

The Old Hill Fort

Long ago this region was home to a hill people lived into a dozen small petty kingdoms. The capital of these kingdoms was a large hill fort. This was a village built on the crown of a wide hill and had a raised earth dyke topped by a wooden palisade surrounding an acre or two of hilltop. The center of which is either a stockade or for the wealthier kingdoms a stone keep.

Now centuries later the kingdoms are forgotten and forests cover the hills. Time has rotted the palisades and the dykes are little more than a raised hump in the land. The old stone keeps of the petty kings remain and who know what treasures remain and what is guarding them.

Stats

The NPCs have been stated using Swords & Wizardry: Core Rules, and the Majestic Wilderlands Supplement. ABL stands for ability and represent a bonus to a d20 roll. The higher the roll the better the result and the typical target is to roll a 15 or higher. To use as a percentage roll just multiply the ability by 5% and add 25%.

Claws of Kalis

These are the assassins of the Majestic Wilderlands. They have bonuses to Athletics (jumping, lifting, and other feats of strengths), Climbing, Eavesdrop, Intimidation (no effect on PCs), Legerdemain (Lockpicking, Pickpocketing, and other Sleight of Hand feats), Perception, and Stealth. They also get additional damage dice on a surprise attack.

Crossbows

Crossbows get an accuracy bonus in the Majestic Wilderlands which has been noted in the stat block.

The Hill Fort Grounds

Outside the old keep an encampment of Claws of Kalis. They travel in house wagons keeping off the main roads using game trails and old forgotten roads. Currently there are six wagons with 18 full Claws and 12 non-combatants (elderly, mothers, and children).

The wagons are in a circle facing a central communal fire and a three smaller cooking fires. Posted in a 300 yard radius around the wagons are 5 regulars and one lieutenant. The Lieutenant has one of the Initiates with him.

They are only here for one night and will leave in the morning if the party tries to wait them out.

Chief Claw, AC 5[14]; 6th level Claw of Kalis; HP 24, ATK 1; HTB +2; DMG 1d6+1; Mv 120'; Save 10; ABL Athletic +4, Climbing +4, Eavesdrop +4, Intimidation +3, Legerdemain +3, Perception +4; Stealth +5; Special: +6d6 on surprised opp; Posses: Swortsword +2 [1d6], Leather [+1], Light Crossbow [Acc +2, Rng 60 ft, 1d4+1] Daggers[3], Shield [+1]

Lieutenant [2], AC 5[14]; 4th level Claw of Kalis; HP 16, ATK 1; HTB +1; DMG 1d6; Mv 120'; Save 11; ABL Athletic +3, Climbing +3, Eavesdrop +3, Intimidation +2, Legerdemain +2, Perception +4; Stealth +4; Special: +4d6 on surprised opp; Posses: Swortsword [1d6], Leather [+1], Light Crossbow [Acc +2, Rng 60 ft, 1d4+1] Daggers[3], Shield [+1]

Regular[10], AC 6[13]; 3rd level Claw of Kalis; HP 12, ATK 1; HTB +1; DMG 1d6; Mv 120'; Save 13; ABL Athletic +3, Climbing +3, Eavesdrop +3, Intimidation +2, Legerdemain +2, Perception +4; Stealth +4; Special: +3d6 on surprised opp; Posses: Swortsword [1d6], Leather [+1], Light Crossbow [Acc +2, Rng 60 ft, 1d4+1] Daggers[3], Shield [+1]

Initiates[5], AC 6[13]; 1st level Claw of Kalis; HP 5, ATK 1; HTB +0; DMG 1d6; Mv 120'; Save 16; ABL Athletic +3, Climbing +3, Eavesdrop +3, Intimidation +2, Legerdemain +2, Perception +3; Stealth +3; Special: +1d6 on surprised opp; Posses: Swortsword [1d6], Leather [+1], Light Crossbow [Acc +2, Rng 60 ft, 1d4+1] Daggers[3], Shield [+1]

Ground Floor

1) MainRoom

5 Ogre: HD 4+1; HP 18, 17, 12, 15, 11; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None. 3,000d; Gems: 50d; 100d; 500d;

2) Lower Left Cell

100 Crown under a flagstone

3) Treasure Room

A chest containing:

900d, Scroll of 2 Cleric Spells, Ring of Invisibilty, 1 Potion of Dimutation, 1 Potion of Invisibility, +3 dagger.

The chest is in an alcove set into the wall away from the secret door. The Gray Ooze make the floor look like a wet stone.

Grey Ooze covering floor.

Grey Ooze: HD 3; HP 15; AC 8[11]; Atk 1 strike (2d6); Move 1; Save 14; CL/ XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

4) Arena

Two Fourth level fighters chained to the wall. Ebermer, and Clogund (female, disguised). Brother and sister from Gormmah. Elessarian. Prisoners of the Ogres.

First Floor

1) Great Hall Lower Right

Weak Second Floor 50% of collapse 2d6 damage.

2) Guard Barracks Lower Left Great Hall

Door is Stuck

3) Kitchen

Yellow Mold

Yellow Mold: HD n/a; AC n/a; Atk 1d6 damage + spore cloud; Move 0; Save n/a; CL/XP 3/60; Special: Poisonous spore cloud, killed by fire.

4) Shrine

In a pile of refuse a sack with 850d.

Second Floor

1) Lord's Bedroom

2 Wight: HD 3; HP 12; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

2) Conference room

A secret compartment has a spring loaded spike does 1d6 damage. Contains documents and deeds related to the Hill Fort, and the old Hill Kingdom.

Third Floor

1) Dining Room

12 Giant Centipedes (small, lethal): HD 1d2hp; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; CL/XP 2/30; Special: poison bite (+4 save or die).

2) Lord's Bedroom

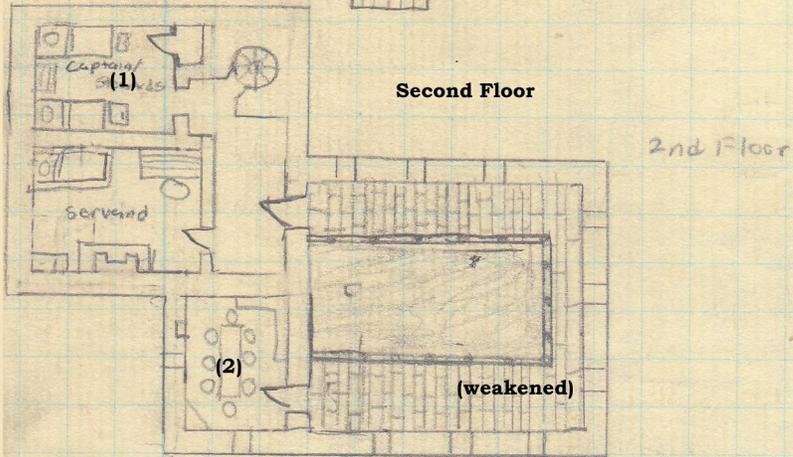
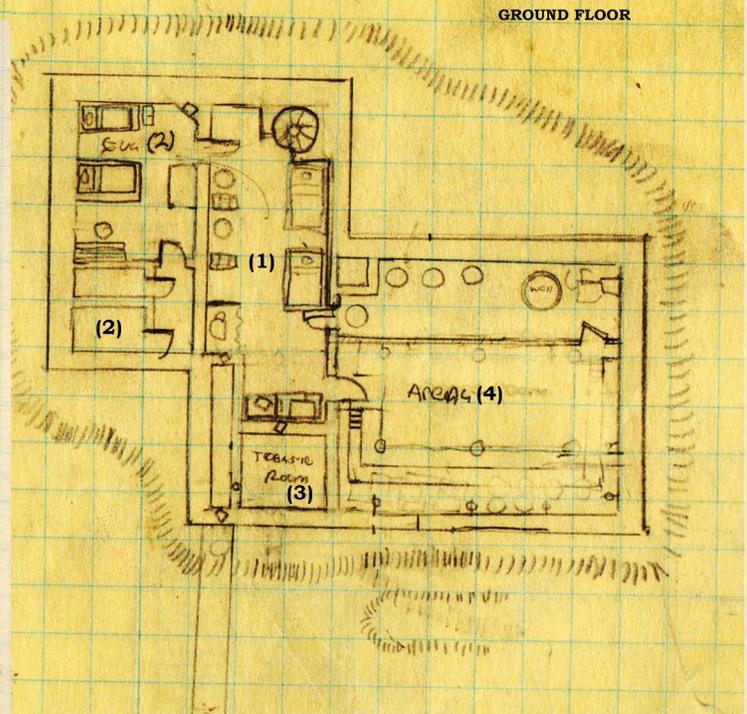
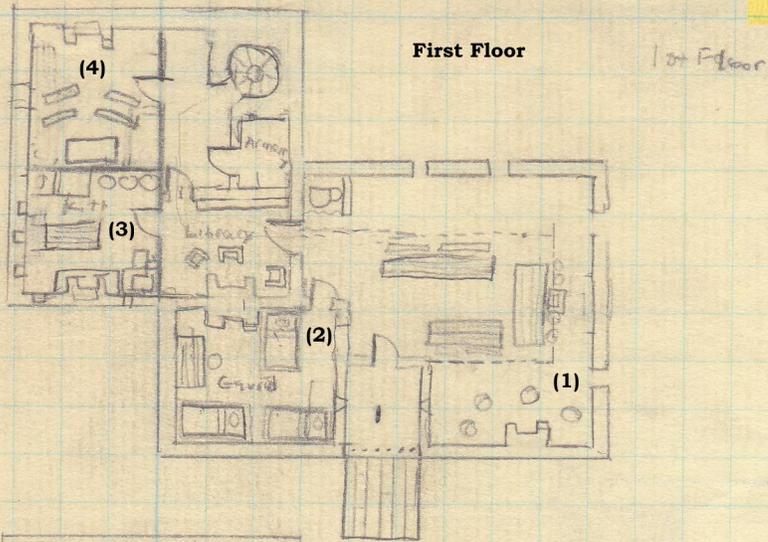
Map to a Fire Giant lair several hundred miles to the south.

Fourth Floor

Harpies have a nest on the top of the keep.

5 Harpies: HD 3; AC 7[12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; CL/XP 4/120; Special: Flight, siren-song.

Scattered in their nest is 3,000d; Gems: 50d; 2 x 100d; 500d;



1 Square = 5 feet

