travelling down the street when he and his party are attacked by brigands. His guards are overwhelmed and ask for assistance from onlookers (PCs).

A messenger shoves an envelope in your hand, nods at you and runs off to his next delivery. You look down to find that the envelope has someone else's name on it! You notice that the envelope also bears the seal of a governor.

One of the characters is employed by the governor to recruit for a particular task or adventure. He/she has to find the other PCs and persuade them to come along.

Sent by the national government in Heirandos you have arrived in Svarno to investigate and assist the local governor in border bandits and brigands. Like all areas in these dark times you will need to integrate yourself with the towns and overcome their suspicion of outsiders in order to gain their confidence so you can complete your mission.

Cover story of the governor (Stats Page 15) in disguise (if needed): He's a wealthy merchant and bandits are ruining his business in the border areas and the government is doing nothing to stop it. He will offer the party 100gp each, a map of the area and several magic items to assist the party in their mission. Ring of Invisibility, +1 Short sword, (5) +1 arrow, potion of healing and another potion of invulnerability.

Part 1 – The Journey

Wandering monster chart

GM should use chart on page 16 to add an encounter from Svarno town to Ardenford.

Ardenford the small hamlet is bustling with refugees from the border. An old druid will offer safe passage by putting small green flowers in their coat pockets.

The druid is actually a *Wererat* and uses the flowers to track his victims at night. This bandit gang has no connection to the Border Scourge.

GM Note: You want to use this encounter if the PCs are camping out traveling from Ardenford to Armstad or staying in the hamlet

Azrael Kolin (human form): AC 9 [10], HD 1, #AT 1 weapon 1d6, SV 15, MV 12, CL/XP 1/15

Wererat form: AC 6 [13], HD 3, #AT bite 1d4-1, Scimitar 1d6, SV 14, Special: controls rats, lycanthropy, MV 12, CL/XP: 4/120

Part 2 – Village of Armstad



Map page 17

A few business owners and townsfolk have returned to the village after the recent goblin raids.

(4) Tavern – Armstad Tavern

Alias: Garret Ostgood (aka the Border Scourge Alfred Thorngage)

Level 3 Halfling Fighter

Alfred Thorngage: AC 5 [14] chainmail,

HD 3, #AT 1, bastard sword 1d8, dagger 1d4, SV 13, MV 6, CL/XP: 3/ 60

Bar keep: Level 1 Fighter: AC 5 [14], HD 2, #AT 1, bastard sword 1d8, spear 1d6, SV 17, MV 12, CL/XP 1/15

- (5) General store
- (1) Inn/Eatery
- (2) Leather works
- (6) Blacksmith
- (3) Candle maker
- (11) Wagon smith
- (13) Cargo Hauler

The other buildings are up to the GM.

GM Note: The blacksmith has secretly located the abandoned well where the attacks are being launched from. He will willingly assist the PCs to rid the area of the goblins.

Harmon Starcloud—Level 2 Cleric STR: 12 DEX: 8 CON: 13 INT: 10 WIS: 16 CHA: 10, Atk 1 hammer 1d4+1(see appendix for full stats)

Part 3 – Into the Darkness

Underground Map #1 page 18

1. Abandoned Well

Entry (from above ground) - The well is about 30 feet deep. There are foot and hand holds built into the sides.

East Entry (leading towards #1A) - Natural dirt lined tunnel leads to the southeast.

Room Features - Stone-lined circular well, dry dirt floor

Monsters - None

Treasure - None

1A. Underground Stream Crossing - open tunnel

Entry (Back to #1) - Natural dirt-lined tunnel leading back to the well.

Entry (Across the river) - Natural cave entrance, stone

Room Features - An underground stream flows from left to right. The water is 3-4 foot deep and slow moving.

Monsters - None

Treasure - None

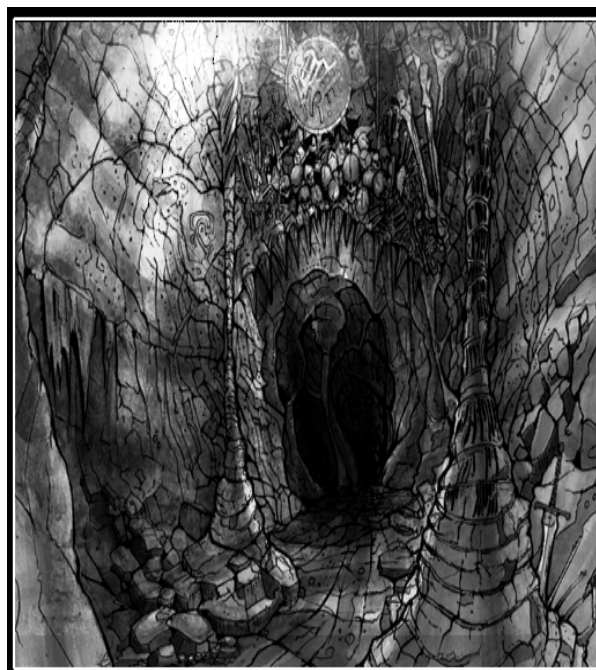
2. Natural Cavern - open tunnel entrance

Room Features - Large natural cavern supported by a huge pillar of stone. Two humanoid skeletons lie on the floor near the pillar.

Monster—Cave eel: HD 2; AC 8[11]; Atk 1 bite (1d6); Move 1; Save 16; CL/XP 2/30;

Special: strike from cave walls.

Treasure - 12gp, 6sp found near the skeletons.



3. Natural Cavern - open tunnel entrance

Room Features - A massive cavern, water seeps from the walls. Several small holes can be seen on the walls.

Monsters-Giant Rats (4), AC 7 [12], HD 1d4 hp, #AT 1 bite 1d4-1, SV 18, Special: : 5% diseased, MV 12, CL/XP: A/5

Treasure - 6sp & 22cp in an old leather pouch, hand axe can be found near one of the walls.

4. Natural Cavern - open tunnel entrance

Room Features - Smaller cavern with bone piles scattered about.

Monsters - None

Treasure - None

5. Natural Cavern - open tunnel entrance

Room Features - This cave is mostly circular in shape. Bones litter the ground.

Monsters - Monstrously Huge Giant Rat (1): HD 3; Atk 2 Claw (1d3), 1 Bite (1d6), Save 14; Move 12; LV/XP 4/240; Special 5% diseased (Saving throw vs. poison).

Treasure - +1 mace, 5 darts, shield (non magical) 4pp, 26gp, 14sp and 29cp and Ring of Protection +1.

6. Natural Cavern - open tunnel entrance

Room Features - Actually two smaller caves combined into one. A pile of rocks with carved flowers lies near one of the walls.

Monsters - Stoneflower: HD 3; AC 1[18]; Atk 1d6 hurled stones (1d3 each); Move 9; Save 14; CL/XP 5/240; Special: Magnetic, moves through stone.

Treasure - Battle axe and crossbow (no bolts)

7. Natural Cavern - open tunnel entrance

Room Features - Large natural cavern

Monsters - None

Treasure - None

8. Natural Cavern - open tunnel entrance

Room Features - Large cavern with a rock column in the center supporting the roof.

Fungus-type plants grow on the walls.

The plants emit a light blue light.

Monsters - Fungal Creeper: HD 3; AC 7 [12]; Atk 1 (1d6); Move 3; Save 14; CL/XP 4/120; Special: Attaches on 19 or 20

Treasure - none

9. Natural Cavern - open tunnel entrance

Room Features - Large natural cavern, no light source.

Monsters - None

Treasure - None

10. Old outpost - metal door - unlocked

Room Features - This room has been carved out of solid rock with runes lining the walls. Some overturned wooden furniture has been piled into one corner.

Monsters - Animated Web: HD 4, AC 6 [11], Atk 1 slam 1d4+1, engulf (Saving throw) 1 point of strength per round is sucked from the victim until defeated. The animated web will gain 1 hp for every point of strength.

Treasure - Magical scroll of Wall of Fire, Potion of Swifttness and Potion of Cure Light Wounds.



11. Underground Pier - metal double doors lead to room 12 - locked.

Room Features - Stone pier, large stone door on one end with strange carvings on it. One each side of the door are massive stone pillars.

Trap - Rocks from Ceiling: mechanical; touch trigger; repair reset; Atk 1 (1d4, stone); multiple targets (all targets in two adjacent 5 ft. squares)

Monsters - None

Treasure - None

12. Hall - metal doors leading to room 11 and 16 are closed and unlocked

Room Features - Large room with four, closed iron doors on each side.

Monsters - None

Treasure - None

Trap: The door is trapped by Fusillade of Darts: mechanical; location trigger; manual reset; Atk 1 (4 darts at once) (1d4 dart)

13. Quarters - metal door - unlocked

Room Features - Small room with iron door entrance. Piles of clothing and furniture litter the room.

Monsters - Rot Grub: HD 1hp; AC 9[10]; Atk 1 burrow; Move 1; Save 18; CL/XP 1/15; Special: Burrows to heart.

Treasure - None

14. Quarters - metal door - unlocked

Room Features - Small room with an iron door entrance. Small bed, chest, desk and chair are in the room.

Monsters - None

Treasure - None

15. Quarters - metal door - locked

Room Features - Small room with an iron door entrance. A large humanoid creature appears to be sleeping in a bed in the center of the room.

Monsters - Gnorc guard : HD 2; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

Treasure - Small leather bag that contains 1 small diamond (35gp value), 1 garnet gem (15gp value).

16. Great Hall - metal doors leading to room 12 and hallway to 18 are closed and unlocked.

Room Features - Large room with several wooden benches and tables in the center.

Closed iron doors are on each side.

Monsters - None

Treasure - None

17. Quarters - metal door - unlocked

Room Features - Small room with a closed iron door for an entrance. Overturned wooden furniture litters the room.

Monsters - None

Treasure - None

GM note: The room has a secret door that is trapped with a sleeping gas trap.

Sleeping gas trap: mechanical; location trigger; manual reset; Atk 1, no damage.

The PCs must save or fall asleep for 4 rounds. This may provoke an attack by a wondering monster or Gnorc on patrol from room 18 (GM discretion)

18. Elevator Room - metal door - unlocked

Room Features - Large room with a partial wooden floor. Several burning torches line the walls. A pulley and rope contraption is located against the far wall. A large humanoid creature pulls its long sword and charges.

Monsters - Gnorc guard HD 2; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

Treasure - 7gp, 12sp, 23cp, and 1 silver necklace (50gp value)



GM note: The wooden part of the room is actually an elevator that moves downwards in a shaft. The pulley system is easy to use with little effort. The elevator leads to room 1 of the Underground Map #2.

Underground Map #2 Page 19

1. Elevator room - metal door to room 3 is unlocked

Room Features - Large room with a partial wooden floor. Several lit torches line the room. A large humanoid creature with a sword snarls at you.

Monsters - Gnorc guard HD 2; AC 5[14];

Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

Treasure - 5gp, 11sp and 30cp.

2. Quarters - metal door - locked

Room Features - Small room, bed, chest

Monsters - Half Orc: HD 3; AC 6[13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

Treasure - 5pp, 43gp, 27sp and 1 ruby gem (55gp value); key to room 2.

3. Hallway - metal door to room 1 is unlocked

Room Features - Several stone benches have been cut into the walls, several detailed carvings are on the south wall. Several torches are lit.

Monsters - None

Treasure - None

4. Small room - metal door - unlocked

Room Features - room is completely empty

Monsters - None

Treasure - None

5. Small room - metal door - unlocked

Room Features - overturned furniture

Monsters - None

Treasure - None

6. Trapped Secret Room

Room Features - Very small room, small metal box sits on a stone shelves cut into the walls.

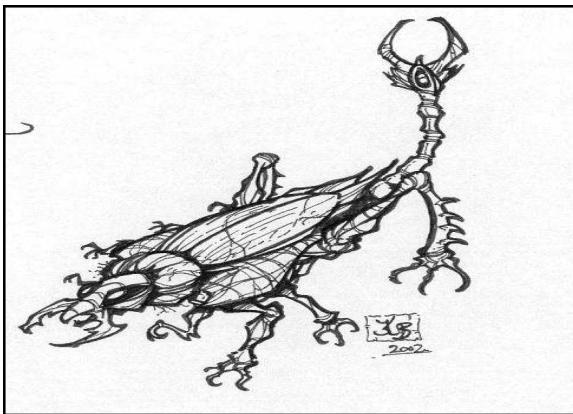
Box Sleep Needle Trap: mechanical; touch trigger; repair reset; lock bypass; Save or

go unconscious for 1d6 rounds (no damage)

Monsters - Cave Crawler (2) HD 2; AC 8 [11]; Atk 1 bite (1d6); Move 16; CL/XP 2/30; Special +1 initiative (Quick strike)

Treasure - The metal box is trapped - 60gp, +1 Axe, 2 diamonds (100gp value each)

Metal Box Sleep Needle Trap: mechanical; touch trigger; repair reset; lock bypass; Save or go unconscious for 1d6 rounds (no damage)



7. Interrogation/Torture room - metal door - unlocked

Room Features - large sleeping pallet, animal furs, wooden chest, torture table and several chairs.

Monsters - Hobgoblin: HD 1+1; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

Goblins (4): HD 1d6hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.

Treasure - 3 short swords, 2 spears, 2 daggers, 32sp and 59cp and keys to the cell-block and cells (rooms 8, 8a, 8b and 8c), keys to room 8.

8. Prison passageway - metal door - locked

Room Features - Hallway with three closed iron doors (locked)

Monsters - None

Treasure - 2 metal rods, keys on a hook

8A. Prison Cell - metal door - locked

Room Features - small wooden bench and bucket

Monsters - None

Treasure - None

8B. Prison Cell - metal door - locked

Room Features - Small wooden bench and bucket.

Monsters - None

NPC - Elf: HD 3; AC 5[14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.

Treasure - None

8C. Prison Cell - metal door - locked

Room Features - Small wooden bench and bucket.

Monsters - None

NPC - Humans (2): HD 2; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

Treasure - None

9. Old Temple - metal doors (except to room 10) - locked

Room Features - an immensely huge rectangular shaped room. Six huge stone columns support the room. At one end is a busted statue on a raised dais.

Monsters - Human Soldier (2): HD 1; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save

17; CL/XP 1/15; Special: None.

Treasure - 12gp and 14sp

10. Old Shrine - metal door - unlocked

Room Features - four sleeping pallets and wooden truck

Monsters - None

Treasure - None (sleeping quarters for the 2 human soldiers in room 9).

11. Main quarters for human soldiers - metal door - locked

Room Features - Very large room, several wooden tables and benches, large desk and chair, 3 beds and 2 metal chests.

Monsters - Human Sergeant: HD 3; AC 5 [14]; Atk 1 weapon (1d8); Move 12; Save 15; CL/XP 3/60; Special: None.

Human Soldier (2): HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

Treasure - 49sp, 67cp, 1 ruby (35gp value), 1 gold necklace (50gp value) ivory-handle dagger (150gp value)

12. Border Scourge Residence - metal door - locked

Room Features - Large bed, large desk and chair, several dressers and overstuffed chair. A large, ornate rug lies in the center of the room.

Monsters - Border Scourge HD 4, AC 6 [11]; Atk 1 Short sword (1d6); Move 6; Save 11, CL/XP 4/120

Guard Dog (2): HD 2; AC 7[12]; Atk 1 bite (1d6); Move 14; Save 16; CL/XP 2/30; Special: None.

Treasure - Treasure: 378gp, 460sp, 229cp, 3 regular long swords, +1 mace, +1 small

shield, Potion of healing. 3 gold rings (40gp value each), 1 silver necklace (30gp value). Bone map case (inside a crude map of a mansion—PC handout #1 page 17)



GM Note - The Border Scourge will hear any combat going on in room 11 and will open the door to investigate.

Here are a couple of different ways that the GM can play this:

Overmatched/Flight: Border Scourge will decide the PCs are too powerful and will try to escape by swallowing an invisibility potion and attempt to escape to room 21.

There he will saddle a horse and flee to fight another day.

Captured/Beg for mercy -If captured Border Scourge will say anything to escape:

- 1) I'm actually a prisoner here and thought you were trying to kill me
- 2) I'm not the leader of this group. I got caught up in some banditry and didn't mean to hurt anyone.

Captured/you'll never stop me! - If he is asked about the map he will refuse to answer any questions unless he is threatened with death. He will then say the following:

"The wheels of destiny are in motion. My hidden gem will silence the governor and in turn will unleash a wave of revolution that this land has never seen!"

If PCs demand to know who the assassin is Border Scourge will laugh and say "it's already too late for you to do anything, but if you must know it's my sister Cerina!"

13. Old dining hall - archway

Room Features - Open area with several long wooden table and chairs.

Monsters - None

Treasure - None

14. Quarters - metal door - locked

Room Features - Several sleeping pallets covered in old blankets and animal furs are scattered about the room.

Monsters - Hobgoblin (3): HD 1+1; AC 5 [14]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

Treasure - 25gp, 37sp and 63cp in a large leather bag, keys to room 18 and 19.

15. Old kitchen - open metal door

Room Features - Several wooden benches and tables, cooking utensils, wooden barrels and crates.

Monsters - None

Treasure - The wooden barrels contain dried beef, the crates contain vegetables. (20gp value total)

16. Quarters - metal door - unlocked

Room Features - large bed, desk, chair, dresser, wooden chest.

Monsters - Hobgoblin (3): HD 3; AC 3[16]; Atk 1 weapon (1d8+1); Move 9; Save 17; CL/XP 3/60; Special: None.

Treasure - +1 Long sword, dagger, 11gp, 27sp, 1 ruby gem (35gp value)

17. Quarters - metal door - unlocked

Room Features - Piles of destroyed wooden furniture, no light source

Monsters - None

Treasure - None

18. Goblin Quarters - metal door - locked

Room Features - Animal furs used for sleeping pallets, several wooden trunks, buckets of sewage, no light source.

Monsters - Goblins (10): HD 1d6hp; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.

Treasure - 7gp, 21sp, 1 diamond (40gp value)

19. Armory - locked metal door.

Room Features - Racks of spears and shields line the walls

Monsters - None

Treasure - 15 spears, 20 small shields and 1 broken short sword.

20. Stable - wooden double door - open

Room Features - 8 stalls and wooden bench with riding tack and saddles.

Monsters - None

Treasure - War Horses (2) HD 3; AC 7[12]; Atk 1 bite 1d2; Move 18; Save 16; CL/XP 3/60; Special: None, Riding Horses (4) HD 2; AC 7[12]; Atk 1 bite (1d2; Move 18; Save 16; CL/XP 2/30; Special: None.

Each horse has a saddle and appropriate tack.

21. Exit ramp - wooden double doors - locked

Room Features - The room has gentle slope leading up to large wooden doors.

Monsters - Human Soldier (2): HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

Treasure - Potion of Remove Paralysis, keys to double doors.

Chapter 4 – Governors Mansion

GM note: You may want to limit or eliminate any overland random encounters. if the PCs travel to the Governor's mansion to thwart the assassination plot. They'll be plenty of encounters when they arrive.

Governors Mansion - 1st Floor

Map page 20

Room 1 - Entrance room

Description: two dead guards and 3 died goblins lie near the entrance.

Monsters - None

Treasure - None

Room 2 - Foyer

Monsters - Goblin (2); HD 1d6hp; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.

Hobgoblin; HD 3; AC 3[16]; Atk 1 weapon (1d8+1); Move 9; Save 17; CL/XP 3/60; Special: None.

Treasure - None

Room 3 - Living Room

Monsters - None

Treasure - None

Room 4 - Study

Monsters - None

Treasure - None

Room 5 - Hallway

Monsters - None

Treasure - None

Room 6 - Master Suite Bedroom

Monsters - None

Treasure - None

Governors Mansion - 2nd Floor

Map page 21

Room 8 - 2nd floor Foyer

Monsters - Hobgoblin: HD 3; AC 3[16]; Atk 1 weapon (1d8+1); Move 9; Save 17; CL/XP 3/60; Special: None.

Treasure - 5gp and 12sp

Room 9 - Bedroom 1

Monsters - None

Treasure - None

Room 10 - Sitting Room

Monsters - None

Treasure - None

Room 11 - Bedroom 2

Monsters - None

Treasure - None

Room 12 - 2nd floor hallway

Monsters - None

Treasure - None



Room 13 - Bedroom 3

Monsters - Ciera HD 3; AC 7[12]; Atk 1 dagger 1d4; Move 9; Save 12; CL/XP 3/60; Special: None

Human Brigand: HD 3; AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 15; CL/XP 3/60; Special: None.

NPC: Governor Boris Halistrate; Fighter Level 5; STR 15, DEX 11, CON 13, INT 12, WIS 14, CHA 12, Saving throw 10; Hit points 35 , Bonus: +1 to hit and +1 damage. Bodyguard - Fighter Level 2; STR 11, DEX 11, CON 11, INT 11, WIS 12, CHA, 14, Saving throw 14, Hit points 12, Bonus: +1 to hit (ranged weapons).

Treasure -

Room 14 - Bedroom 4

Monsters - None

Treasure - None

Concluding the adventure

If the PCs manage to defeat the Border Scourge and his assassin the governor will be most grateful. He will offer an extra 300gp each for their work.

If the PCs slay the assassin and the Border Scourge, but the governor is killed, the mayor of the city will investigate the matter and find the PCs not guilty. He will still reward them with the governors original offer of 100gp each.

The governor or mayor may ask for their assistance in further matters when discretion and secrecy is of the utmost importance.

GM Note: Experience points may be offered to the PCs for excellent role-playing, investigation or diplomacy as you see fit.

Appendix

Monsters

CAVE EEL—HD 2; AC 8[11]; Atk 1 bite (1d6); Move 1; Save 16; CL/XP 2/30; Special: strike from cave walls.

Cave eels burrow through stone with sharp teeth, but otherwise look like large eels. They usually attack by reaching from their burrows in cave walls to bite. In general, these creatures congregate in groups.

STONE FLOWER—HD 3; AC 1[18]; Atk 1d6 hurled stones (1d3 each); Move 9; Save 14; CL/XP 5/240; Special: Magnetic, moves through stone.

A stoneflower resembles a pile of rock about five feet in diameter, covered with exquisitely realized carved flowers. In actuality, these beasts are from some other dimension, or possibly the elemental plane of earth. The whole growth, including the rock, is a sentient predator that can morph through stone walls, flowing along quite rapidly as long as it is touching stone. They cannot cross water or wooden surfaces. The flowers of the growth are its weapons; they can eject rocks at very high speeds, causing 1d3 points of damage. In any combat round, the stoneflower can eject 1d6 such missiles. The growth is also extremely magnetic; any metal weapon touching the stoneflower will stick to it until the creature is killed (unless the wielder has strength of 15+).

FUNGAL CREEPER—HD 3; AC 7[12]; Atk 1 (1d6); Move 3; Save 14; CL/XP 4/120; Special: Attaches on 19 or 20

The Fungal Creeper is a patch of fungus growing upon a boulder or wall, which often appears weathered and strangely corroded. The name comes from its ability to creep along the wall, moving about to follow living creatures. Fungal creepers draw sustenance from minerals found in rock and stone, but supplement their diets with fresh blood. The fungal creeper can sense the warmth of life within 60ft, and reacts by moving closer. It attacks by sinking tiny root-like appendages into exposed flesh, latching on to because continuous damage if the attack rolls is a 19 or 20. It may be distracted by fresh meat, whether in the form of rations no more than 1 day old or the body of an unconscious combatant. They are scavengers, and will move to feed off carrion as soon as it is detected.

(Contributed by Scott Wylie Roberts, "Myrystyr").

ROT GRUB—HD 1hp; AC 9[10]; Atk 1 burrow; Move 1; Save 18; CL/XP 1/15; Special: Burrows to heart.

Rot grubs are sometimes found, as one might expect from the name, anywhere flesh is left to rot. They are horrid things about an inch long, but they are quite dangerous – any flesh touching them is at great risk, for they bite in and burrow deeply (rolling to hit). For a period of 1d3 turns, rot grubs can be killed by burning (1d6 points of damage will be inflicted per

rot grub). Casting Cure Disease will kill all the rot grubs in a person's body. After the 1d3 turns elapse, however, the grub has burrowed too deeply to be affected by spells or fire, and the victim will die within one more turn.

ANIMATED WEB—HD 4, AC 6 [11], Atk 1 slam 1d4+1, engulf (Saving throw) 1 point of strength per round is sucked from the victim until defeated. The animated web will gain 1 hp for every point of strength.

Non-Player Characters (NPCs)

(Page 4) Azrael Kolin (human form): AC 9 [10], HD 1, #AT 1 weapon 1d6, SV 15, MV 12, CL/XP 1/15

Wererat form: AC 6 [13], HD 3, #AT bite 1d4-1, Scimitar 1d6, SV 14, Special: controls rats, lycanthropy, MV 12, CL/XP: 4/120

(Page 5) Harmon Starcloud: Level 2 Human Cleric, AC 7[12] Leather, Atk 1 1d4+1 War Hammer, SV 14, MV 12.

(Page 5) Border Scourge:

Level 3 Halfling Fighter

Alfred Thorngage: AC 5 [14] chainmail, HD 3, #AT 1, bastard sword 1d8, dagger 1d4, SV 13, MV 6, CL/XP: 3/ 60

(Page 5) Bar keep: Level 1 Fighter: AC 5

[14], HD 2, #AT 1, bastard sword 1d8, spear 1d6, SV 17, MV 12, CL/XP 1/15

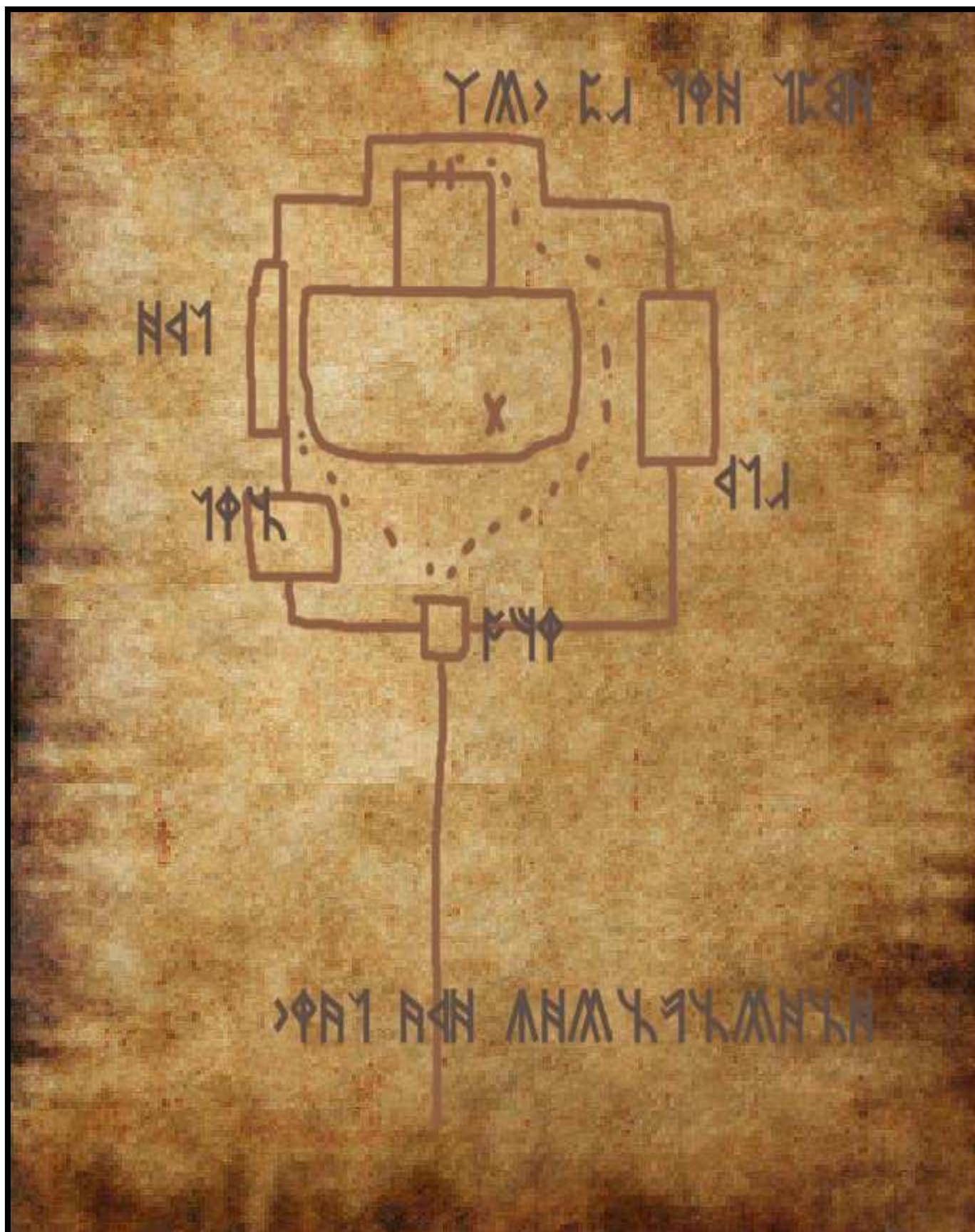
(Page 13) Ciera (female assassin) HD 3; AC 7[12]; Atk 1 dagger 1d4; Move 9; Save 12; CL/XP 3/60; Special: None

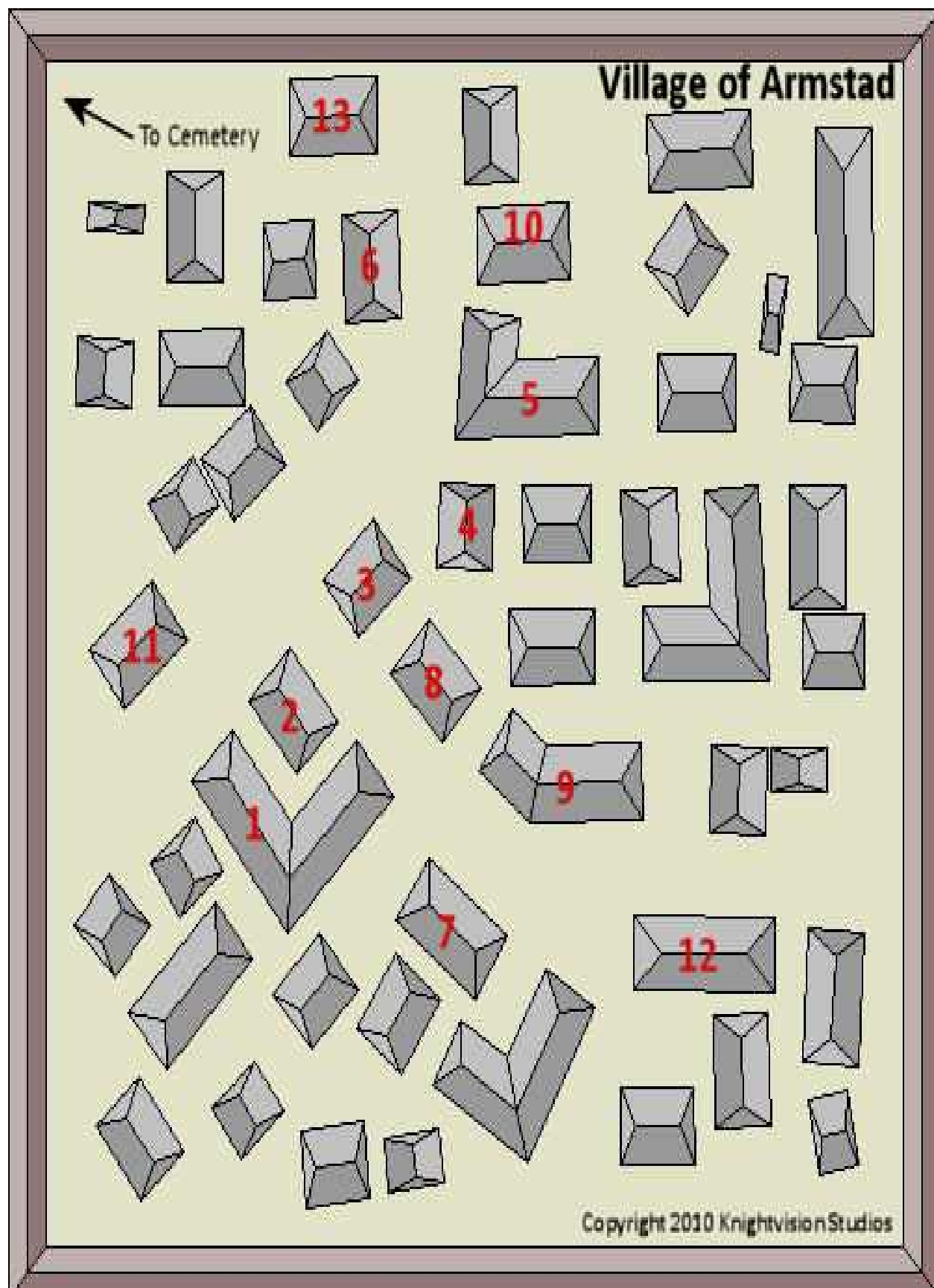
(Page 13) Governor Boris Halistrate;

Fighter Level 5; STR 15, DEX 11, CON 13, INT 12, WIS 14, CHA 12, Saving throw 10; Hit points 35 , Bonus: +1 to hit and +1 damage.



d6	Wandering Monster Table
1	Giant Rat
	HD 1d4 hp; AC 7[12]; Atk 1 bite 1d4
	SV 18, MV 12, Special: 5% diseased; CL/XP A/5
2	Orc
	HD 1, AC 6[14], Atk 1 spear 1d6,
	SV 18 MV 12, CL/XP 1/15
3	Kobold
	HD 1d4 hp, ac 6[13], Atk 1 spear 1d6
	SV 18, MV 6, CL/XP A/5
4	Wild Dogs
	HD 1, AC 7[12], Atk 1 bite 1d4,
	SV 18, MV 12, CL/XP 1/15
5	Giant Vampire Bat
	HD 1, AC 7[12], Atk 1 bite 1d6, SV 17,
	MV 4/18 (when flying), Special: sucks blood, CL/XP 3/60
6	Bandit Men
	HD 1, AC7[12], Atk 1 sword 1d6,
	SV 17, MV 12, CL/XP 1/15

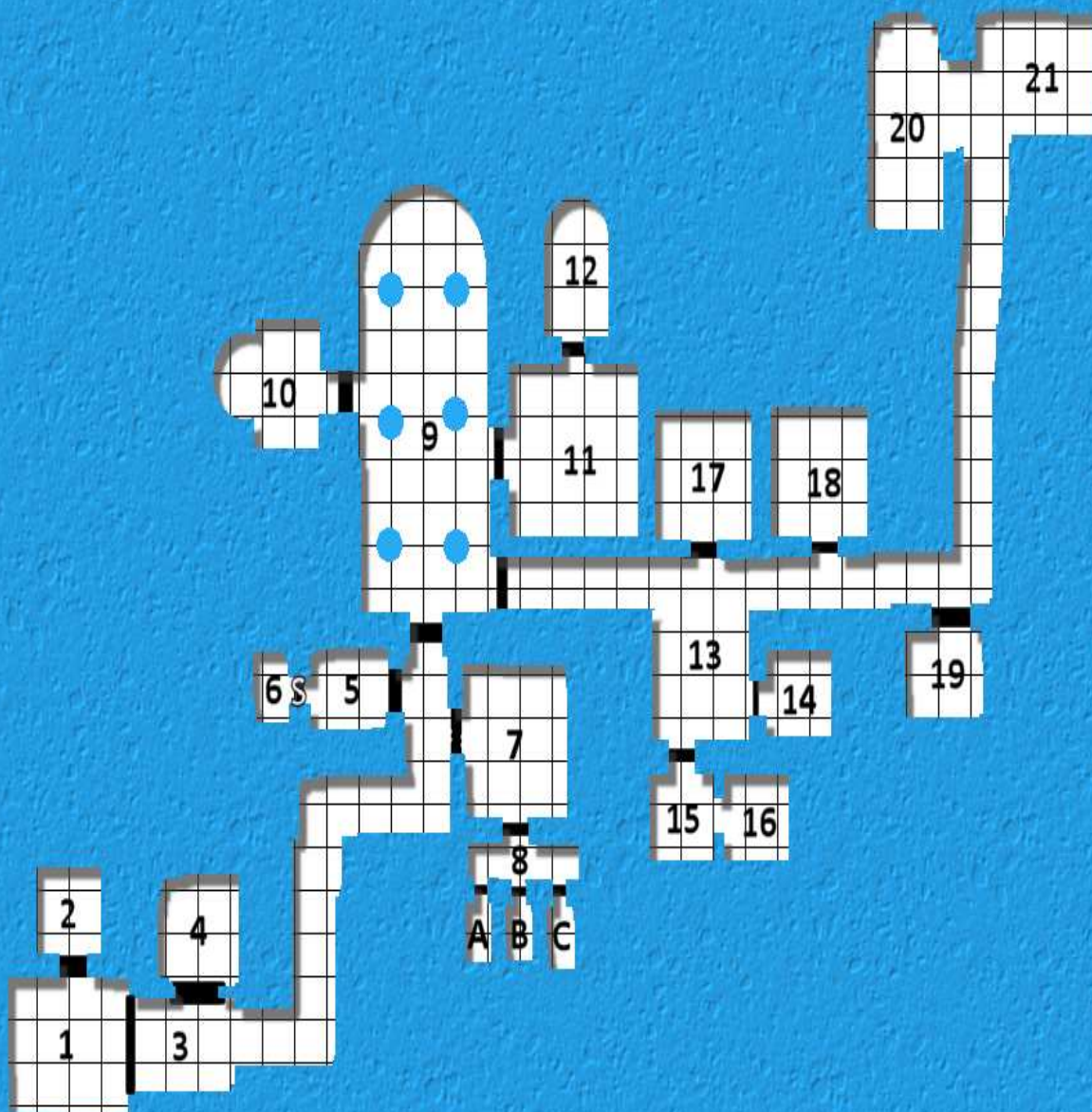




Underground Map #1



Underground Map #2



Copyright 2010 Knightvisionstudios.com

Governors Mansion - 1st Floor



Copyrights 2010 - Knightvisionstudios.com

Governors Mansion - 2nd Floor



LEGAL

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicates your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant you a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If you are contributing original material as Open Game Content, You represent that Your Contributions are your original creation and/or you have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product

Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless you have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for you to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then you may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if you fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.;

Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins,

David Noonan, Rich Redman, Bruce R. Cordell, John D.

Ratelliff, Thomas Reid,

James Wyatt based on original material by E. Gary Gygax and Dave Arneson.

VisionVentures: Border Scourge, Copyright 2010, Knightvision Studios

Border Scourge

The local governor is seeing the attacks on the border villages increase and intensify. He has lost several spies to the attackers and suspects a traitor in his midst.

If you're looking for adventure then you've come to the right place!

Designed for level 1 Swords & Wizardry™ characters

VISIONVENTURES



KNIGHTVISIONSTUDIOS.COM



CORE EDITION COMPATIBLE