

Mapped Locations

Ruined Forest Watchtower

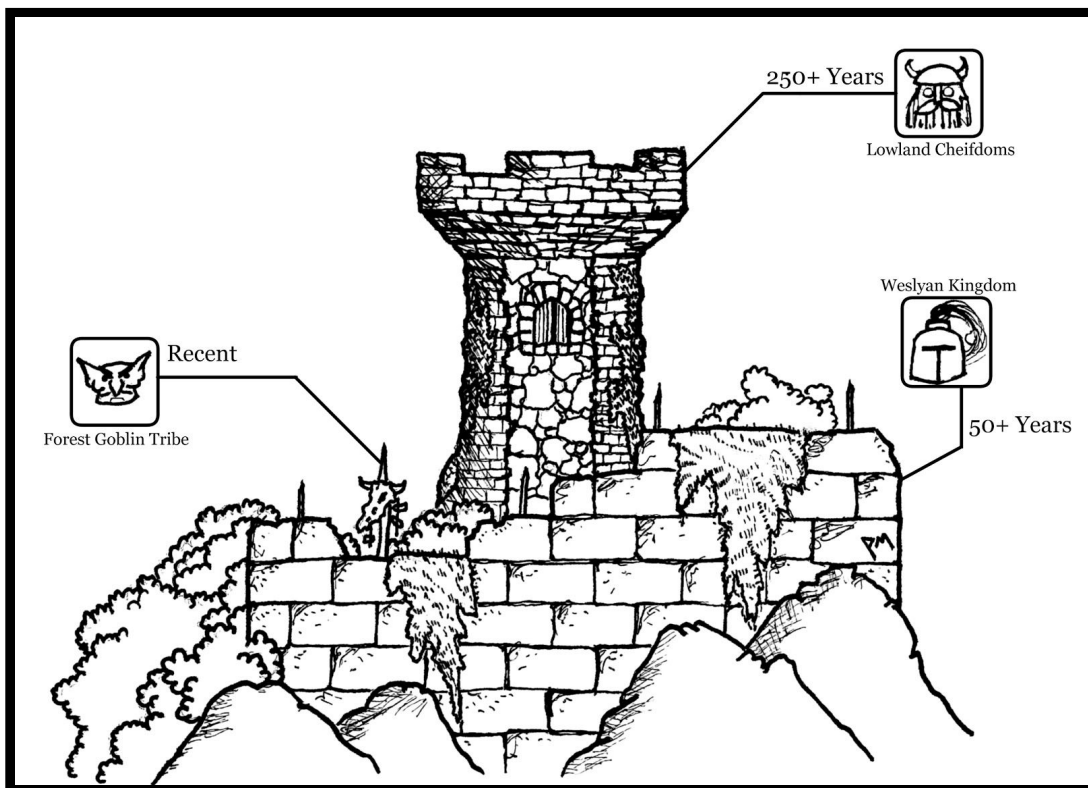
This ruin has witnessed ages of glory, but is now the lair of menacing forest goblins.

Mapped Locations

Once a month one of the maps we release for the month will be filled in with description, encounters, and treasures so that it is ready to be dropped into your campaign. These locations are not built to be used with a certain edition and contain little to no rules for monsters, spells, or items. Some amount of guidance is given for how difficult a certain task will be, to help you arbitrate within your chosen edition.

This ancient watchtower sits in a wooded wilderness on the edge of a sheer elevation overlooking a swathe of the surrounding landscape, and is only approachable from one side. Approaching it from this side requires finding and using an overgrown road that slowly winds up a wooded hill until a wall of carved stone comes into view between the trees.

The old road leads up the elevation before turning west, where it becomes flanked on both sides by this stone wall. Beyond the wall to the north the watchtower itself can be seen. It looks much older than the wall, being made of rough cobbled and stacked stone that is darkened by weathering to seem almost black unless the day is sunny.



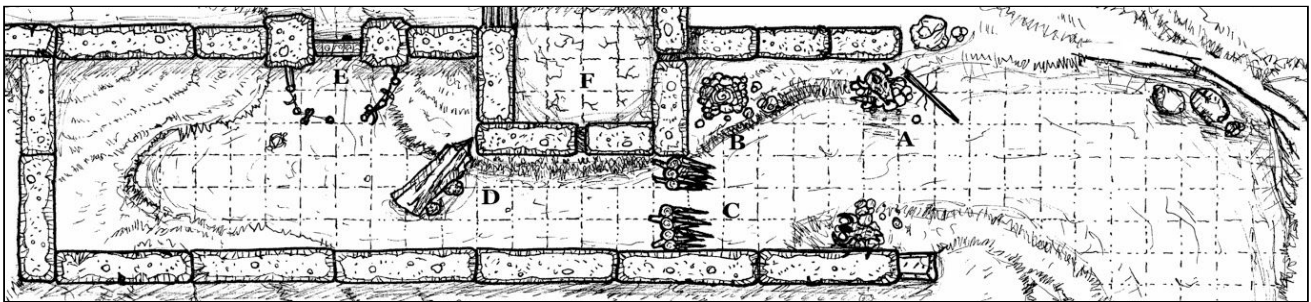
Approaching the Tower

Road. The easiest way to gain access to the tower is following the road that leads to the entrance. As the road gets close to the access wall, it is flanked by another wall. This area is overlooked by a small lookout post on the wall.

Climbing. The tower sits on an elevation which is sheer rocky cliff on the northern and western side, and steep rocky terrain on the eastern side. Climbing the rocky elevations would be **difficult**. A wall surrounds the tower on all sides, with the only access being the southern side. The outer wall stands around fifteen feet tall and is made of large carved stone bricks. Climbing it would be **difficult**.

both horned cow skulls. Hanging from them are smaller pieces of bones tied onto rough leather strips. Jittery swirling patterns are painted in red on the skulls.

- B. Stone pile.** This is a stack of stones with a large flat stone on top. The top of the flat stone is painted a red jittery swirling pattern. Anyone that moves the stones around discovers a lot of rat, rabbit, and other small animal bones buried beneath them.
- C. Palisade.** This is a wooden barrier with a small space between them, just large enough for a medium sized creature to squeeze through. The barrier is made of wooden logs and is reinforced with jagged



Area - Outside the Tower

Upon approaching the tower, travelers notice there are swirling patterns in red paint splattered across some of the large stones of the outer wall, and wooden spiked poles can be seen set into the ground in places. Animal skulls are spiked onto some of these.

If approaching silently while not having been spotted by the occupants of the tower, anyone approaching can hear harsh higher-pitched voices engaged in arguments or laughter. However the area is silent if those approaching have been noticed.

Points of Interest

- A. Bone fetishes.** These are skulls staked into the ground on spiked poles. They are

spikes on the side facing anyone approaching the tower. There is a **50% chance** that two forest **goblins** lurk here keeping watch for trespassers. If they spot anyone both will attempt to sneak back to the log trap (**D. Log Trap** below) and set it off a few seconds after anyone that is not a goblin passes the barrier.

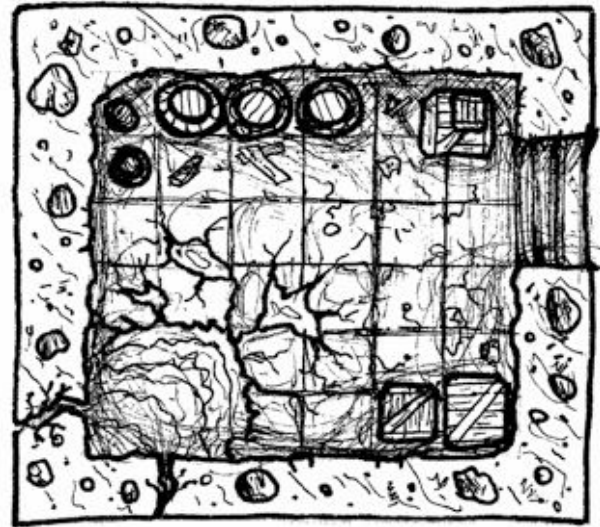
- D. Log trap.** A large log held back from rolling down the incline by stones. If the stones are removed by pulling a rope attached to them, anyone between where the log is and the barrier must make a medium difficulty check to dodge it or else take 1d12 damage and be knocked prone.
- E. New gate.** An impressive reinforced wooden door built into the stone wall. There is a small square gap at face height into which iron bars are set. Through the

gap can be seen a part of the courtyard and the old tower. Surrounding the gate in a semi-circle in front of it are more spikes with bone fetishes tied to them with leather. The door is not locked but it is barred with pieces of wood. One or two creatures with a combined **Strength** score of **16** can easily push the door open and break through the wood jams, however.

- F. Overlook.** This small elevated overlook commands a view of the road and between the walls. There is a 75% chance that two forest **goblins** lurk here keeping an eye out for trespassers. Both will begin throwing or shooting projectiles when they spot someone within a reasonable range.
- G. Campfire.** Here is a small campfire. It is lit at night, but not during the day. Regardless there are always three forest **goblins** sitting around it eating or arguing. They'll immediately engage any foes that open, or force their way through, the gate door.
- H. Tower door.** Up a set of stairs, the door to the tower sits about six feet from the ground. It is not locked or blocked. See **Tower Areas** below.
- I. Cellardoor.** These two large cellar doors are chained shut with a large **difficult** to pick lock. See **Cellar** below.

The Cellar

The doors into the cellar are large and heavy, being wood reinforced with bands of black iron. They are chained and held with a large black iron lock which would be **difficult** to pick. There are signs on the door of attempts to cut the chains or force an entry, but it doesn't seem to have been successful. Once the lock is opened or destroyed and the chains removed, the doors can be opened fairly easily. Cold, wet, stinking air billows up out of the cellar when the doors are opened. The echo of dripping water can be heard.



Area B1 - Cellar

Beyond whatever light from outside illuminates the stairs, the cellar is pitch dark. On the stairs themselves are two skeletal corpses, with skin shrunken and leathery against the bone. They are wearing the remnants of guard uniforms and armor which has rusted to uselessness.

Within the chamber are crates and barrels of supplies, inside of which a **swarm of rats** lives. In the south-west corner is a pool of water being fed by large cracks in the stone wall. The water is stagnant and stinks, and has what seems to be algae growing on the surface. There are more skeletons littering the floor as well.

Crates and barrels. Most of the crates and barrels are filled with food, water, and grain that has become rotten, dried, or otherwise useless. However if someone spends at least fifteen minutes searching through them they will come across a wooden box that is nailed shut. Inside this box is straw and two silver goblets, each bearing an emblem of an elk's head. Any amount of searching, however, will disturb the water rats who live amongst the crates and barrels — a **swarm of rats** gathers near the searcher and attacks. In addition, if combat with this swarm lasts into a second round on the rats' turn a second **swarm of rats** forms in the south-western corner of the room as

rats emerge from the watery cracks and begin swarming into the pool.

Pool. The standing pool of water is fed by slowly dripping or trickling water coming in from cracks in the foundational stones of the tower. It is acrid and stinking from laying stagnant. It is too cloudy to see through. The deepest part of the pool is in the corner being about a foot deep, and it gets shallower towards the edges. If someone searches in the water in the corner they will find an ancient drinking horn with ornate carvings among the much. It has the remnants of a leather strap that has rotted away. However, as they search in this area they disturb a **swarm of rats** that begin to pop out of the cracks with the trickling water and attack the closest creature if they have not already formed earlier.

Skeletons. Including the two on the stairs, there is a total of eight skeletons in all. They all appear to be guardsmen, watchers of the tower. One wears a breastplate and the rest wear chainmail, though these are all rusted and useless. The one with the breastplate, who seems to be the captain, wears a medallion of silver around his neck with an emblem of an elk's head carved into it. On this corpse can be found a small iron key, that unlocks the door on the third floor of the tower into the captain's quarters. Investigating what has happened to the skeletons and the area would prove **moderately** difficult, but doing so successfully will allow someone to deduct that the guards were attempting to get through the door—there are broken shards of wood from the crates which they seemed to be using to hack at the door with (uselessly). This reveals that the occupants of the tower somehow got locked in the cellar and died of starvation.

The Tower

The tower stands some sixty feet high, built of stacked and roughly cobbled stone. To climb it would be of **moderate** difficulty if one wishes to access one of the windows.

Tower Accesses

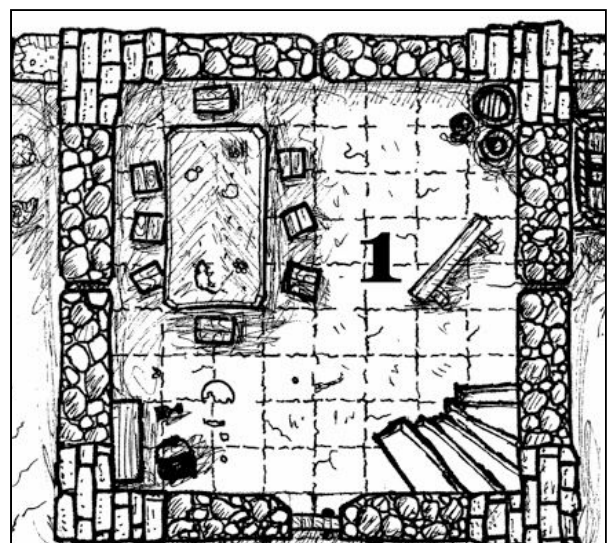
Front door. A simple wooden door accessed from the southern side up a flight of stone steps. It is not locked.

Second floor windows. There are two windows with rusted iron bars set into them on the east and west side of the second floor. Bending or breaking these would prove a task of **moderate** difficulty.

Third floor window. There is a window with rusted iron bars set into it on the west side of the third floor. Bending or breaking these would prove a task of **moderate** difficulty.

Top of the tower. Someone that climbs all the way to the top can access the roof of the tower, and the rest of the tower through a heavy trap door. Someone with a strength of 15, or more than one person with a combined strength of 15, can open it without difficulty. Otherwise it would be a **moderate** challenge to do so.

Area 1 - 1st Floor Common Room



The bottom floor of the tower seems to have been once a common area where guards might take food and drink. It is now littered with the refuse of age and goblin occupation. There is a large table surrounded by chairs, a wooden shelf, a turned over bench, and some barrels in a corner. On the North, East, and West walls are arrow slits. A flight of stairs in one corner winds upward.

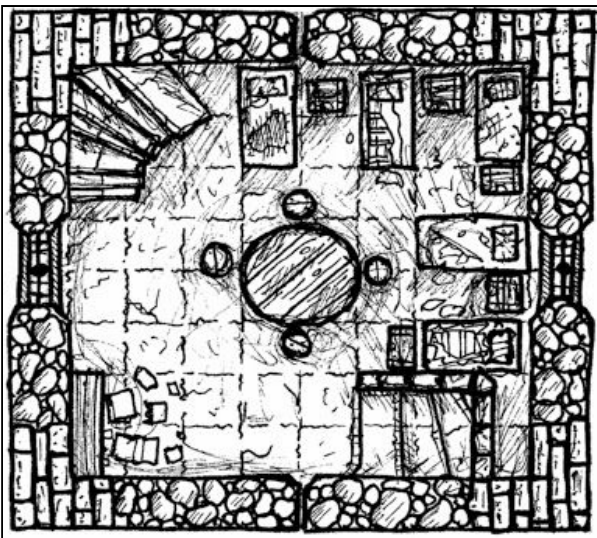
Five forest **goblins** occupy this floor.

Barrels. These barrels once contained grains and other foodstuffs but have long been looted.

Shelf. This shelf holds some old iron cups and dishes, some of which litter the floor in front of it.

Table. This large wooden table was once of exceptional quality but disuse has marred it with many nicks, cuts, and scratches. A dagger sticks out of it on one side, and there is a large freshly dead rat laying on top. Stains and filth cover it.

Area 2 - 2nd Floor Quarters



The second floor of the tower was once where guards would rest. Now the beds are rotted and ruined, though a table and a bookshelf survive. Each bed has a footlocker chest near it. On the

North and South walls are arrow slits, and on the East and West walls are windows with rusted iron bars set into them. Bending or breaking these would prove a task of **moderate** difficulty.

Three forest **goblins** rest here on the disgusting old beds.

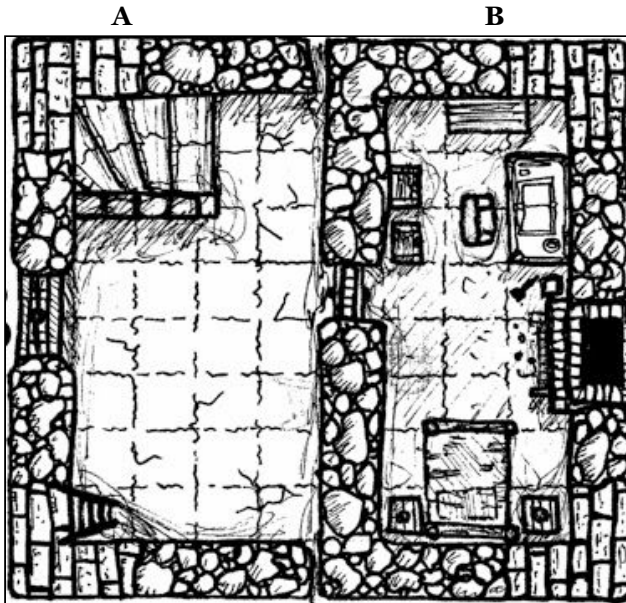
Beds. These beds smell mildewy and are completely ruined by time and filth.

Bookshelf. These books are all ruined by exposure to the elements and are unreadable.

Chests. A chest sits next to each bed, five in all. All but one are unlocked and empty. However the southern chest is not unlocked. Upon inspection it is clear that someone tried to unlock it but only managed to jam something into the lock, ruining it. Removing the jam and the lock would be of medium difficulty. Within the chest is a small leather pouch containing twenty-five silver pieces, an old dagger, some rations that have long dried up, and a small carving of a horse.

Table. This table has fared better than the one down the stairs. Fifteen copper pieces are spread across the surface, as well as small animal bones, most likely rat.

Area 3 - 3rd Floor Captain's Quarters



- A. This area seems relatively empty save for a heavy reinforced door on the eastern wall and a wooden ladder leading up to a large trap door in the ceiling. On the North and South walls are arrow slits, and on the West wall is a window with rusted iron bars set into it. Bending or breaking these would prove a task of **moderate** difficulty.

Heavy Door. The door leading into the side room is heavy and reinforced with iron. It bears the marks of weapon damage as if multiple attempts have been made to smash it down, but it has stood firm. The door has an elaborate lock on it which would prove to be **hard** to open.

Ladder. This old wooden ladder leads up to a large trap door. The trap door is very heavy and awkward to open from this side, so someone on the ladder must attempt to force it open with pure strength to get through. A strength score of 15 can do so without a problem, otherwise the task is a

difficult one. The trap door leads to **Area 4**, the top of the tower.

- B. Past the heavy door is a room seeming to have belonged to a captain of some sort, and it is obvious that the door has remained closed and locked for some time as the room lacks the tell tale signs of looting and exposure. Inside the room is an old bed, a desk, a bookshelf, and two chests. There is a small fireplace in the East wall.

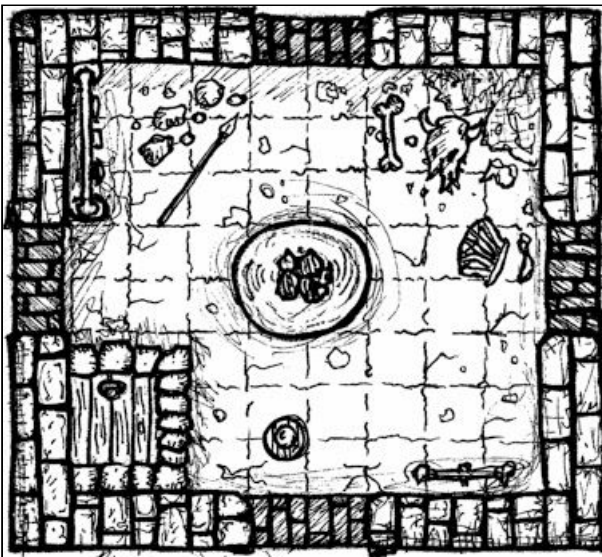
Chests. There are two chests of the same size and shape next to each other. Both have robust locks that would be **hard** to pick. In the left chest is a breastplate in an older style, from some sixty or so years ago. Under the breastplate are a bundle of old clothing that have aged to uselessness and a thick glass bottle with oil used to shine metal. In the right chest is a small bag of old rations, now inedible, a silver dagger of excellent make (making it worth 150 more gold than a regular dagger), a small leather pouch with thirty gold pieces in it, and a tiny chest. The tiny chest is locked with a complex lock that would be **formidable** to attempt to unlock. Within this small chest is two pearls, an emerald, a tiny ivory flute, and a rolled up piece of vellum. On the vellum is written a love note to a woman named Agra.

Desk. On the top of the desk is an old crumbling tome which looks to be a daily manifest kept by the captain of the tower. It mentions times of day and anything the tower may have spotted. Nothing out of the ordinary. Beside the book is a large black iron key, which unlocks the cellar door. Under the desk on a hook is a key that can unlock the chests, but would be **hard** to spot.

Fireplace. The small fireplace contains only dust and a small tarnished copper kettle.

Old Bed. This bed is in much better condition than those on the lower floor, but it is still worn with age and filled with dust.

Area 4 - Top of the Tower



The top of the tower is littered with bones, filth, and garbage. There are various weapons and trinkets scattered across the stones. In the middle of this area is a large brazier inside of which are large hot glowing coals. To the north-west is an old weapon rack, in the north-east corner is a large pile of bones, skins, and other garbage. To the south-east is another old weapon rack.

On this floor are four forest **goblins** who wait upon their **goblin** captain as he indulges in food and drink. Though commanding a view far and wide over the forested area, it is clear that they do not use this floor to keep watch. One of the forest **goblins** is a minor spellcaster, and instead of weapons or armor knows the **burning hands** spell, and can cast it twice a day.

Brazier. This brazier is nearly ten feet across and is made of heavy iron. Toppling

it over would prove a **moderate** challenge, though doing so would cause the hot coals to go flying in the direction it topples. If this happens anyone standing within twenty feet directly on the side it topples will take 2d6 damage unless they can succeed on a **moderate** saving throw. The coals soon burn out or cool after this.

Filth pile. The north-east pile of garbage is mostly bones, animal skins, and refuse. Anyone that searches through it will find a short sword, an old iron helmet with a thick nose guard, and three bottles of cheap wine.

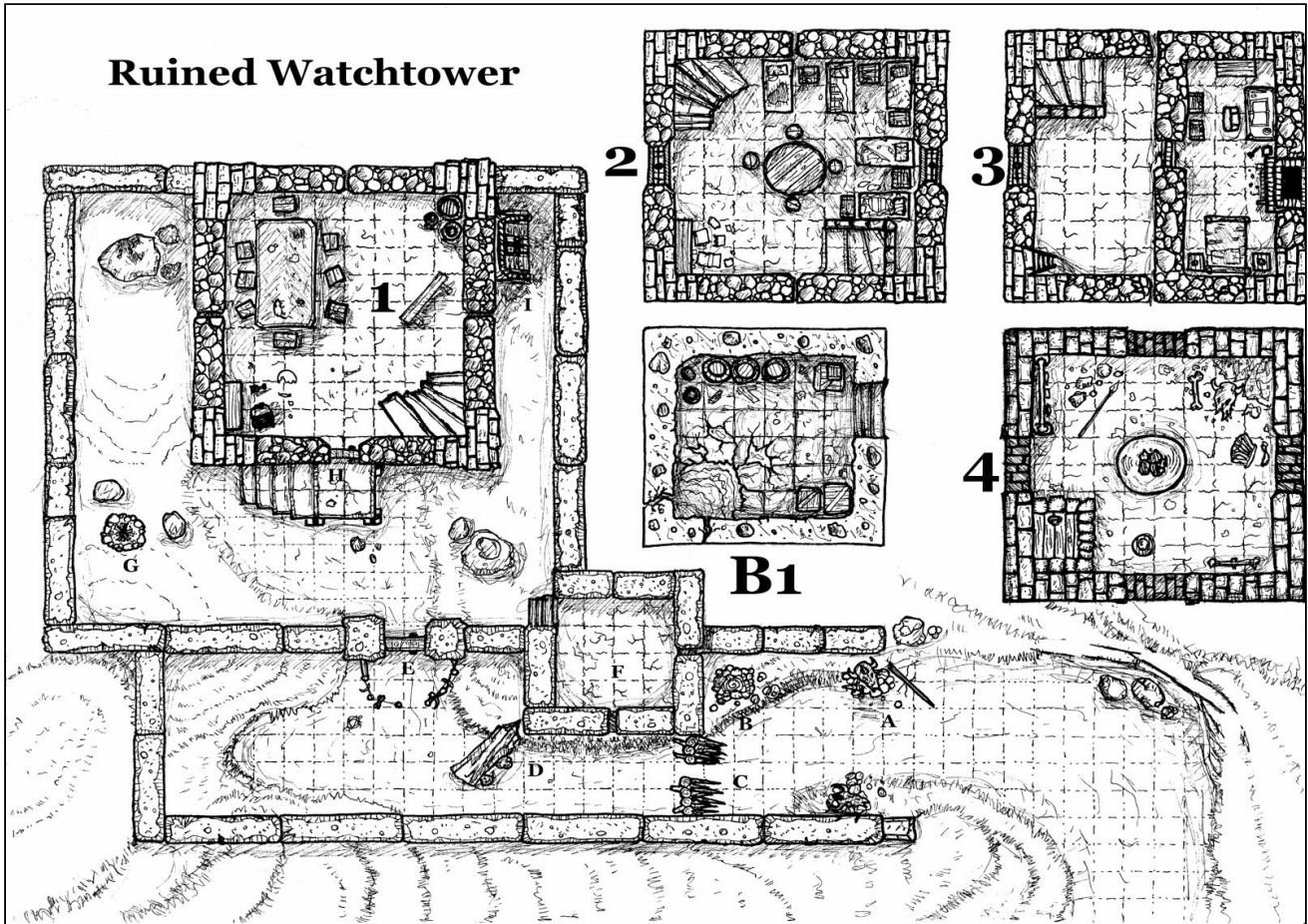
North-west weapon rack. This weapon rack holds six spears and two woodsman axes, which can count as hand-axes though cannot be thrown effectively.

South-east weapon rack. This weapon rack holds two long bows and two short bows as well as two leather quivers, each of which contain ten arrows and have a small hunting knife strapped to the side.

Trapdoor. This is a very heavy trap door. From this side someone with a strength of 15, or more than one person with a combined strength of 15, can open it without difficulty. Otherwise it would be a **moderate** challenge to do so.

Items. Items scattered across the floor include: a shield, a spear, many bones of various sizes, various coins (totallying 3 gold pieces, 12 silver pieces, and 29 copper pieces), and a **difficult** to spot potion of healing.

Treasure. The goblin captain wields a +1 short sword (a broad bladed weapon of an ancient style) and a shield. The spellcasting goblin has a torn piece of parchment, evidently from a spellbook, that contains a spellbook copy of the **burning hands** spell as well as a spell components pouch.



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