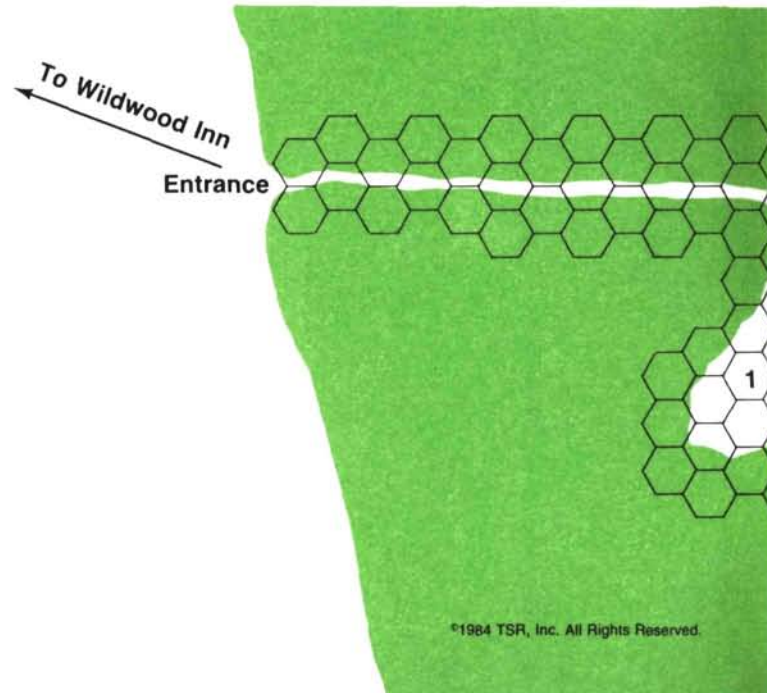


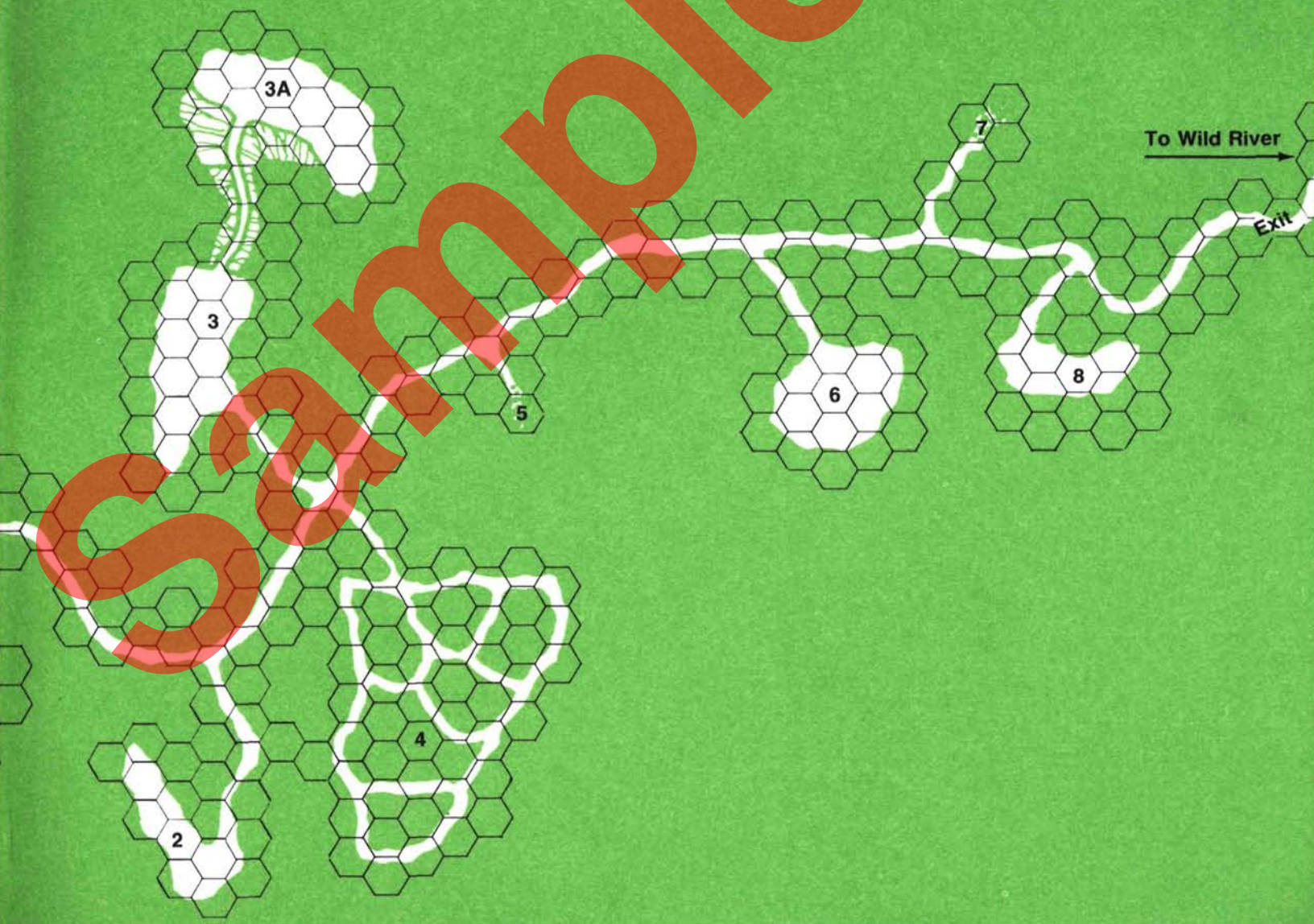
Key

1. The Downs	9. Castle Karn
2. The Brigands	10. The Forest Oracle
2A. The Brigand's Hideout	11. The Bugbears
3. Quiet Lake	12. The Bugbear Camp
4. The Wildwood Inn	13. The Yeti
5. The Horns of the Dragon	13A. The Perytons
6. The Orc Guards	14. The Gypsy Camp
7. The Dyrad Grove	15. Olot's Lair
8. The Worgs	



Tunnel Through the Horns of the Dragon Area 5

Key	
1. Empty Cavern	5. Dead End
2. Dwarven Ruins	6. Underground Lake
3. Empty Cavern	7. Dead End
3A. Mad Dwarf's Cavern	8. Orc Hide-out
4. Honeycomb Maze	



ADVANCED DUNGEONS & DRAGONS®
GAME ADVENTURE N2

the forest oracle

by Carl Smith

Game Adventure for Character Levels 2-4

Only you can save the Downs from the curse!

preface

Seen from the rim of the hill, the vale looks as if a mighty pen has drawn a slash across it. The gentle hillside leading to the valley floor is golden and healthy. The Great Olde Woode beyond the vale rises in autumn splendor. But the land in between. . .

As you move from the golden grass of the hillside to the blighted valley, you hesitate, wary of setting foot on the brown, wispy grass. Nothing moves within the spoiled land ahead: nothing but rotten fruit dropping from the trees. The soil is gray and cracked as if it had not rained for many days. But the rain has often made travel difficult in the past weeks; this is no drought.

This cannot be the Downs.

Long ago, the land prospered under the care of the Druids that lived here. Fruit tree branches hung low, heavy with ripened apples and pears. Sheep, goats, and cows wandered the grassy slopes surrounding the valley.

But when civilization came, the Druids moved into the heart of the Great Olde Woode, possibly across the Wild River. If the Druids were here, they could prevent the crops and animals from dying. They could prevent the wildlife from disappearing.

Help for this land lies somewhere within the dark, ancient forest...with the Forest Oracle of the Druids.

Can you reach them in time to save the Downs?

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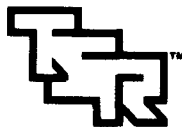
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notes to the dungeon master

The Forest Oracle is an AD&D module for levels 2-4. It is an independent adventure, and not a part of a series. It can be integrated into any existing campaign, or played as a separate adventure to help initiate players into the world of AD&D.

As Dungeon Master, you should read the game adventure thoroughly before playing. Read only the boxed text to the players. The text that is not boxed is for your use and should only be revealed to the players at your discretion.

When players are asked to make dexterity checks, it means that the characters must roll their dexterity or less on 1d20. The effects of the roll are explained in each case.

ABBREVIATIONS USED IN THIS MODULE

The following abbreviations indicate where you may refer to other sources for more information.

DMG = Dungeon Master's Guide
PH = Player's Handbook
MM = Monster Manual I

ABBREVIATIONS USED IN MONSTER STATISTICS

The following abbreviations are used to present NPC and monster statistics.

AC =Armor Class	SD =Special Defense
MV =Movement	S =Strength
HD =Hit Dice	I =Intelligence
hp =hit points	W =Wisdom
#AT =Attacks/round	Con =Constitution
Dmg =Damage	Ch =Charisma
SA =Special Attack	D =Dexterity

WANDERING MONSTERS

Make a die roll every two turns when the party is in the wilderness to determine if they encounter wandering monsters. A 1 on a 1d20 means the party encounters a wandering monster. Roll 1d20 again and consult the Wandering Monster Table to determine which monster the party encounters. The party surprises the monster(s) if the DM rolls a 1 or 2 on a 1d6, there is no surprise if the

DM rolls a 3 or 4, and the monsters surprise the party if the DM rolls a 5 or 6. If the characters wish to look for the monster lairs, they may. Of course, if they look for the lairs, they will have to leave the trail, and may become lost in the woods.

Adjust the number of wandering monsters encountered to the number of player characters. Limit the number of 1 or 2 Hit Die monsters to twice the number of player characters, and 3+ Hit Die monsters to one per player character. The wandering monsters encountered will always attack.

WANDERING MONSTER TABLE

- Giant Ant (1-20): AC 3; MV 18"; HD 2; hp 13 each; #AT 1; Dmg 1-6 [mandibles]; SA Warriors have poison sting; SD None
- Baboon(s) (10-20): AC 7; MV 12"; HD 1+1; hp 7 each; #AT 1; Dmg 1-4 [bite]; SA None; SD Climbing
- Bears [Black] (1-3): AC 7; MV 12"; HD 3+3; hp 14 each; #AT 3; Dmg 1-3/1-3/1-6 [claw/claw/hug]; SA Bearhug for 2-8 pts.; SD None
- Boar [Wild] (1-6): AC 7; MV 15"; HD 3+3; hp 12 each; #AT 1; Dmg 3-12 [bite]; SA None; SD None
- Centipedes [Giant] (2-12): AC 9; MV 15"; HD 1/4; hp 2 each; #AT 1; Dmg None, SA Poison, SD None
- Dogs [Wild] (4-8): AC 7; MV 15"; HD 1+1; hp 8 each; #AT 1; Dmg 1-4 [bite]; SA None; SD None
- Frogs [Killer] (3-9): AC 8; MV 6"/12"; HD 1+4; hp 10 each; #AT 3; Dmg 1-2/1-2/2-5 [talons/talons/teeth]; SA Use both talons and teeth in attack; SD None
- Gnolls (4-8): AC 5; MV 9"; HD 2; hp 12 each; #AT 1; Dmg 2-8 [sword]; SA None; SD None
- Harpies (2-4): AC 7; MV 6"/15"; HD 3; hp 15 each; #AT 3; Dmg 1-3/1-3/1-6 [claw/claw/club]; SA Singing and Charm; SD None

- Hyenas (2-6): AC 7; MV 12"; HD 3; hp 12 each; #AT 1; Dmg 2-8 [bite]; SA None; SD None
- Kobolds (10-40): AC 7; MV 6"; HD 1/2; hp 3 each; #AT 1; Dmg 1-4 [sword]; SA None; SD None
- Lizard [Giant] (2-4): AC 5; MV 15"; HD 3+1; hp 15 each; #AT 1; Dmg 1-8 [bite]; SA A to hit roll of 20 results in doubling victim's damage; SD None
- Lizard Man (6-12): AC 5; MV 6"/12"; HD 2+1; hp 12 each; #AT 3; Dmg 1-2/1-2/1-8 [claw/claw/club]; SA Attempt to ambush humans; SD None
- Men [Cavemen] (10-20): AC 8; MV 12"; HD 1; hp 5 each; #AT 1; Dmg 1-6 [club]; SA None; SD None
- Orc (10-20): AC 6; MV 9"; HD 1; hp 6 each; #AT 1; Dmg 1-8 [sword]; SA None; SD None
- Rat [Giant] (5-20): AC 7; MV 12"/6"; HD 1/2; hp 3 each; #AT 1; Dmg 1-3 [bite]; SA Disease; SD None
- Satyrs (2-4): AC 5; MV 18"; HD 5; hp 21 each; #AT 1; Dmg 2-8 [butt]; SA Butts with sharp horns or 20% chance to play pipes and *charm/sleep* a character and rob him of choice items; SD Surprised only on a 1
- Skeletons (3-10): AC 7; MV 12"; HD 1; hp 6 each; #AT 1; Dmg 1-6 [spear]; SA None; SD One-half damage from sharp-edged weapons
- Tigers (1-2): AC 6; MV 12"; HD 5+5; hp 27 each; #AT 3; Dmg 2-5/2-5/1-10 [claw/claw/bite]; SA Rear Claws for 2-8/2-8; SD Surprise only on a 1
- Wolves [Common] (2-10): AC 7; MV 18"; HD 2+2; hp 14 each; #AT 1; Dmg 2-5 [bite]; SA None; SD None

TRAVEL TIME

A man on foot can travel 20 miles a day, about 2 miles an hour. Each hex is two miles across, so ten hexes may be travelled a day. On horseback a man can travel 40 miles a day or 20 hexes. However, men must dismount and lead the horses through the mountain tunnel.



A♦ into the greate olde woode

1. THE OPENING SCENE (Map of The Greate Olde Woode, Area 1)

The sun is setting as you approach the Downs, a hidden vale farmers claimed from the wilderness long ago. All does not appear well here. The fading light of day cannot disguise the curled and withered leaves hanging lifelessly from the trees. Rotted fruit rests upon the ground, blackened and soft. The dry, brittle grass breaks underfoot. The Downs has never been like this. Something is terribly wrong.

Beyond the dying trees lies a familiar sight, The Happy Farmer Tavern. Perhaps the tavern-keeper can explain what is happening to the Downs. If nothing else, a good meal and a rest will be welcome relief.