

FF1

Oe/BX/1e 1-OFF ADVENTURE

Old School Adventures™ Mini-Module FF1 **THE HANGING GARDEN**



**For Use With Oe/BX/1e Editions
and Comparable Retro-clones**

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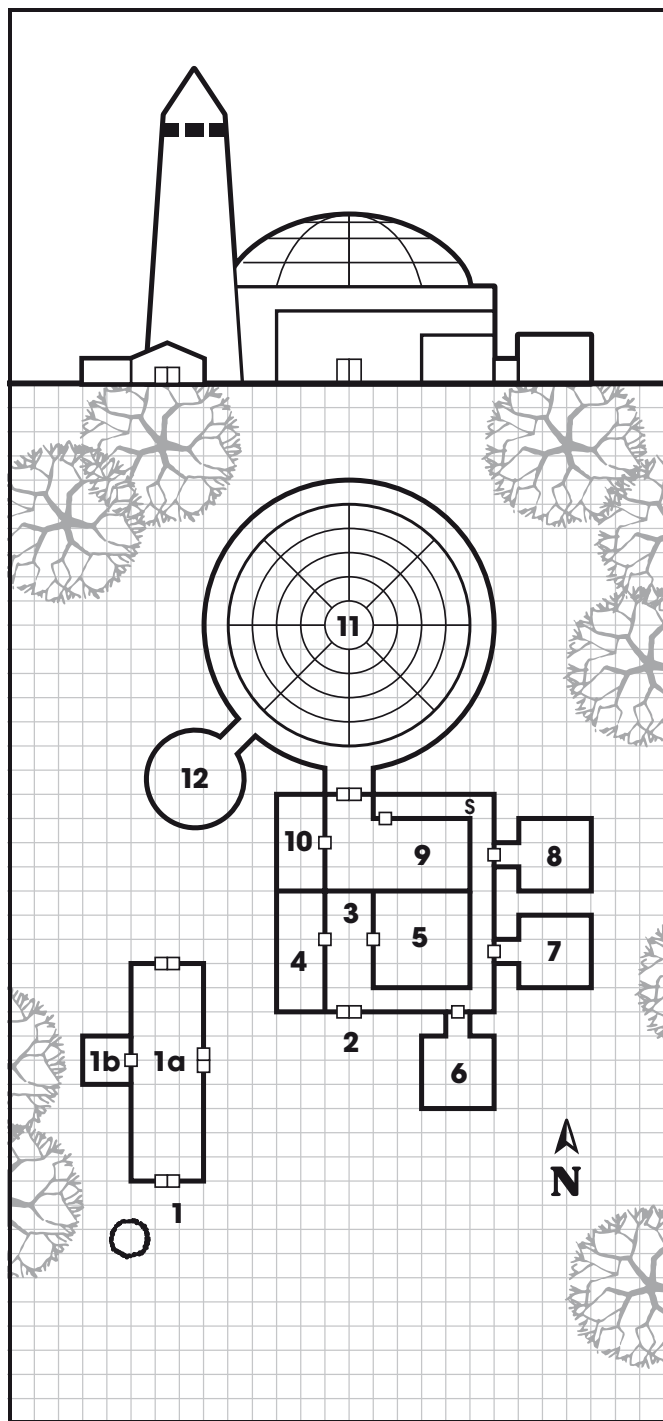


The Hanging Garden

For Characters Levels 1-3

Background

Orcs have begun raiding the villages in the area of Spawnwood Forest and taking captives. It's not so strange the orcs have been raiding, but their focus has been on taking as many living captives as possible, rather than the standard killing and plundering. Regardless of the orcs' reasons, they must be stopped.



Rumors among the villagers in the area (roll 1d6):

1. The orcs are selling the captives into slavery.
2. The orcs are eating the captives, and keeping them alive simply keeps them "fresher."
3. The orcs have begun digging a new mine in the area and lot of slave labor is needed.
4. The orcs are celebrating some sort of religious festival, and are in need of an exorbitant number of sacrificial victims.
5. The orcs are using them as slaves, but overwork them to the point of death, and therefore need constant replacements.
6. They are using them for military training (which tends to mean they die... a lot).

Almost every local the PCs meet will mention a "beaming light" coming from a particular part of the forest between mid-morning and late afternoon. Almost all of the locals believe the light is related to the orcs. If the PCs are present in the area at that time of day, they will be able to see it for themselves.

For the DM

Deep in Spawnwood Forest, the magic-user Erymos Elmundmor has constructed a large conservatory where he is cultivating a host of horticultural monstrosities, including a selection of carnivorous plants. The orcs are working at his behest. They bring the captives to Erymos, who infects them with a leprosy-like disease, and hangs them from a system of trellises bridging the upper area inside the conservatory. The plants below are fed with a slow rain of blood and falling body parts, while the captives suffer a particularly slow and painful death. The wizard's methods are a truly heinous transgression against humanity. The orcs are immune to the disease, and do not act as carriers.

The "beaming light" mentioned by the locals is the sun reflecting off the glass of the conservatory's dome. If the PCs follow the light into the forest, it will take them directly to the conservatory. It will also take them through approximately 3 miles of orc-infested forest (no matter which direction they enter from). Each turn, there is a 1-in-6 chance the PCs will encounter 1-4 orcs armed with swords, spears, and shields. The orcs have been patrolling these woods so long, they've pretty much wiped out anything else living there. Very little else will be encountered.

Numbered Encounters

In a clearing deep inside Spawnwood Forest stands this massive structure of gleaming white limestone, topped with a dome of iron and glass. The glass beams in the sunlight of day (the source of the beaming light). Unless otherwise specified, the rooms inside the conservatory are kept in darkness.

Dwarfed by the conservatory is a dirty wood building with a thatched roof, covered with soot from a nearby fireplace. The smell of orcs and scorched human flesh drifts downwind from this building. There is a 1-in-3 chance each turn spent on the grounds (outside the conservatory) that the PCs will encounter **1-4 orcs** armed with swords, spears, and shields.

1. Orc Barracks

2 dozen cots are packed into area **1a**. The stench of orcs here is almost unbearable. Under each cot is a chest that contains 2d12 gp. Sleeping under one of the cots is **1 orc** with a sword. Behind the locked door to the west (**2a**) are the quarters of the orc leader (Knorgh). The area is furnished with a cot, an iron chest, a stool, and a simple wood desk. Hidden in a secret compartment in the desk is a map to a buried chest which contains 5000 gp.

2. Orc Guards (Conservatory Door)

Guarding the double doors are **4 orc guards** (hp:7,7,6,5) armed with crossbows (loaded) and swords. Both doors are locked.

3. Main Hallway

At the north end of this dark hallway, held securely in a cage is **1 shrieker** (hp:12). If the doors to the south open (letting any light in), the creature will begin shrieking loudly, and **2-5 orcs** with swords, spears, and shields will run in from outside (in addition to the guards posted outside the door).

4. Bedroom

This well-appointed bedroom includes a padded chair, a carved bookshelf, a massive wood-frame bed, a beautiful area rug. A secret compartment in the headboard of the bed holds a wand of darkness (5 charges). Amongst the mundane books on the shelf (mostly about orcs and orc culture) is a decorative leather-bound 4-volume set of botanical illustrations (125 gp value), and a journal showing crudely drawn sketches of plant monsters consuming living humans, each initialed by the artist—"EE."

5. Library

The walls of this room are lined floor-to-ceiling with shelves and shelves of books on a variety of esoteric botanical subject matter. A table and chair command the center of the room. Open on the table is a ledger. Careful study of the ledger shows payments of 500 gp a week to the orcs, paid directly to the orc leader (Knorgh), who is supposed to distribute payments to his men. The ledger also shows the incredible amount of money that was spent building this conservatory, leaving its owner with a near-zero balance.

6. Seed Storage

The walls of this area feature a number of wooden shelves, each holding dozens of jars of seed pods, each labeled with genus/species and storage dates. These are seed pods for a variety of dangerous plants and are best off destroyed.

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The walls of this area feature a number of wooden shelves, each holding dozens of jars of seed pods, each labeled with genus/species and storage dates. These are seed pods for a variety of dangerous plants and are best off destroyed. Hidden at the back of a high shelf is a small locked iron box. The box is locked and the lock is trapped with a poison needle (save vs. poison or die in 2d6 turns). The box is also armed with a magical trap that causes a flash of blinding light when opened (all in 20' radius must save vs. spells or be blinded 1d4 turns). If opened, the box will be found to contain an empty jar labeled simply with an "X."

9. Erymos's Lab

Tables cluttered with alchemical equipment line the walls, and seedlings and sprouts grow from a number of small ceramic containers scattered throughout the room. **Erymos** (see **NPCs**) is here, speaking with **Knorgh** (see **NPCs**). They will not hesitate to fight should intruders enter. Erymos will immediately attempt to retreat into the conservatory, where he will rally his plants to attack. Furthermore, he will attempt to avoid getting cornered in the cross-breeding room (area **10**). If overwhelmed, and the opportunity presents itself, Knorgh will attempt to flee the conservatory, retrieve the treasure map from his quarters, and abandon his roll as Erymos's orc liaison.

10. Cross-breeding Room

Chained to a table in the middle of the room is a **human female** with plant tendrils sprouting from various parts of her body. This is some sort of sick cross-breeding attempt by Erymos. She is alive, but catatonic. It will take powerful magic (both arcane and divine) if there is any chance for her survival/recovery. 12 cases of rations line the walls. (The rations are infected with the disease and are being fed to the captives in area **12**.)

11. Conservatory

This area is home to **approximately 3 dozen plant monsters** (see **Plant Monster Generator**) that will attempt to attack and eat any living creature except Erymos (whose commands they will follow if he is present). Strung from a trellis over the room (out of reach of the plants) are **35 humans** in various stages of the leprosy-like disease. The dripping of their blood resembles the sound of drizzling rain. 9 of them will die no matter what. 8 of them will survive if cured within 1 day (via the cleric spell *cure disease*), but they are unable to walk on their own. The remaining victims will survive if treated within 1 week (via the cleric spell *cure disease*); these 8 victims can walk, but only at 1/4 the normal movement rate. Once the PCs enter this area, each must save vs. poison or contract the disease (see **Effects of the Disease** below).

12. Holding Pen & Tower Shaft

The door to this area is locked. Inside are **15 captives** who were taken in just the last few days. They have contracted the disease, but it is only beginning to set in. In the shaft above this area, partial construction (metal anchors and a few spare pieces of scaffolding) hint at the abandoned goal of using the upper portion of this tower as some sort of observation deck.

NPCs

Erymos Elmundmor (magic-user:4): S:9; I:17; W:13; D:12; C:14; CH:8; HP:12; AC:7; #AT:1; D: by weapon, M:12; AL: chaotic (evil); ST:M/4; MI: **+1 ring of protection; +1 dagger, flying potion**; possesses the innate abilities to *speak with plants* and *command plants* (at will); spells known: *hold portal, shield, levitate, mirror image, (charm person)*.

Knorgh (orc:3HD): HP:21; AC:3 (includes 3 due to dexterity); #AT:1; D: by weapon +2 damage (due to strength), M:9; AL: chaotic (evil); ST:F/3; w/ chain, bardiche, and dagger. Around his neck, he wears a gold amulet with a large black opal (200 gp). A leather pouch containing 34 gp hangs from his belt, which features a gold belt buckle (75 gp).

Effects of the Disease

The disease causes random wounds to appear and robs the body's ability to heal. Until cured, characters infected with the disease may not regain hp by resting, and will lose 1d4 hp/week.

Plant Monster Generator

A variety of plant monsters may be created for the conservatory using the **Plant Monster Generator** below. It is suggested that several of these monsters be ambulatory. All plant monsters are immune to charm, sleep, paralysis, poison, and blinding effects.

SIZE/HD/SAVES

Roll 1d6 to determine plant monster's general size, hit dice range, and saving throw (by HD).

| Roll | Size | HD | Saves as: |
|------|--------|-------|-----------|
| 1 | Tiny | 1/2 | NM |
| 2 | Small | 1 | NM |
| 3 | Medium | 2-3 | F:1 |
| 4 | Large | 4-6 | F:2-3 |
| 5 | Giant | 7-12 | F:4-6 |
| 6 | Huge | 13-18 | F:7-9 |

ATTACK TYPE

Roll 1d6 to determine plant monster's main attack type. There is a 1-in-6 chance a plant monster will possess a second attack type (optional).

| Roll | Type |
|------|---|
| 1 | constricting tendrils [roll 1d6 for # of tendrils] 1 attack per tendril; tendril constricts around neck of creature of equal or smaller size on natural 20 "to hit" roll; remains constricted until victim suffocates or plant dies |
| 2 | projectile pods [roll 1d6 for pod type] 1-3=blunt (1-in-2 chance="exploding"/poisonous), 4-6=spiked (1-in-2 chance=poisoned); # of pods=1d10; "expended" pods regrow in 1d6 days; projectile range=10/HD |
| 3 | tethers (tipped tendrils) [roll 1d6+1 for # of tendrils] 1 attack per tendril; range=1' per HD [roll additional 1d6 for tip type] 1-3=mace-like 4-6=spiked (1-in-2 chance spikes are poisoned) |
| 4 | spore cloud diameter = 1'/HD; range = 1'/HD save vs. breath weapon to avoid cloud's effects; |
| 5 | bite does damage equal to 1/2 of plant monster's HD; 1-in-2 chance bite is poisonous; large, giant, and huge plant monsters will swallow victim whole on a natural 20 "to hit" roll |
| 6 | slashing tendrils/leaves # of tendrils/leaves = 1d6+1; 1 attack per tendril/leaf; 1-in-6 chance tendrils/leaves are razor-sharp (medium and larger plants will sever limb of victim on natural 20 "to hit" roll) |

POISON TYPES

For plant monsters possessing a poisonous attack type, roll 1d6 on the chart below to determine the type of effect the poison has. On a successful "to hit" roll by the plant monster (using a poisonous attack) victims must save vs. poison to avoid the poison's effects. All effects have a 1d6 turn duration.

| Roll | Type |
|------|--|
| 1 | blindness |
| 2 | confusion (as spell) |
| 3 | death (duration = time until death occurs) |
| 4 | nausea (-1 "to hit" for duration) |
| 5 | muscle constriction (1/2 movement for duration) |
| 6 | sleep |

MOVEMENT BY PLANT SIZE

There is a 1-in-3 chance any plant monster is ambulatory. If ambulatory, roll 1d6 and index result below by size of plant monster.

| Roll | Tiny | Small | Medium | Large | Giant | Huge |
|------|------|-------|--------|-------|-------|------|
| 1 | 10' | 10' | 30' | 30' | 30' | 60' |
| 2 | 10' | 10' | 30' | 60' | 60' | 90' |
| 3 | 10' | 20' | 60' | 90' | 90' | 120' |
| 4 | 20' | 20' | 60' | 90' | 120' | 120' |
| 5 | 20' | 30' | 90' | 120' | 120' | 120' |
| 6 | 30' | 30' | 90' | 150' | 150' | 150' |

DAMAGE CHART BY PLANT SIZE

To determine the damage roll to be used for a plant monster's attack, cross-index the plant monster's hit dice with the plant monster's attack type (no roll necessary when using this table).

| HD | Co | P:Bl | P:Sp | T:Ma | T:Sp | Sl |
|-------|-------|----------|----------|-------|----------|----------|
| 1/2 | — | — | — | — | — | — |
| 1 | 1 pt. | 1-2 pts. | 1-3 pts. | 1 pt. | 1-2 pts. | 1-3 pts. |
| 2-3 | 1d3 | 1d3+1 | 1d6 | 1d3+1 | 1d6 | 1d6 |
| 4-6 | 1d6 | 1d6 | 1d6+3 | 1d6 | 1d6+3 | 2d6 |
| 7-9 | 2d6 | 2d6 | 2d6+1 | 2d6 | 2d6+1 | 3d6 |
| 10-12 | 3d6 | 2d6+1 | 2d6+3 | 2d6+1 | 2d6+3 | 4d6 |
| 13-15 | 4d6 | 3d6+3 | 3d6+6 | 3d3+3 | 3d6+6 | 5d6 |
| 16-18 | 5d6 | 3d6+6 | 4d6+6 | 3d6+6 | 4d6+6 | 6d6 |

Co=constricting; P:Bl=blunt projectile; P:Sp=spiked projectile; T:Ma=mace-like tether; T:Sp=spiked tether; Sl=slashing