

This Old Mill

A Basic Fantasy Role-Playing Game Adventure
For 3 to 4 Player Characters, Levels 1 to 3

~ Made for the Magic Duck Pond ~

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This Old Mill

Release 2

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Introduction

The once-proud watermill that once turned the river's flow into flour for the town now stands as a crumbling relic on the outskirts. Every year the structure becomes a haven for vermin, rot, and worse, creatures that creep out of the damp shadows when the floodwaters rise. In recent months the town guard, weary of endless clean-ups and growing uneasy about the increasing danger, have formally refused to tackle the infestation again. Desperate to protect the settlement and keep the river's course clear, they've posted a modest bounty for anyone brave enough to purge the mill and make it safe once more.

The townsfolk whisper that the mill hides something far more sinister than ordinary vermin. Old fishermen speak of a foul, rotting odor that drifts downstream on still evenings, a stench so thick it makes the eyes water and the stomach churn. A retired guard recalls seeing a blackened, oozing mass seeping from cracks in the stone, pulsing with a slow, sickening rhythm, as if some putrid creature were breathing beneath the floorboards. Those who have dared to linger near the structure report hearing low, guttural gurgles echoing from the depths, and spotting shadowy silhouettes slipping in and out of the darkness, leaving behind trails of slime.

"You heard what they say? That old mill's not just full of rats, there's a black, festering

thing oozing out of the walls, and the stink... it's like something died down there and never got buried. Folks swear the water's turning sour, and anyone who goes in comes back with a taste of rot on their tongue. If you're looking for coin, the guard's paying good money to get rid of it. Just don't let that foul smell follow you home."

If the party presses the locals for details, they'll learn that the source of the stench is believed to be an ancient, corrupted entity that has taken root in the mill's heart; a vile, sentient blight that feeds on decay and spreads its filth throughout the surrounding fields. Uncovering its nature could turn a simple cleanup into a desperate battle against an ever-spreading corruption that threatens to poison the entire valley.

Now, our party finds itself on the narrow, winding path that leads through a soggy, mud-splattered field toward the mill's sagging silhouette. The river's edge laps nearby, its mist rising in thin ribbons that cling to the overgrown weeds. The roof, warped by years of neglect, hangs low like a tired sigh, while the timbered walls lean inward, threatening to collapse at any moment. The air is heavy with the smell of damp wood and the faint, unsettling rustle of unseen creatures stirring within.

If you might be a player in this adventure, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!

Background

The old water-mill on the river's edge has long been a seasonal nuisance. Its wooden wheel creaks on a series of three stacked floors, each roughly ten feet high, and the only illumination comes from shafts of daylight that pierce the cracked walls and sagging roof. The building is perpetually damp, the timbers swollen with moisture, and the stonework slick with moss; conditions that make fire virtually impossible.

What the townsfolk do not know is that the mill has become the lair of **Misty Gnatts**, a cunning Level 3 Human Magic-User who styles herself a "witch" and seeks to poison the barony and return the land to untamed wilderness. Misty has cultivated a rare, sentient fungus she calls **Witch Mold** in the lower levels of the mill. The mold acts as both an alarm system and a psychological weapon: when a creature draws near, the mold erupts in a cloud of spores that induce vivid, terrifying visions of monsters.

Every Fall the mill attracts a Swarm of Insects; a natural phenomenon that usually disperses harmlessly. This year, however, Misty's foul concoctions have amplified the swarm's potency. The insects now carry the same acrid, putrid odor that emanates from the mold, and their numbers are enough to overwhelm the town guard, who lack the stamina, and the morale, to face such a blight. The guard therefore offers a modest bounty, hoping a band of adventurers will clear the mill, destroy the mold, and put an end to Misty's schemes.

Hidden behind a collapsed wall of the basement is a cramped burrow that Misty has fortified with salvaged boards and a few rusted iron brackets. In the center of the alcove sits a large, iron-bound cauldron that bubbles constantly with a thick, oily green liquid. The potion is a concoction Misty has been brewing for months, mixing the corrosive essence of Witch Mold with a volatile blend of swamp-derived toxins, powdered nightshade, and a fragment of the river's own stagnant water. The mixture emits a faint phosphorescent glow and a nauseating, sweet-rotting odor that seems to seep into the stone itself.

Misty intends to dump the cauldron's contents into the river. Once the polluted water flows downstream, the toxin will spread through the town's wells, farms, and irrigation channels, turning the fertile valley into a poisoned wasteland. Her ultimate aim is two-fold:

By wiping out the settled population, the land will revert to the untamed wilds she believes belong there. The river, once a conduit for commerce and civilization, will become a toxic barrier that discourages rebuilding and forces people to abandon the barony.

Misty harbors a deep grudge against the baronial authorities who expelled her family from their ancestral homestead when she was a child. The guards' refusal to clean the mill was the final insult; she sees the poisoning as poetic justice, an opportunity to watch the very people who dismissed her suffer the consequences of their own neglect.

GM Notes

- The inside of the Mill is dark at night and dim during the day.
- Each floor is 10ft high.
- The damp wooden structure won't burn easy.

Witch Mold. A black moldy growth that quickly expands. Wet and soggy thriving in the darkness. It can be destroyed with Holy water or fire.

The Mold will release spores if a character gets within 5' of it triggering a save **Vs Dragon Breath**. On a failed save the character instantly becomes more paranoid, their heat rate rises and starts to sweat more. The first sign take hold after two rounds when they start to see tentacle like monsters in the shadows. After another five rounds they become confused unable to discern what is real and what isn't. The affect last a full day unless cured with magic.

A character suffering the full affects faces a -2 to all attacks.

Misty Gnatt's Story and Goals

Misty is the daughter to the family that once worked the mill. She drew the swarms to the mill with her experiments making life for the rest of her family impossible. Due to suspicions of the family being thieves the locals offered no help during the crisis causing her to lose her whole family. She now wants revenge and will get it through the only way she knows how.

How has she not been found yet?

In past clearings of the mill most never enter the lower levels believing it to be ruined beyond habitation for both human or beast. The local guards also tend to never do a full job clearing the mill only culling what is needed.

What is she planing?

She is in the final stages of brewing a powerful potion, the potion of plagus. With this she intends to use the blood of the next party to clear the mill and flood the river with it. Killing the people she feels wronged her.

How will she react to the party?

If she is alerted of them she awaits in the lower levels hoping the swarms and familiars upstairs will deal with them keeping herself out of harms way. However if this fails and they begin to enter the lower levels she will use all her magic to eliminate them as quickly as possible and if she starts to lose the battle will destroy the supports.

If she is unaware of them she continues her work in the lower levels and if the party enter her lair she will try to misguide them, offering them her services as a alchemist or seer hoping to get them into a position to ambush them.

Where does Grody Gnatts Fit in?

Grody, Misty's brother, is aware of all the families crimes and is horrified at his sisters plan, but has no way in his current form to stop her. It is his sister that is binding him as a sector. He wants the party to save the town from her actions and hopeful not harm her, but

he knows here death will be the only way to put his spirit to rest. If the wrath in his sprit can be calmed he will try to assist the party.

Mr. & Ms. Gnatt's Legacy

Both part of a secret society akin to a thieves guild they used the mill as a front and a safe house for members of their group. They used the lower levels of the mill as a meeting room for the society and offered a fence for stolen goods. The latest stolen goods have all been stolen from the local Barron who has been seeking their return since.

Approaching the Mill

The grounds around the mill are wet and boggy full of overgrown pond weed and bracken grasses.

"The ancient watermill looms ahead, its broken silhouette half-swallowed by the mist rising from the river. Moss clings to the warped timbers, and the roof sags like a tired beast, threatening to give way at any moment. From the darkness beneath the eaves, a soft, skittering sound echoes—tiny claws scratching against rotting wood. The ground beneath your boots is slick with mud, and the scent of damp decay hangs thick in the air, urging you forward into the looming gloom."

Hidden in the Grass is a wet bag of finger bones with slugs creeping over them. One of the bones still has a brass ring worth 10 gold.

The Mill is Sinking into the ground in part due to its age however a dwarf in the party could quickly work out that something has dug out under the mill causing it to sink into the mud faster. Giving the party a +2 to detect the secret entrance in area 6.

Animals stay away, if there is a druid, ranger or a character who is slightly more observant they will quickly note that most animals keep away from the ruins. All except insects that is.

If the characters come to the mill at night there are three Twig blights hidden in the grass watching them. They will set up an ambush

ready for when the party leave. If **Misty Gnatts** is killed the Blights will also be destroyed.

3 Twig Blights AC 12, HD ½, #At 1 Thorns, Dam 1d4, Mv 20', Sv NM, ML 6, XP 10 ea.

2 □□ 1 □
2 □□

There are three entrances into the mill;

A. The Main Door

Atop some stone steps leading into the first floor of the mill is a rotting wood door, slightly ajar.

Secret Brick on the first step is loose, shifting it uncovers a small bag of 50 gold.

The Main Door leads into area 1, the main room of the mill, all though the door is slightly open there are hanging bone charms on the other side acting rudimentary alarm.

A1. Broken Wall

By the rivers edge the corner of the foundation has started to give way, water is slowly trickling into the building. With some effort a character could clear the last of the bricks to make a hole large enough for the characters.

1 Rot Grub: AC 10, HD 0+1, #At 1 Bite Dam Special, Mv 5', Sv F1, ML 12, XP 10 ea.

A Rot Grub hides in the wall and, if not surprised, will bite and burrow into the character clearing the hole. It can be spotted wriggling in the grout if players look first.

The Hole will lead into area 6, the Basement.

A2. Old Winch

On the top level an old rope and witch hangs down. Once used to haul grain up to the hopper of the mill. While the rope is old a brave character could climb up. The rope will snap if the character fails to climb it or when they reach the ledge.

At the top, is a small platform around 1' with a hatch that leads into area 5, the Hopper Room.

Upon Entering The Mill

Once the characters have entered the mill the pungent sent becomes overwhelming, nauseating them for one round unless they can make a save Vs Death.

The moment you step through into the mill, a wave of fetid, cloying stench crashes over you like a living thing. The air is thick with the sour rot of decaying wood, the metallic tang of spoiled water, and a sickly, green-black vapor that seems to coil around your throat. It burns your nostrils, makes your eyes water, and a sudden wave of nausea rises in your stomach, threatening to spill its contents.

Characters that fail the save face a -2 to all rolls until they recover, after 10 minutes have passed.

If at any point during the adventure inside the mill Misty becomes aware of the party, Clerics and Magic-Users will instinctively sense something wrong within the structure, as if someone or something is watching them.

Wandering Monsters

The Wandering monsters have made the old mill their home, they will be lurking with in, coming and going as needed. Since most of them are nocturnal dungeon masters should make the random encounter roll at a 2-in-6 at night and a 1-in-6 during the day.

1. 1D8 Rust Bug: AC 13, HD ½, #At 1 Bite, Dam 1d4 + Rust, Mv 20', Sv NM, ML 7, XP 13 ea.

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4	□□□□	3	□□□
2	□□	3	□□□
4	□□□□	3	□□□

2. 1D4 Giant Rat: AC 13, HD ½, #At 1 Bite Dam 1D6 + Disease, Mv 40', Sv F1, XP 13 ea.

2	□□	4	□□□□
4	□□□□	3	□□□

3. **1D10 Rat:** AC 11, HD 0+1, #At 1 Bite Dam 1 + Disease, Mv 20', Sv NM, ML 6, XP 1 ea.
10 □□□□□ □□□□□
4. **1D2 Insect Swarm:** AC 0 (Immune), HD 2, #At 1 Swarm Dam 1 (2 Vs Unarmored), Mv 10' Fly 20', Sv F1, ML 11, XP 100 ea.
9 □□□□□ □□□□
10 □□□□□ □□□□□
5. **1D4 Stirge:** AC 13, HD 1, #At 1 Bite Dam 1D4 + Drain, Mv 10' Fly 10', Sv F1, ML 9, XP 37 ea.
2 □□ 3 □□□
5 □□□□ 3 □□□
6. **1 Drop Spider:** AC 13, HD 2, #At 1 Bite Dam 1D8 + Poison, Mv , Sv F2, ML 7, XP 100 ea.
12 □□□□□ □□□□□ □□
7. **1D8 Bats:** AC 14, HD 1, #At 1 Dam D4, Mv 30' Fly 60', Sv NM, ML 6, XP 10 ea.
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4 □□□□ 3 □□□
2 □□ 3 □□□
4 □□□□ 3 □□□
8. **1D4 Giant Centipede:** AC10, HD ½, #At 1 Bite Dam 1D6 + Poison, Mv 20', Sv NM, ML 7, XP 6.
2 □□ 4 □□□□
4 □□□□ 3 □□□

First Floor

1. Main Room

The A1 entrance to this room has bone charms dangling down to act as an alarm for any occupants in the room. Assuming the characters don't kick the door down it's easy to avoid.

A stale, metallic scent hangs in the air, mingling with the faint, sweet odor of old grain. From the high wooden beams a lone wooden shoot hangs over a rough wooden barrel, dripping dirty water slowly into the barrel below.

The main room is dusty and old with a lingering heavy sent. Hanging in the air are spores of the witch mold, not enough to cause the affect but enough to notice.

Hanging down from the wooden ceiling is a shoot that drops into a wooden box. This is the drop box for the crushed grain. A large witch mold growth dripping down into the room. If a player gets close, within 5', the mold will launch enough spores to make the area toxic.

Burred under old rotten grain inside the barrel is a small burlap sack containing **150 silver and 10 gold**.

There are three doors in this room, one leads to the Threshing Room, area 2, and is none descriptive wooden door. However the door leading to the Sack Room, area 3, has a parchment nailed to it. This is a **Protection form Good** spell scroll.

Another exit to this room leans against the south wall, a old wooden ladder leading upwards towards the Grind Stone in area 4.

2. Threshing Room (Skavv's Nest)

This room was used as a threshing room when the mill was in use. The ground is covered in old barley stalks and a sticky rotted substance.

Dusty threshing chamber littered with barley stalks and sticky rot, a giant rat nursing six vermin. The larger rodent is wearing brass clasps on it's paws.

This room is also the lair of **Skavv** a giant rat who is the pet and familiar of **Misty Gnatts**. Skavv is nursing a swarm of rats. Skavv has **four brass clasps** around her feet, each clasp worth around 80 gold. A attentive magic-user could notice that the claps have a binding and summoning spell upon them.

1 Skavv (Giant Rat): AC 13, HD ½, #At 1 Bite
Dam 1D6 + Disease, Mv 40', Sv F1, XP 13
ea.

4 □□□□

6 Rats: AC 11, HD 0+1, #At 1 Bite Dam 1 +
Disease, Mv 20', Sv NM, ML 6, XP 1 ea.

6 □□□□□□

If the characters defeat Skavv she will disintegrate into a moldy mass, followed by a loud crash from the floor below.

3. Sack Room

The wooden door opens out in to a long room, on the north wall a empty window looks out over the river letting the light illuminate the dust. Stacks against the same wall are mounds of old burlap sacks. Hidden in the pile of sacks is a glass vial, a **potion of light**, the potion won't activate until it's set in sunlight.

In this room are two open door ways, one leads to the landing, 3A. The other leads to a tool storage, 3B. The last door is locked shut, as if barred from the other side.

3A. Landing

This small room has a small hole in the floor and ladder leading down into the lower levels into 6A. Living on the ladder is a swarm of insects that will emerge for three turns before scattering.

1 Insect Swarm: AC 0 (Immune), HD 2, #At 1
Swarm Dam 1 (2 Vs Unarmored), Mv 10' Fly
20', Sv F1, ML 11, XP 100 ea.

5 □□□□□

3B. Tool Storage

Inside this small room are sets of old tools. Pitchfork (as spear), box of wood working tools worth 20 gold, and five large wooden gears worth 10 gold each.

Hidden in the box of wood working tools is a twisted branch, this branch is a **Wand of Swarms**.

3C. Workshop

As soon as the locked door is opened a heavy barricade shifts and the witch mold within the

room sets out spores. Making the room a horrific space. Decaying rot of what may have once been a workshop.

It's clear this room was fortified for some reason. An old table blocks off access to the next room, Storage area 3D.

Hanging on a back wall are a set of well loved **chisels** worth 20 gold for the whole set. Hidden in a locked box against the north west wall is a small box containing; **3 signet rings** worth 100 gold each, two of the rings have the families crest, a grasping hand, where as the other is the local lords signet ring stolen some time ago. Their is also a small **Quarts** gemstone worth 10 gold, and **14 Gold, 42 Silver, 78 Copper**.

3D. Storage

The mold is most concentrated here, upon inspection characters may see two skeleton remains burred in the damp growths. The mold will animate the skeletons and attack only the characters if they try to take the locked box in 3C.

2 Skeletons: AC 13, HD 1, #At 1 Claw Dam 1D6,
Mv 40', Sv F1, ML 12, XP 25 ea.

4 □□□□ 5 □□□□□

The Skeletons are the remains of **Misty Gnatts'** family who were left abandoned the first time the swarms appeared. An unsent letter mentions a child who they hope escaped.

Both skeletons have a single gold undecorated band on their finger each one is worth 100 gold.

Second Floor

4. Grind Stone

This room is the same size and connects directly to the shoot in the main room. Atop the shoot is a large stone grind stone coated in witch mold. If the grind stone can be removed it could be sold for 300 gold however, it's weight is 200lb. Above the grind stone is a funnel that connects to the hopper upstairs in area 5. A player who investigates will hear a buzzing sound from within the hopper.

In addition to the ladder down into the main room there are two exits to this room. A Wood door leads into the living quarters in area 4A and broken ladder leads upstairs into area 5.

Resting in the center of this space is a massive stone grindstone slick with mold. The 200-lb stone rests beneath a rusted metal funnel. A sturdy ladder drops back down to the main floor, while a wooden door leads of to the side. Lurking in the corner, hidden in the shadow is broken ladder ascends upwards.

4A. Living Quarters

This room is home to a powerful monster that hold a mass of treasure and information relating to the quest. Only a highly equipped party may manage to get through this encounter.

The cramped chamber is strewn with a shattered bedframe and splintered furniture, the air heavy with the smell of old ash. Scattered among the debris lie modest trinkets; a copper cup, a decorative basin, a leather belt. While a locked jewelry box rests atop a dresser and a battered chest lies beneath the ruined mattress

This small room holds a ruined bed and several old and broken furnishings. If the characters force the door open or don't move with caution the door will knock a table smashing an urn and scattering ashes on the ground.

A cracked vase teeters on a rickety table and spills over hurling its powdery contents toward them, scattering cold ash across the floor. From the gloom a pale, flickering form drifts from the ash.

1 Specter: AC 17(M), HD 6, #At 1 Drain 2-levels, Mv Fly 100', Sv 6, ML 11, XP 610.4

18 □□□□ □□□□ □□□□ □□□

The Specter is **Grody Gnatts**, Misty's younger brother who died when the mill was infested. He knows of Misty's plans but is currently full with rage, if the specter is turned or persuaded he will tell the party what is going on here.

Grody is bound to the ashes and can't leave 50' of them.

Scattered throughout this room is scattering of gold coins totaling **20gp** and a scattering of jewels and gems;

- **Atop the dresser**, is a locked jewelry box containing: Two 50gp pearl earrings, one 100gp necklace, and one 50gp locket, the locket has a picture of the whole family inside. (250gp total.)
- **Under the bed** is a locked chest, the chest has a poison pin trap and can only be opened by placing the families signet ring in the slot on the lid. inside is a small diamond worth 500gp, a medal worth 10gp and a 500gp decorated chain. (Totaling 1,010gp.)
- **Throughout the room** the party can find a metallic cup worth 10gp, a decorative basin worth 10gp and a 10gp leather belt. (Totaling 30gp.)

The total value of all treasure in this area is 1,310gp.

Truth behind the treasure is that it's all stolen, some items could be traced back to the local lord! Misty Gnat's family were members of the local thieves guild before their fall. Misty is unaware of this fact.

Third Floor

5. Hopper Room

This room is the top floor of the mill's main structure, the roof is broken open and daylight or moon light beams through. If the party enter here during the day a swarm of bat's will be resting in the old rafters around 12' up.

6 Bats: AC 14, HD 1, #At 1 Dam D4, Mv 30' Fly 60', Sv NM, ML 6, XP 10 ea.

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4	□□□□	3	□□□
2	□□	3	□□□

If woken up the bats will swarm and attack the party for two round before scattering.

Located in the top along side where the bats would nest is a birds nest, during daylight it's easy to spot the glinting gold and treasure within. If a character can climb or knock the nest down up they find 350SP and 125GP.

At the center of this room is a large metallic hopper leading downwards towards the grind stone bellow. However it's blocked with a wasps nest. On inspection it looks like someone pushed this nest downwards rather than it forming natural. If the nest is broken open the party will find a jar of newts worth 50gp and an Insect swarm.

1 Insect Swarm: AC 0 (Immune), HD 2, #At 1
Swarm Dam 1 (2 Vs Unarmored), Mv 10' Fly 20',
Sv F1, ML 11, XP 100 ea.

9 □□□□ □□□□

The swarm will scatter after a round of combat.

Basement Floor

6. Foundation

This damp lower level has sunken down bellow the dirt. The north east wall is broken down and open to the outside, area A1, a steady flow of water streams into this area and seeps under the wall where the hidden door is.

Swimming in the water that has pooled in this area are a set three of rot grubs, this also includes the one luring in area A1 if it didn't attack.

3 Rot Grub: AC 10, HD 0+1, #At 1 Bite Dam Special, Mv 5', Sv F1, ML 12, XP 10 ea.

This chamber is a dank, sunken pit beneath the earth, its walls slick with seepage. From the broken northeast wall a steady stream pours in, flooding the floor and feeding a shallow pool. The northwest corner sinks deepest, cloaked by a ruined tapestry depicting a somber family of four. Along the south-west wall, five water-splashed oil paintings lean crookedly. The largest shows the entire family.

The whole room has sunk towards the north west, in the corner at the lowest point the wall

is covered by an old and ruined tapestry. The tapestry depicts a family of four in dark clothing, in the center is a family crest with an grasping hand icon in the center. At the base of the tapestry is a set of pictograms, the pictograms are in thieves cant meaning allies and sanctuary. Behind the tapestry it looks like a beast or person has made a burrow leading downwards.

The tapestry in this room is worth 1,000gp and can also be used as a clue to lead the party towards the thieves guild or other secrete society.

Resting on the south western wall and damaged by the water is a set of five oil paintings. The lower portion of each one is fully ruined. The largest painting depicts the whole Gnatt family, however the eyes of the mother and father have been crossed out and the face of the son is scorched, the daughter remains untouched. This larger panting is worth 500gp.

The other four panting would be individual panting of each family member, however the son and daughter panting are missing leaving just the frames and one has been burnt leaving only a ruined frame, both the empty and ruined frames are worth 30gp each.

Another doesn't depict anyone in the family but is a panting of a skeleton and a cauldron behind them, worth 150gp. If this painting is destroyed Misty will take 1D6 damage and cry out in pain, giving away her lair and the secret entrance to the burrows.

The last painting is a one of the father decorated in a dark purple and red garb with a signet ring depicting the same grasping hand from the tapestry, this painting is worth 200gp.

6A. Landing

This small room is full of insects and creeping bugs, if the party has a light they will part away luring in the darkest parts. The ladder to the upper level sits next to a swollen door oozing wet. The door is stuck and will need to be forced open. Doing so will flood the room and kill all the insects here, this in turn will alert Misty Gnats to the party.

7. Burrows

The borrows network changes from the rest of the mill, all terrain here is difficult due to the unevenness and tight spaces. Each of the main chambers have a wooden support in the center, the last thing sill holding the mill above up. If two of the supports are destroyed the burrows and the mill will collapse into a pile of rubble trapping all inside.

3 Wooden Support: AC 7, HD 0+10.

7 10 □□□□ □□□□

7A 10 □□□□ □□□□

7B 10 □□□□ □□□□

The passage narrows into a cramped, uneven tunnel where every step feels treacherous; loose stones, jagged beams, and tight squeezes turn the floor into difficult terrain.

The opening to the first chamber has hanging bones, just like the door at the main entrance, if the party has light they will see it otherwise they will walk right into it alerting Misty.

If Misty is alerted to the parties attack she will ambush the party here using the darkness to her advantage using hit and run blasts of magic and summoning her familiar, Skavv if the party didn't take the bracelets of him in room 2.

If Misty is not alerted she will be in one of the side burrows, 7A or 7B and more likely to be surprised at the parties incursion.

Misty Gnatts: AC12, HD 3, #At1 Dagger Dam 1D4 Wand of Spores 1D6 + Poison, XP 145, Spell List: 1 Hold Person, 1 Darkness, 2 Mirror Image.

9 □□□□ □□□□

Skavv (Giant Rat): AC 13, HD ½, #At 1 Bite Dam 1D6 + Disease, Mv 40', Sv F1, XP 13.

4 □□□□

The main chamber splits off in two directions, a passage leading south towards 7A and another to the west leading to 7B.

7A. Misty's Sleeping Quarters

This chamber is atop a slight incline meaning the flood water doesn't run into it. A small bed roll lays flat on the ground next to a small wax candle.

A moldy sack sits at the back wall containing 2 Potions of Health (1D4) each worth 50GP, a jar of acid worth 50GP and a wand of Flames. If Misty is not alerted to the characters she will also leave here spellbook here.

Hidden at the other side of the chamber is a crystal ball worth 200GP, however this ball is cursed and bestowed nightmares to whoever touches it.

7B. Misty Gnatt's Lair

This chamber is the lowest part of the burrows, flooded with walls slick with witch mold. In the middle of this room is a raised stone with a burning fire atop, then atop that is a bubbling cauldron. The cauldron is full with a thick green and black fluid, with unknown objects floating within. This is an incomplete potion of plague all that is needed is blood. The cauldron and the potion within can be sold for 1,500GP, or just 500 if the continence is lost.

At the back wall of this chamber is a scattering of alchemist tools, all of them marked with an icon form a local herbalist and a coin pouch containing 160gp. Craved into the stone is a alcove hidden inside are two potions, Gaseous Form and Fire Resistances.

Ending the Adventure

After clearing out the old mill the characters should have a few different leads for following missions in their local area:

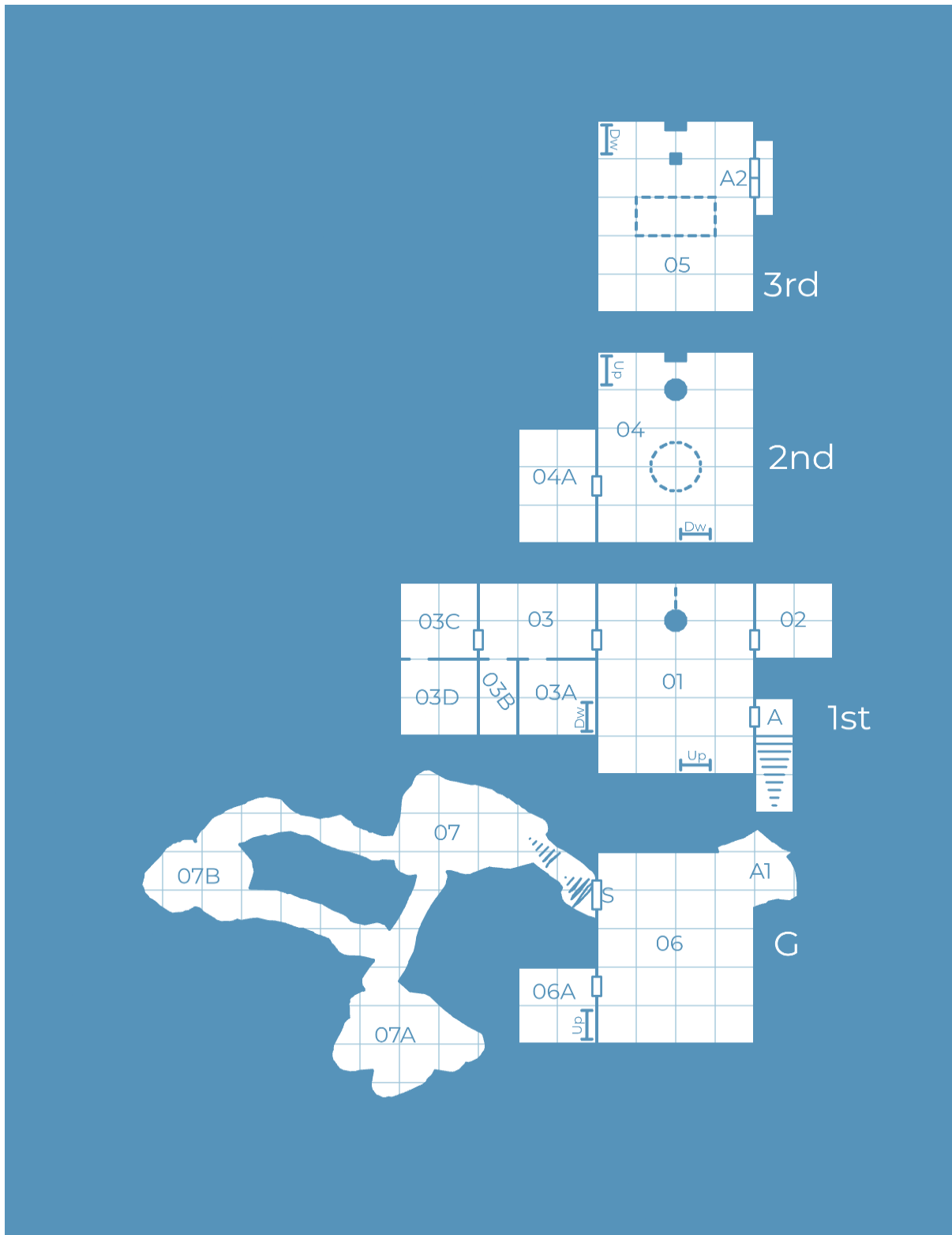
- Selling the stolen goods will labeling them as thieves making them of interest to the Barron.
- Connections and clues leading to a secret society within the town.

- If Misty's Potion of Plagus was used the next few days the town will begin to feel ill, a honorific plague will take over and the party will need to work to bring healers and help find a cure.

In addition to this they may have found an ally in the form of a specter who could tell them about the past of the town and it's secrets.

If they found all the gold they will also have enough to be halfway to their first level!

The Old Mill



10' scale