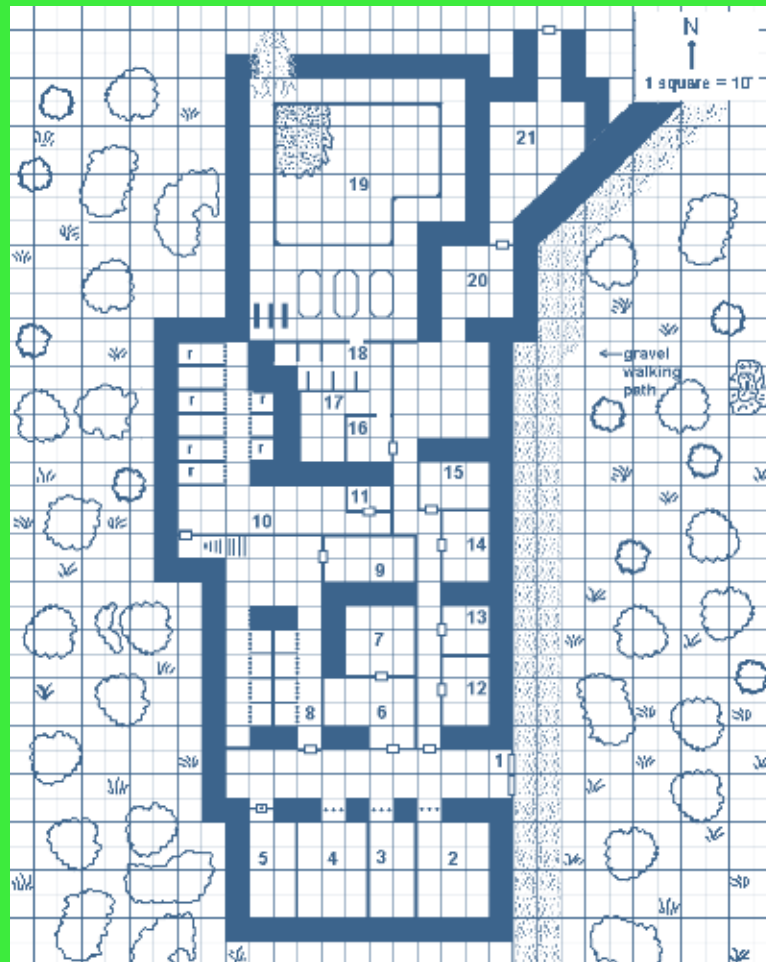


Adventure Module

# Lair Collection I

A Basic Fantasy Role-Playing Game Adventure

For Characters of Levels 1 to 3



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Release 1

Adventure Module

# Lair Collection I

## A Basic Fantasy Role-Playing Game Adventure

For Characters of Levels 3 to 6

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**1<sup>st</sup> Edition (Release 1)**

**Credits:**

Editing:  
Artwork:

## Introduction

A collection of simple lair-like adventures with blue maps like those used in some early adventure modules. One aspect of this style of map is that the tunnels and room walls are often drawn uneven (crooked) on purpose -- the monsters who dug them out did a poor job and didn't lay everything out on a nice neat grid (anyone who doesn't like that need only use a ruler and ink pen/marker to straighten things up).

These adventures are for the GM who revels in describing settings as whimsy hits them, adding their own details and ideas for variety. Some of them are bare bones. The GM doesn't have to wade through text to find out what is going on; instead, they make up what is going on. For example, the tunnels can be one of many different general lay-outs, like these (which are just examples):

- \* Hard packed earth and stone, reinforced by large wooden beams where need be.
- \* Solid stone, crumbling and flaking off in places.
- \* Large or small stone blocks.
- \* Damp, with constant dripping on occasion.
- \* Weathered out by natural erosion, such as from old rivers now diverted elsewhere.
- \* Lava tunnels, left after lava cooled.
- \* A mixture of the above, changing by location.

These settings are generic: they can be used for anywhere as needed. Some details are suggested, but ultimately the GM must go through and decide on suitable treasures, traps and other details as fits their game world.

The Wandering Monster list is mostly blank with some spaces for the GM to flesh it out if desired. The Adventure Summary is a place where the GM can summarize the basic features of the adventure after they have fleshed it out.

All maps use the basic 1 square = 10' scale and are oriented with North at the top of the page. Of course, the GM can re-orient them in any direction.

### NOTES

Rules can differ subtly -- if you are using this with a different rules set, acquire a copy of the Basic Fantasy Role-Playing Game Rules to refer to. As a quick reference, some of the abbreviations used are:

GM = Game Master

AC = armor class;

HD = Hit Die (Dice)

#AT = number of attacks

Dam = damage

MV = movement

Sv = saving throw or save as or save; "C" cleric,

"F" = fighter, "M" = "Magic User", "T" thief

MI = Morale

cp = copper pieces

gp = gold pieces

sp = silver pieces

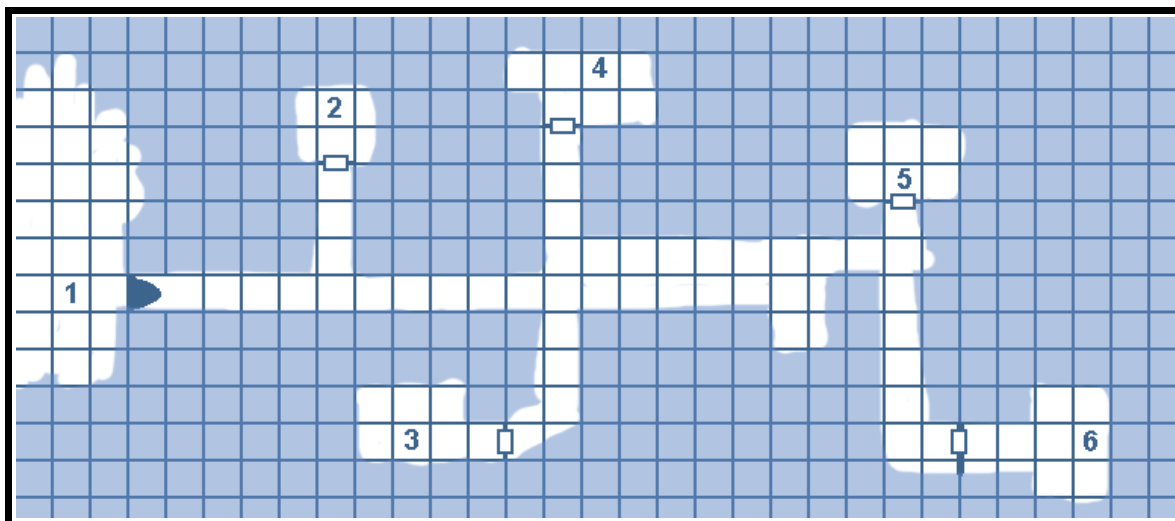
ep = electrum pieces

pp = platinum pieces

## Table of Contents

Lair 1 Bandit Lair.....	5	Lair 9 Kobold Lair.....	31
Lair 2 Bugbear Lair.....	7	Lair 10 Kobold Lair.....	33
Lair 3 Gnoll Lair: Four Entrances.....	9	Lair 11 Lizardman Lair.....	35
Lair 4 Gnolls at Arena.....	12	Lair 12 Orcs (Drunks).....	38
Lair 5 Goblin Lair (Escape Tunnel).....	18	Lair 13 Orcs and Hobgoblins.....	41
Lair 6 Goblin Lair (With Escape Ladder).....	21	Lair 14 Orcs and Ogre.....	43
Lair 7 Hobgoblin Lair (Old Dwarf Temple).....	24	Lair 15 Tunnel Through Mountain.....	45
Lair 8 Hobgoblin Lair (Natural Cave Pocket).....	27		

## Lair 1 Bandit Lair



**Introduction:** Human bandits are raiding the local area. This is their lair.

**Adventure Summary:**

Total Monsters: 29                      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels

**Wandering Monster List**

**Roll:**

- 1.
- 2.
- 3.
4. 1-6 human fighters
5. 1-3 skeletons
6. 1-6 human fighters

**1. Entrance Guards.** What appears to be two humans in chain mail, helmets, with spears and shields stand guard. These are skeletons. Six more stand inside the entrance and will come out to help the others (3 each side of the wall).

**8 Skeletons** (AC 13, HD 1, #AT 1 weapon, Dam 1d6, Mv 40', Sv F1, MI 12)

HP 4	□□□□	4	□□□□
4	□□□□	4	□□□□
4	□□□□	4	□□□□
4	□□□□	4	□□□□

**2. Guard Room.** 1st level cleric and three men-at-arms usually posted here to manage the front entrance.

**1st Level Cleric** (AC 16, HD 1d6, #AT 1 weapon, Dam 1d8+1, Mv 20', Sv C1, MI 8)

HP 4    □□□□

Spells: none

**3 Brigands** (AC 13, HD 2, #AT 1 weapon, Dam 1d8, Mv 30', Sv F2, MI 8)

HP 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□

**3. Lieutenant's Room.**

**1 Brigands** (AC 13, HD 2, #AT 1 weapon, Dam 1d8, Mv 30', Sv F2, MI 8)

HP 8 □□□□□ □□□

**3 Brigands** (AC 13, HD 1, #AT 1 weapon, Dam 1d8, Mv 30', Sv F2, MI 8)

HP 4 □□□□  
 4 □□□□  
 4 □□□□

A light crossbow and case with 30 quarrels hangs on the wall. The lieutenant has 200 gp on his person and each man-at-arms 10 gp.

**4. Bunk Room.** Well made wooden bunks, chests, racks and hooks on wall for cloaks and weapons.

**7 Brigands** (AC 13, HD 1, #AT 1 weapon, Dam 1d8, Mv 30', Sv F2, MI 8)

HP 4 □□□□  
 4 □□□□  
 4 □□□□  
 4 □□□□  
 4 □□□□  
 4 □□□□  
 4 □□□□

**5. Commander's Room Room.** Skeletons guard the door. The commander is inside with 3 subordinates pouring over maps and planning next move.

**4th Level Cleric** wearing plate mail and wielding mace and shield (AC 18, HD 4d6, #AT 1 weapon, Dam 1d8+1, Mv 20', Sv C4, MI 8)

HP 14 □□□□□ □□□□□ □□□□

Spells: 1<sup>st</sup> level – cure light wounds, remove fear; 2<sup>nd</sup> level – hold person

**3 Brigands** (AC 13, HD 1, #AT 1 weapon, Dam 1d8, Mv 30', Sv F2, MI 8)

HP 4 □□□□  
 4 □□□□  
 4 □□□□

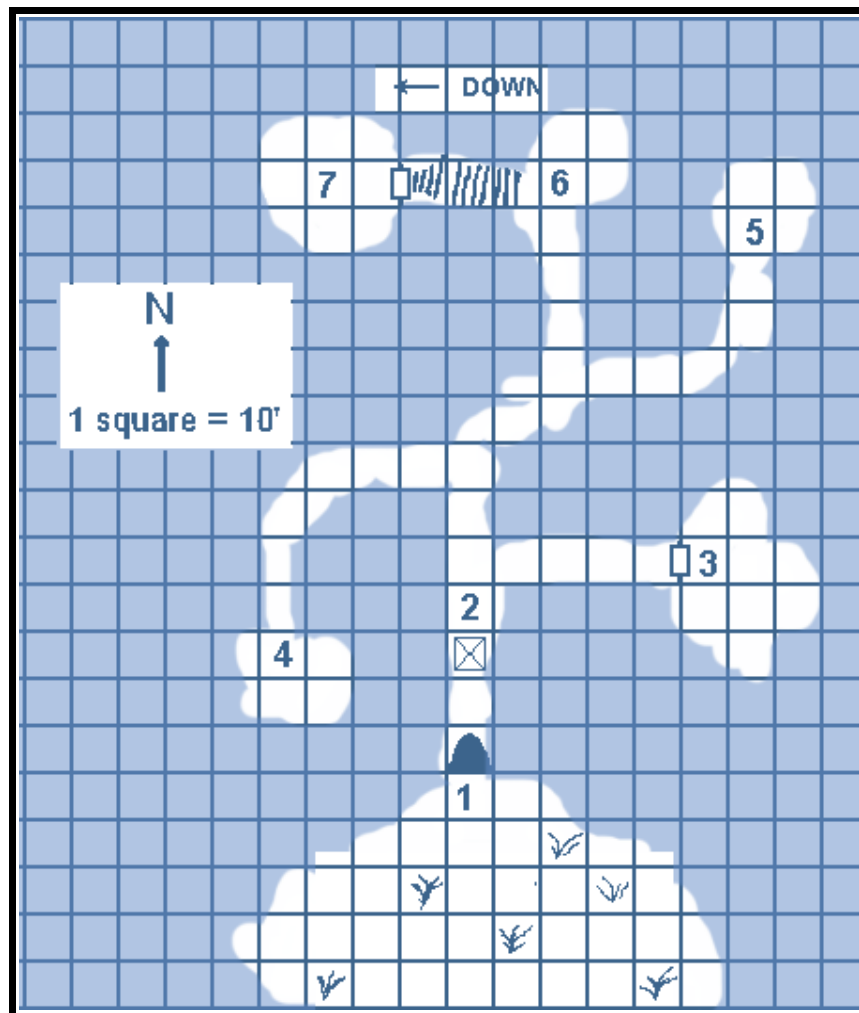
**2 Skeletons** (AC 13, HD 1, #AT 1 weapon, Dam 1d6, Mv 40', Sv F1, MI 12)

HP 4 □□□□  
 4 □□□□

The leader has a pouch with six gems worth 200 gp each. A cheap, pad locked wooden chest hold 2,200 sp (no gold, copper or other coins).

**6. Store Room.** Boxes, barrels, etc.

## Lair 2 Bugbear Lair



**Introduction:** These caves are the regular 10' high and 10' wide, rough, mined from compact soil and large stones. Large wooden beams (and occasional stone pillars) are needed to keep the ceilings intact, giving lots of shadows.

**Adventure Summary:**

Total Monsters: 17      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels

**Wandering Monster List**

- Roll:**
- 1.
  - 2.
  - 3.
  - 4.
  - 5.
  6. 1-6 Bugbears

**1 Entrance Guards.**

**2 Bugbears** (AC 15, HD 3+1, #AT 1 weapon, Dam 1d8+1 (1d10+1 pole arms), Mv 30', Sv F3, MI 10 (9))

HP 13 □□□□□ □□□□□ □□□  
 13 □□□□□ □□□□□ □□□

**2. Spear Traps.** Pressure plates control a set of 6 spears, three each wall; east they are 2' up from the floor and west they are 4' from floor. They interlock. They attack as 1st level monsters and if they hit they do 2d6 (2-12) damage.

**3. Common Room.** Five bugbears.

**5 Bugbears** (AC 15, HD 3+1, #AT 1 weapon, Dam 1d8+1 (1d10+1 pole arms), Mv 30', Sv F3, MI 10 (9))

HP 13 □□□□□ □□□□□ □□□  
 13 □□□□□ □□□□□ □□□  
 13 □□□□□ □□□□□ □□□  
 13 □□□□□ □□□□□ □□□  
 13 □□□□□ □□□□□ □□□

**4. Common Room.** Three bugbears.

**3 Bugbears** (AC 15, HD 3+1, #AT 1 weapon, Dam 1d8+1 (1d10+1 pole arms), Mv 30', Sv F3, MI 10 (9))

HP 13 □□□□□ □□□□□ □□□  
 13 □□□□□ □□□□□ □□□  
 13 □□□□□ □□□□□ □□□

**5. Room.**

**3 Bugbears** (AC 15, HD 3+1, #AT 1 weapon, Dam 1d8+1 (1d10+1 pole arms), Mv 30', Sv F3, MI 10 (9))

HP 13 □□□□□ □□□□□ □□□  
 13 □□□□□ □□□□□ □□□  
 13 □□□□□ □□□□□ □□□

**6. Chief's Guards.** Guards. Steps go down to the chief's room, descending about 10'.

**3 Bugbears** (AC 15, HD 3+1, #AT 1 weapon, Dam 1d8+1 (1d10+1 pole arms), Mv 30', Sv F3, MI 10 (9))

HP 13 □□□□□ □□□□□ □□□  
 13 □□□□□ □□□□□ □□□  
 13 □□□□□ □□□□□ □□□

**7. Chief's Room.** Chief's room.

**1 Bugbear chief** (AC 15, HD 6+6, #AT 1 weapon, Dam 1d8+3, Mv 30', Sv F6, MI 10)

HP 33 □□□□□ □□□□□ □□□□□ □□□□□  
 □□□□□ □□□□□ □□□

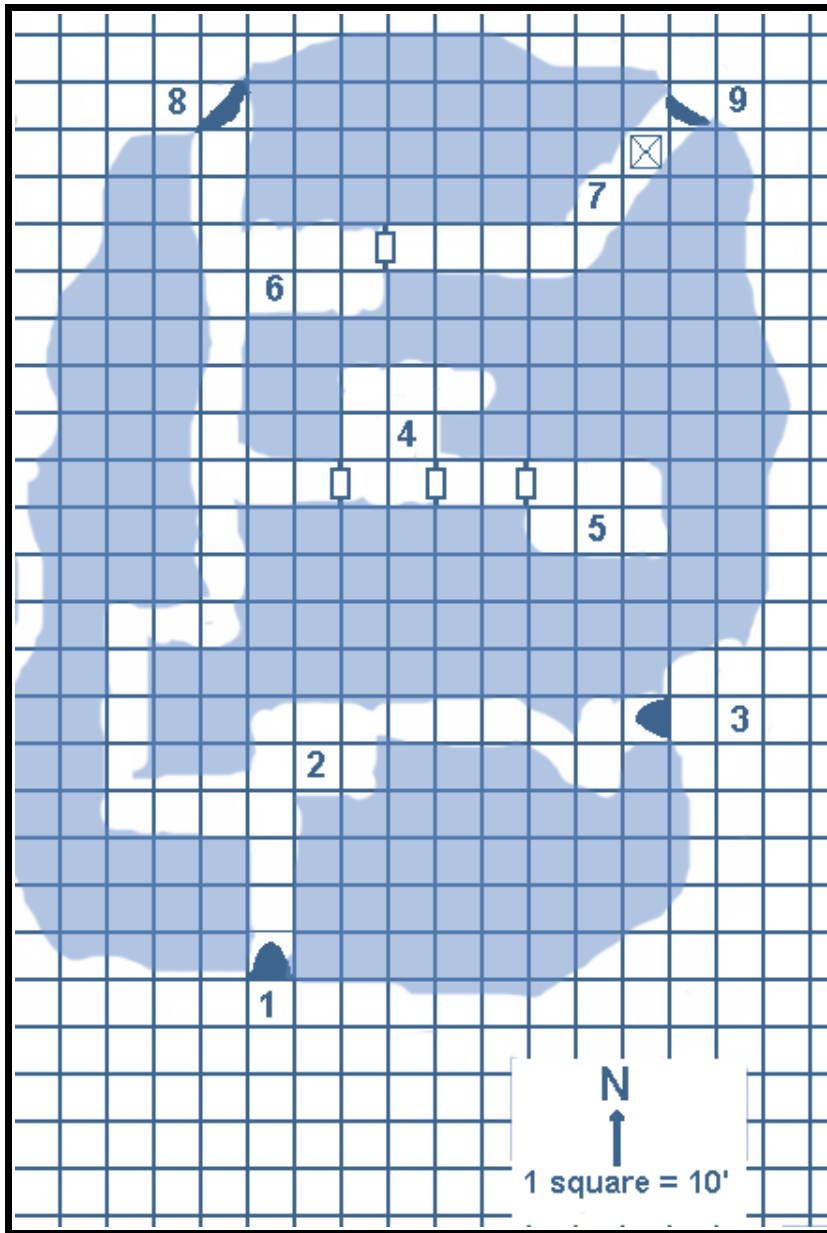
**3 Bugbears** (AC 15, HD 3+1, #AT 1 weapon, Dam 1d8+1 (1d10+1 pole arms), Mv 30', Sv F3, MI 10 (9))

HP 13 □□□□□ □□□□□ □□□  
 13 □□□□□ □□□□□ □□□  
 13 □□□□□ □□□□□ □□□

Two large stone coffers hold the tribal treasure: 150 pp, 1,200 gp, 900 sp, and 2,000 cp.



### Lair 3 Gnoll Lair: Four Entrances



**Introduction:** These caves are the regular 10' high and 10' wide. They are rough, mined from an area that is mostly solid stone. Large wooden beams are needed in places to keep the ceilings intact, giving lots of shadows. The GM should choose which entrance the players start at.

**Adventure Summary:**

Total Monsters: 19      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels

<p><b>Wandering Monster List</b>  <b>Roll:</b></p> <ol style="list-style-type: none"> <li>1.</li> <li>2.</li> <li>3.</li> <li>4.</li> <li>5.</li> <li>6.</li> </ol>
---

**1. Entrance Guards.**

**3 Gnolls** (AC 15, HD 2, #AT 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8)

HP 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□

**2. Room.** Pallets of cloth and hide, stools, buckets, piles of wood for cooking, a stone fire pit. Remnants of a deer cooking on fire or scattered about as bones and gnawed gristle.

**3 Gnolls** (AC 15, HD 2, #AT 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8)

HP 8 □□□□□ □□□  
 8 □□□□□ □□□

**3. Entrance Guards.**

**3 Gnolls** (AC 15, HD 2, #AT 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8)

HP 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□

**4. Leader's Room.**

**1 Gnoll leader** (AC 15, HD 6, #AT 1 weapon, Dam 2d4+2, Mv 30', Sv F6, MI 8)

HP 27 □□□□□ □□□□□ □□□□□ □□□□□  
 □□□□□ □□

**1 Gnoll sub-leader** (AC 15, HD 4, #AT 1 weapon, Dam 2d4+2, Mv 30', Sv F4, MI 8)

HP 18 □□□□□ □□□□□ □□□□□ □□□

**5. Store Room.** Boxes, bags, barrels. A well in one corner with rope bucket for water. Treasure will be kept here, often in an iron box with high quality lock, containing 2,300 gp, some 6 gems worth 200 gp each and other items.

**6. Guard Room.**

**3 Gnolls** (AC 15, HD 2, #AT 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8)

HP 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□

**7. Axe Traps.** Rigged to swing down from north to south are three simple but deadly flint stone axes. They are continuously maintained to keep the spring of the wooden hafts strong and can do quiet a bit of damage. The heads strike at about 3' from the floor (and attempt to deal with short monsters like kobolds) and they are space at 2 1/2', 5' and 7/12 foot from the walls. A crude but workable pressure plate in the floor directly in front of them releases them.

They attack as a 3 hit die monster and a hit does 1d8 (1-8) hit points damage.

**8. Entrance.**

## Basic Fantasy Version

**3 Gnolls** (AC 15, HD 2, #AT 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8)

HP 8 □□□□ □□□  
8 □□□□ □□□  
8 □□□□ □□□

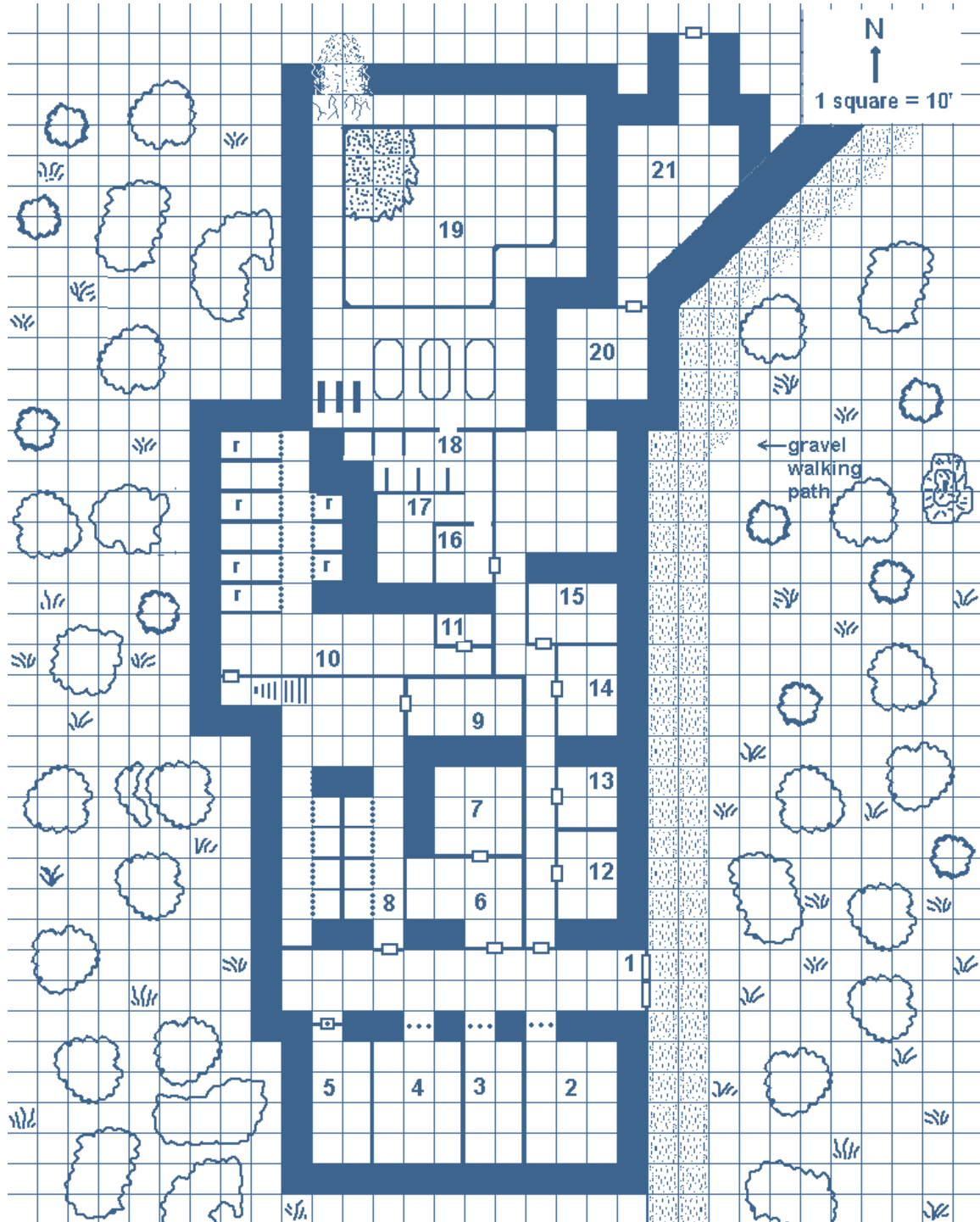
**9. Entrance with Axe Traps.** Gnolls on guard. See #7 for trap description.

## Lair Collection I Version 1

**3 Gnolls** (AC 15, HD 2, #AT 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8)

HP 8 □□□□ □□□  
8 □□□□ □□□  
8 □□□□ □□□

# Lair 4 Gnolls at Arena



**Introduction:** These gnolls are bullies and have muscled several local goblins to join them. They are also working with the help of some bugbears. Their lair is the main work-house of a long lost arena once used for various sporting games, hidden among the deep, dark, fetid heat of the dense forest. Most of the surroundings are decayed and much was carted off for building materials by some entity in the past. A foot path of crushed rock and pebbles is fairly intact, **(the stippled area up against the inner wall, such as outside the door at room #1).**

**Adventure Summary:**

Total Monsters: 62                      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels

<p><b>Wandering Monster List</b></p> <p><b>Roll:</b></p> <p>1.</p> <p>2.</p> <p>3.</p> <p>4.</p> <p>5.</p> <p>6.</p>
--

**1. Guard Post.** The gnolls on guard are usually bored and not terribly vigilant. They often hunker on their heels in the shade, chatting and grumbling.

The twin steel doors are still functional. They can be barred from the inside but are usually open for ventilation. They are strong enough to resist anything but a heavy battering ram.

**3 Gnolls** (AC 15, HD 2, #AT 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8)

HP 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□

**2. Bugbear.** Once used as a cage; the iron-grated door's lock is rusted away and the occupant has covered it with hides for some privacy. It is very squeaky.

This bugbear is in charge of the guards and treats insolence with buffets and anger. Ironically, with more brawn than brains, it has generated an environment where the gnolls it commands are indolent and not very dedicated to doing their job well. It thinks it's doing a good job.

The room is furnished by a table with wooden mugs, five wooden chairs, a bench, and a rope strung hammock, covered in rags and old hides and furs where the bugbear sleeps. Manky food (meat usually) is often hung on a wooden weapons rack where spears, clubs, and crude axes also hang.

**1 Bugbear** (AC 15, HD 3+1, #AT 1 weapon, Dam 1d8+1, Mv 30', Sv F3, MI 9)

HP 13 □□□□□ □□□□□ □□□

**3. Empty Cell and Pets.** The bugbear in room #2 keeps a dozen giant rats here as both pets and food, feeding them scraps to keep them around. They are too big to fit through the iron bars of the door; the door's lock is rusted and useless but a flexible stick is used as a crude latch by wedging it between the bars of the door and the wall.

**12 Giant Rats** (AC 13, HD 1d4, #AT 1 bite, Dam 1d4+disease, Mv 40' swim 20', Sv F1, MI 8)

HP 2 □□                      2 □□                      2 □□  
 2 □□                      2 □□                      2 □□  
 2 □□                      2 □□                      2 □□  
 2 □□                      2 □□                      2 □□

**4. Weapons Stash/Empty Cage.** An empty cage, the rusty iron grilled door is usually tied shut by a strong rope.

The bugbear in charge of the guard (room 2) keeps an assortment of weapons and armor here, mostly spears and leather armor. He has the key to the door which is kept locked at all times.

**5. Treasure Room.** Once a cell for especially dangerous slaves and gladiators, this has a strong door with barred windows. It has a crude but serviceable lock, the key of which is on the belt of the chief bugbear in room #7. Wooden boxes hold 1,000 sp and 600 cp.

The gnomes' treasure is here as are three giant shrews, which are fed giant rats and other things.

**3 Giant Shrews** (AC 16, HD 1, #AT 2 bites, Dam 1d6/1d6, Mv 60', Sv F2, MI 10)

HP 5 □□□□□  
 5 □□□□□  
 5 □□□□□

**6. Gnomes Leader.** Here resides the gnome leader and lieutenants. The leader lost an eye but is rough, crafty and skilled.

The leader wears chain mail armor, has a sword (normal sword or scimitar), a whip and can grab a shield if need be from the wall.

A lieutenant has chain mail, a hand ax and shield.

Gnome warriors wield steel (or flint) headed spears, shields, basic leather clothing (no armor).

**1 Gnomes leader** (AC 15, HD 6, #AT 1 weapon, Dam 2d4+2, Mv 30', Sv F6, MI 8)

HP 27 □□□□□ □□□□□ □□□□□ □□□□□  
 □□□□□ □□

**1 Gnomes lieutenant** (AC 15, HD 4, #AT 1 weapon, Dam 2d4+1, Mv 30', Sv F4, MI 8)

HP 18 □□□□□ □□□□□ □□□□□ □□□

**5 Gnomes** (AC 15, HD 2, #AT 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8)

HP 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□

Wooden boxes contain 2,200 gp, 1,800 sp and four gems worth 100 gp each.

**7. Personal Quarters of Gnomes Leader.** Beds, stuff like that.

**8. Dungeon.** Two bugbears are in charge here, although only one is around most of the time. The six gnolls they command are usually split between here and the nearby torture chamber.

There are cell with iron-grilled doors here which once held slaves being used as gladiators and criminals; and at one time animals being held for circus displays. The attending bugbear (#1) has a large iron key which fits the locks of all the local cells (any not mentioned elsewhere).

The stairs in the north-west corner lead down 10' to the torture area starting at entry #10.

**2 Bugbears** (AC 15, HD 3+1, #AT 1 weapon, Dam 1d8+1, Mv 30', Sv F3, MI 9)

HP 13 □□□□□ □□□□□ □□□  
 13 □□□□□ □□□□□ □□□

**6 Gnolls** (AC 15, HD 2, #AT 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8)

HP 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□

**9. Empty Room.** Unused, empty of even furniture (which would have been used for firewood by the gnolls). Or the GM can stock it as desired.

**10. Torture Room.** The stairs that lead down here are dusty and creaky but otherwise stout. This area was once a forge and work room used to keep up with the machinery used in the stadium as well as items needed for vehicles, horse harnesses and other iron work.

It is now a torture room, where bugbears and gnolls both enjoy tormenting whoever they can catch. Shackles from the jail area have been attached to the walls with rough iron spikes driven into gaps in stone and if anything, are susceptible to being worked out by strong victims. They have collected various items to play with: pokers, wooden clubs, lashes from vines and so on.

The cells here marked "r" have been torn down to rubble, but the doors (thick wood with barred windows) of the others are serviceable.

**11. Storage for Torture Implements.** Things like whips are stored here.

**12. Comon Room.** Nine or so gnolls live here (1d6+3 (4-9) will be here at any time). Three tables, six wooden chairs, and a couple of benches furnish it.

**9 Gnolls** (AC 15, HD 2, #AT 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8)

HP 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□  
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 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□

**13. Bunk Room.** Bunk room for the gnolls in room #12. The room is disordered and besides three crude double bunk beds there are pallets thrown about.

**14. Empty Room.** This broken down room was once some sort of overseer's domicile, and has what might be puzzled out to be a broken down bed, table, and chairs in it, all in a heap. They are too rotten to be used for firewood. A leaky ceiling allows any form of rain to come drizzling in.

**15. Downtrodden Goblins.** These goblins would rather be free, but grudgingly work with the gnolls.

**4 Goblins** (AC 14, HD 1-1, #AT 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7)

HP 3 □□□  
 3 □□□  
 3 □□□  
 3 □□□

**16. Kiosk.** A kiosk for the money taker of the bath area. Gnolls are bunked in the general area of the bath (rooms **16**, **17**, **18**, and **19**) and the GM can

have fun -- if the players don't be careful the gnolls might hide in the stalls and steam room and ambush them.

**17. Steam Room.** A dozen or so gnolls dwell here and amid the changing room stalls (room #18) and bathing area (room #19). This was once a steam room in the crudest sense, buckets of water and hot coals poured into long gone wooden troughs. Heavy curtains were used to keep the steam in and allow fast exit and entrance.

**12 Gnolls** (AC 15, HD 2, #AT 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8)

HP 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□  
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 8 □□□□□ □□□

Gnoll Warriors (example of detailed layout):

- #1 short sword, shield
- #2 spear, shield
- #3 mace, shield
- #4 spear, shield
- #5 spear, shield
- #6 spear, shield
- #7 hand axe, shield
- #8 spear, shield
- #9 hand ax
- #10 club, shield
- #11 spear, shield
- #12 spear, shield

**18. Changing Stalls.** Some of the gnolls from room #17 might be lurking here.

**19. Empty baths.** A deep, empty bath occupies most of the room. A section of the floor it's northwest corner has crumbled and fallen in a foot or two, subsiding some. Three smaller baths are

## Lair Collection I Version 1

## Basic Fantasy Version

included for personal use or cold water. Also included are some stone benches for lounging or massage.

The green or white tiles that once covered the floors and tubs are scattered about, mostly broken.

A section of the northwest wall has crumbled and opened up to the outside, making it less appealing to the gnolls as a living area.

The bath was once located near a hot spring which was piped in for water, but has since dried up (or the pipes are busted).

### 20. Empty.

**21. Gym.** A gymnasium with balance bars, and the remnants of some other practice gear. Includes a worn away boxing arena. The door in the north leads out and is usually guarded by someone with a wolf.

The gnolls here have wolves (3) which they use for guards and tracking. They also control some goblins. At least one gnoll has a bow and 24 arrows.

**3 Gnolls** (AC 15, HD 2, #AT 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8)

HP 8 □□□□ □□□  
8 □□□□ □□□  
8 □□□□ □□□

**3 Wolves**(AC 13, HD 2, #AT 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)

HP 8 □□□□ □□□  
8 □□□□ □□□  
8 □□□□ □□□

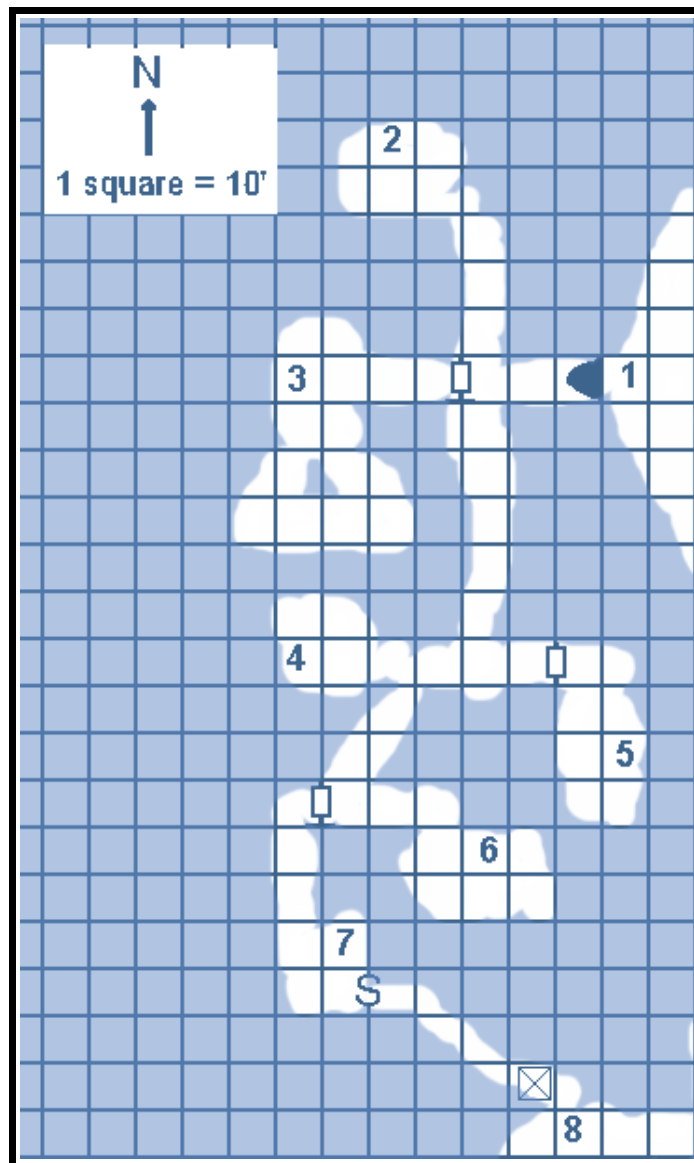
**2 Goblins** (AC 14, HD 1-1, #AT 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7)

HP 3 □□□  
3 □□□





## Lair 5 Goblin Lair (Escape Tunnel)



**Introduction:** These goblins are raiding local farmers and such. They aren't friendly and anyone who wishes to track them down and deal with them is welcome to.

Player characters start somewhere in the woods or along the pathway near enough to entry #1 on the map to see the entranceway. Pick a suitable place and time.

This cave system is quiet ancient and well made. Strong stone walls and ceilings make it fairly safe to live in. Only the occasional area shows some crumbling.

Nothing is lit except the main rooms, where usually simple wooden bowl oil lamps burning fats or vegetable oils provide heat, illumination and coking fires.

The doors are well made and well tended, hung on thick, heavy leather hinges formed from hides from animals. They don't squeak. Each has a stout wooden bolt on the inside running through leather loops into grooves on the wall for security and a simple latch system for easy entry and exit when the occupants feel safe. Unless bolted or blocked somehow they open easily.

**Adventure Summary:**

Total Monsters: 31      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels

Wandering Monster List	
Roll:	
1.	
2.	
3.	
4.	
5.	
6.	

**1. Entrance Guards.** Usually at least two goblins are on duty here. If the lair is attacked but the attackers leave, more will be on guard for the next few weeks, usually four to six or so.

**2 Goblins** (AC 14, HD 1-1, #AT 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7)

HP 3 □□□  
 3 □□□

**2. Scrap Room.** Overrun by giant rats, includes a collection of old furniture, wagons, and other objects collected and discarded after raids. Used for fire wood, making things, etc.

**6 Giant Rats** (AC 13, HD 1d4, #AT 1 bite, Dam 1d4+disease, Mv 40' swim 20', Sv F1, MI 8)

HP 2 □□      2 □□      2 □□  
 2 □□      2 □□      2 □□

**3. Bunk Room.** A large bunk room where 12 goblin warriors sleep on crude pallets and crude wooden bunks made from rough cut wood. The niche south of the room is a general store room for foods and various goods.

**12 Goblins** (AC 14, HD 1-1, #AT 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7)

HP 3	□□□	3	□□□
3	□□□	3	□□□
3	□□□	3	□□□
3	□□□	3	□□□
3	□□□	3	□□□
3	□□□	3	□□□

**4. Goblin Guard Room.** Five of the better goblin warriors usually live here as both a privilege and to help keep the heroes and chief in the south and east rooms from being pestered. "Better" in this sense means they have served well, not that they are necessarily more fit or skilled.

**5 Goblins** (AC 14, HD 1-1, #AT 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7)

HP 3	□□□	3	□□□
3	□□□	3	□□□
3	□□□		

**5. Hero's Room.** Inside this room are three goblins. One is obviously more fit than the others and has become a hero among them. The other two are friends/toadies who serve as general servants.

**1 Goblin War Leader** (AC 15, HD 3-3, #AT 1 weapon, Dam 1d6+1 (strength), Mv 20', Sv F3, MI 8)

HP 11 □□□□□ □□□□□ □

**2 Goblins** (AC 14, HD 1-1, #AT 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7)

HP 3 □□□  
3 □□□

**6. General Storage.** Includes boxes and bags of stuff. Any captives will be kept here, tied up and under guard.

**7. Chief and War Leader.** The Goblin chief and war leader occupies this room. The chief is strong and confident, fighting with a mace out of preference and wearing chain mail. The war leader also wears chain mail and wields a scimitar (regular sword) and has a shield.

**1 Goblin King** (AC 15, HD 5-5, #AT 1 weapon, Dam 1d6+2 (strength and +1 sword), Mv 20', Sv F5, MI 9)

HP 18 □□□□□ □□□□□ □□□□□ □□□

**1 Goblin War Leader** (AC 15, HD 4-4, #AT 1 weapon, Dam 1d6+1 (strength), Mv 20', Sv F4, MI 9)

HP 14 □□□□□ □□□□□ □□□□

The room is furnished with furs for sleeping, wooden chairs including a simple throne, tables, and other such things.

In back of the room (south west) is the spoils of their raids. A strong box (the key is "hidden" under the box) contains 500 gp, 500 sp, and 1,000 cp. A stout wooden box secure by a leather cord contains a **potion of healing** (the goblins think it's wine and are saving it for a revel), three jars of wine, eight jars of beer, and some papers which the Goblins don't understand and hope are valuable. These are contracts and bills of sales for such things as merchandise on a riverboat. Their real value really isn't that great but the merchants who lost them will pay 25 - 250 gp (the GM makes up their value as fits the economy of the game they are playing) in thanks for their return.

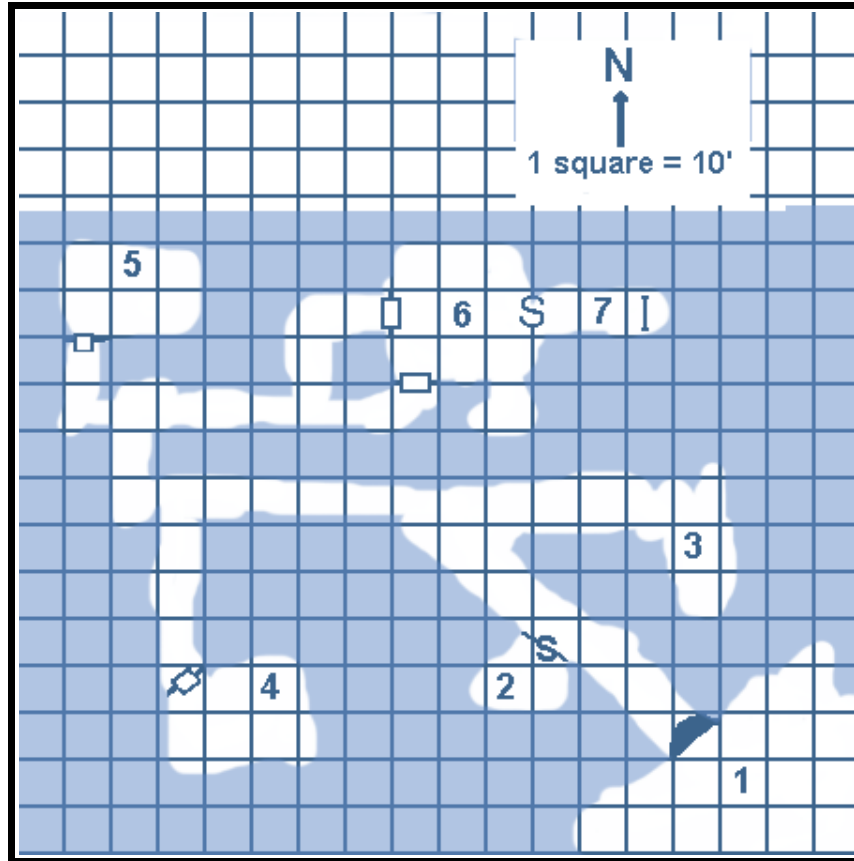
**SECRET DOOR:** The secret door is a bolt-hole for the chief leading out as shown. A wolf is kept chained to the opposite side to serve as a guard dog for anyone trying to sneak in from the entryway (room #8)

**1 Wolf** (AC 13, HD 2, #AT 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)

HP 8 □□□□□ □□□

**8. Exit for Escape Route.** The entrance is well covered by brush, and there is a pit trap with spikes at the bottom as shown (damage is usually 2-12). A wolf is chained up near the door to the room in #7 to serve as a guard dog (see that room for more). A hole has been dug in the ground to bury a sack with 1,200 gp and 5 gems worth 100 gp each; the goblin chief put it here to provide some escape money with, taking some of the gold (300 gp or so) and gems (unless he brings along enough help to carry all the gold).

## Lair 6 Goblin Lair (With Escape Ladder)



**Introduction:** Unless noted, everything is dark. In the main rooms, the goblins keep piles of home-made torches, mostly with pine-resin base they use for moving around in the darkness. Simple open top oil lamps provide what little light is needed in the larger rooms.

**Adventure Summary:**

Total Monsters: 26      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels

**Wandering Monster List**

**Roll:**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

**1. Main Entrance.** What looks like a common entrance, with two goblin warriors flanking the uneven 10' tall opening. Every eight hours they will be replaced by new ones.

**2 Goblins** (AC 14, HD 1-1, #AT 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7)

HP 3 □□□  
3 □□□

**2. Surprise Attack Guard Post.** Two small holes in the wall allow goblins sitting on stools to survey the entrance. They will let intruders pass, open the door and attack from behind, blowing a wooden horn. Warriors from room #3 will join them after they yell and shout.

**6 Goblins** (AC 14, HD 1-1, #AT 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7)

HP 3 □□□                                  3 □□□  
3 □□□                                  3 □□□  
3 □□□                                  3 □□□

**3. Warriors On Guard,** waiting the signal.

**6 Goblins** (AC 14, HD 1-1, #AT 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7)

HP 3 □□□                                  3 □□□  
3 □□□                                  3 □□□  
3 □□□                                  3 □□□

**4. Wizard's Room.** Goblin wizard, knows spells and spell casting (if the game system being used doesn't allow this, substitute a human spell caster or something similar). Will have a bodyguard and young assistant in the room.

**1 Goblin Wizard** (AC 11, HD 3d4, #AT 1 weapon, Dam 1d4, Mv 30', Sv M3, MI 7)

HP 7 □□□□□ □□

**2 Goblins** (AC 14, HD 1-1, #AT 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7)

HP 3 □□□  
3 □□□

Various furs are here (change the weights and values to suit the game system being used).

1 worth 100 to 1,000 gp, weight 10 pounds/5 kilograms,

2 worth 25 to 250 gp each, weight 5 pounds/2.5 kilograms each

Several others of little to low value.

**5. Common Room.** Hides and common furs litter floor, as well as sacks with dried foods ad meat. Crude clay bowls, fire wood and such. Natural cracks in the northeast corner provide a natural flue for cooking (far too narrow for anything but mice).

**8 Goblins** (AC 14, HD 1-1, #AT 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7)

HP 3 □□□                                  3 □□□  
3 □□□                                  3 □□□  
3 □□□                                  3 □□□  
3 □□□                                  3 □□□

**6. Chief's room.** The twin doors provide a specific purpose; if anyone attacks through one, goblins will exit the other and flank them.

The chief holds most of the really valuable goods here.

**1 Goblin King** (AC 15, HD 5-5, #AT 1 weapon, Dam 1d6+2 (strength and +1 sword), Mv 20', Sv F5, MI 9)

HP 18 □□□□□ □□□□□ □□□□□ □□□

**1 Goblin Sub-Chief** (AC 15, HD 4-4, #AT 1 weapon, Dam 1d6+1 (strength), Mv 20', Sv F4, MI 9)

HP 14 □□□□□ □□□□□ □□□□

**2 Goblins** (AC 14, HD 1-1, #AT 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7)

HP 3 □□□  
3 □□□

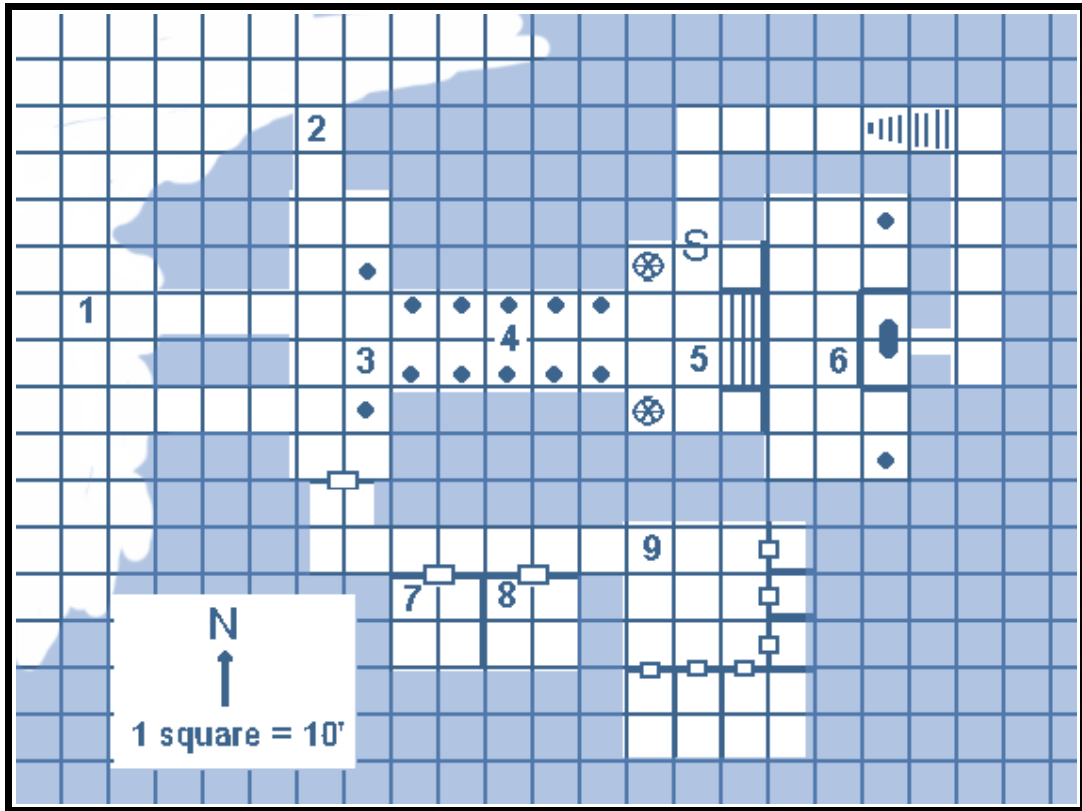
The treasure will be around 500 to 1,000 gp, depending on how many the Game Master thinks is appropriate.

**7. Escape Route.** The secret door in the east wall of the chief's room is not so secret that a good search cannot find it, but a skill roll would be needed to detect it with a casual or distant glance. It leads to a ladder which goes up some twenty feet and opens into a hollow, well concealed tree trunk, out which the chief can flee. A single guard is usually in the trunk

**1 Goblin** (AC 14, HD 1-1, #AT 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7)

HP 3 □□□

## Lair 7 Hobgoblin Lair (Old Dwarf Temple)





**Introduction:** An old Dwarven Temple abandoned for no known reason (too small perhaps). The GM should not tell the players of the two entrances but instead place them at one place and see if they look around before making assumptions.

**Adventure Summary:**

Total Monsters: 16      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels

**3. Hobgoblins on Guard.** Further inside a half dozen will be lounging, shooting dice or gossiping, waiting to react to any intrusion. Their general gear is hear including pots, food being cooked, wine skins with cheap wine and such.

**6 Hobgoblins** (AC 14 or 11, HD 1, #AT 1 weapon, Dam 1d8, Mv 30' or 40', Sv F1, MI 8)

HP	5	□□□□□	5	□□□□□
	5	□□□□□	5	□□□□□
	5	□□□□□	5	□□□□□

**Wandering Monster List**  
**Roll:**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

**4. Hallway of Exploits.** This hallway has columns running it's length, intended more for beauty than real need. Between each pair is a large panel relief sculpture showing some Dwarven religious and heroic motif. The ceiling is some 15 to 20' high.

If the players get bored, the Game Master might place a monster or two here. For example, roll 1d6:

1-2 = giant spider hidden in webs in the shadows up top

3-4 = 1-6 (1d6) giant centipedes come scuttling around a column, living in several cracks in the wall

5 = 1-6 (1d6) giant rats run from th temple (or entrance), off on a meat-hunting raid

6 = 1-6 (1d6) hobgoblins were hidden in the shadows behind the columns and jump out

**1. Entrance #1.** A double opening cut into stone by crafty hands; there are places for hinges for a door in each opening, but no door. Well made walls and ceilings lead inside.

One or two hobgoblins are always on guard with shield and spear at each entrance. See rooms #2 and #3 for other guards.

**2 Hobgoblins** (AC 14 or 11, HD 1, #AT 1 weapon, Dam 1d8, Mv 30' or 40', Sv F1, MI 8)

HP	5	□□□□□	5	□□□□□
----	---	-------	---	-------

**2. Entrance #2.** As #1 in layout, there are places for hinges for a door but no door. One to two hobgoblin warriors will be on guard here, with spears and shields. They will yell for help if approached. See rooms #1 and #3 for other guards.

**2 Hobgoblins** (AC 14 or 11, HD 1, #AT 1 weapon, Dam 1d8, Mv 30' or 40', Sv F1, MI 8)

HP	5	□□□□□	5	□□□□□
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**5. Main Temple Entrance.** Flanking the west entrance are two wells, well keep and clean. Steps lead up to a 10' tall dais on which is a Dwarven religious statue (see entry #6 for more on that). The ceiling is some 30' high here.

The secret door in the north wall was well made (Dwarves made it). But it's only real purpose was to lead around to the back of the statue where a

narrow opening is. When "entertaining" gullible guests the Dwarves, were not beyond having their deity talk and make noises.

**6. Main Statue.** This statue of a Dwarf God/Goddess. The ceiling is some 30' high. The hobgoblins once inhabited this room, but began to get spooked by the statue sitting on it's throne, staring silently at them, and eventually they left. They tried defacing it and attacking it with hammers and axes but, that didn't change the eerie feelings they got.

**7. Storage Room.** Various wooden benches and other furniture were once stored here. Remnants of broken parts remain.

**8. Guest and devotee room.** Once included furniture and furnishings for guests and overnight stays. Now the hobgoblin chief and retinue:

**Hobgoblin Chief** (AC 15, HD 5, #AT 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8)

HP 25 □□□□□ □□□□□ □□□□□ □□□□□  
□□□□□

**Hobgoblin Champion** (AC 15, HD 3, #AT 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8)

HP 12 □□□□□ □□□□□ □□

**3 Hobgoblins** (AC 14 or 11, HD 1, #AT 1 weapon, Dam 1d8, Mv 30' or 40', Sv F1, MI 8)

HP 5 □□□□□  
5 □□□□□  
5 □□□□□

**9. Main Offices.** Mostly here for long term stays by priests and such. Individual accommodations would have been parceled out as need be.

The large room in the southeast contains the tribal treasure and a large mountain lion (or leopard) used as a guard. It usually hears approaching foot steps and unless it hears the voice of the hobgoblin chief saying "Don't attack!" or such, it hunkers down and gets ready to attack. The door has a few narrow crudely cut slits for ventilation and light.

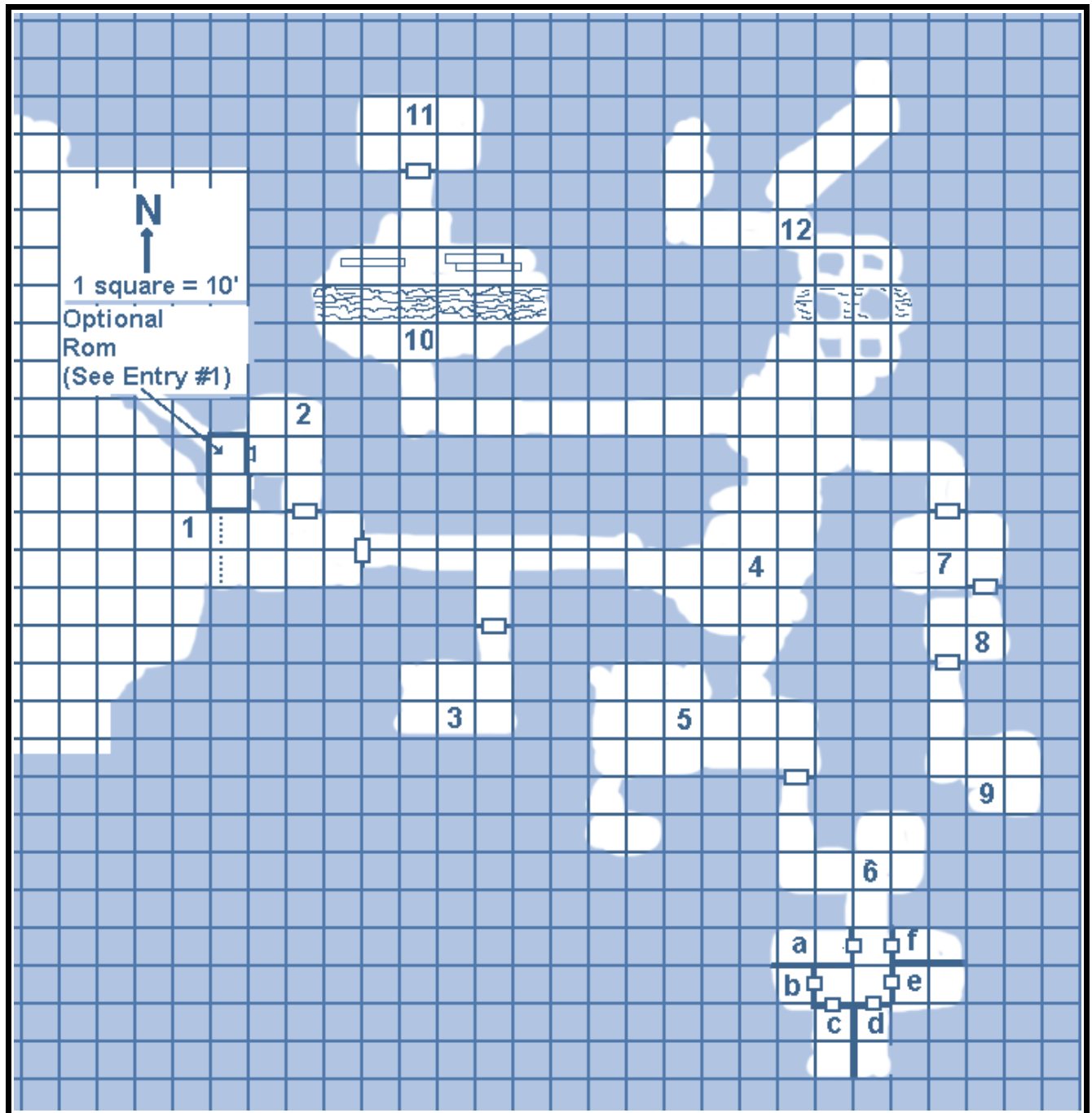
The other rooms usually contain common supplies: food, water in barrels, etc.

**1 Mountain Lion** (AC 14, HD 3+2, #AT 3, Dam 1d4/1d4/1d6, Mv 50', Sv F3, MI 8)

HP 14 □□□□□ □□□□□ □□□□□

A good treasure might include a magical *bow +1* (being hoarded by the hobgoblin chief for outside expeditions), 1d6 magical *arrows +1*, a couple of dozen normal arrows, plus around 500 to 3,000 gp (1d6 x 500 for example), gems and jewelry and other items.

# Lair 8 Hobgoblin Lair (Natural Cave Pocket)



**Introduction:** Hobgoblin lair, where the hobgoblin's hit a natural cavern.

**Adventure Summary:**

Total Monsters: 29                      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels

**Wandering Monster List**  
**Roll:**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

**1. Entrance.** Cut from rough stone by humanoids, 20 feet wide and 15 feet high, goes back into the mountain some 40' to meet a door leading into a common 10' wide x 10' high hall.

Roll 1d6 (or pick a number or cycle through them by number) on the following table to see how the hobgoblins have set up the cave defenses. The head of the guards (if present) is a cruel and devious hobgoblin who hides behind the door in back of the cave (east) and triggers the given traps/obstacles. The hobgoblins in room #2 pour out to attack, once alerted.

**1 Hobgoblin** (AC 14 or 11, HD 1, #AT 1 weapon, Dam 1d8, Mv 30' or 40', Sv F1, MI 8)

HP 5    □□□□

Alternate takes on dotted lines for trap:

1. The dotted lines represent long sharp wooden stakes. The hobgoblin hidden behind one door can set them off; they will also trigger if a rope strung across the floor is tripped on. Attacks as 2nd level monster and if it hits does 2-12 (2d6) points of

damage.

2. The dotted lines indicate hobgoblin-made iron grates which will be slammed down by the head of the hobgoblin guards. While not well made (even a weak person could eventually lever the bars loose and get out) it can delay and trap victims long enough for the hobgoblin to do their thing. On rare occasion (such as 1 in 6 chance) someone might be caught under it and take a small amount of damage (attacks as 0 level monster, doing 1-4 points damage with a hit).
3. The dotted lines represent openings to wide mouthed, crude wooden pipes; leading up to oil jars in a room overhead. The oil pools in a trough before pouring down the pipes. The head of the guards pulls a lever releasing the oil and then a minor hobgoblin above throws a torch on the trough, causing a fire that runs down and ignites the oil. Anyone caught under it takes burning damage for three rounds: 2-12 (2d6); 1-6 (1d6); 1-4 (1d4).
4. The dotted lines represent a net trap hidden in the ceiling. The net is easier to cut through than say the stakes or iron grate -- but can also entangle anyone caught under it or who panics.
5. There is no ceiling trap. The lines are ignored. The lever causes bells to ring and the hobgoblins in room #2 attack.
6. The lines represent holes in the ceiling and floor. The head hobgoblin guard pulls a lever releasing thousands of angry, hungry insect (ants, bees, wasps worse) which stream out to cover the 10' squares that each centers on. Various ploys might help keep them off.

**2. Guards.** A ready contingent of guards.

## Basic Fantasy Version

## Lair Collection I Version 1

**6 Hobgoblins** (AC 14 or 11, HD 1, #AT 1 weapon, Dam 1d8, Mv 30' or 40', Sv F1, MI 8)

HP 5 □□□□□                      5 □□□□□  
5 □□□□□                      5 □□□□□  
5 □□□□□                      5 □□□□□

There will be a ladder on the west wall leading up to an room that gives access to the nets/bars/oil/etc. above the entrance way, if any exist (see room #1 for options about how the entrance is guarded).

**3. Store Room.** For items captured in raids. If anything valuable is here, two guards will be placed at the door.

**2 Hobgoblins** (AC 14 or 11, HD 1, #AT 1 weapon, Dam 1d8, Mv 30' or 40', Sv F1, MI 8)

HP 5 □□□□□                      5 □□□□□

For example, the hobgoblins might have recently plundered a merchant's wagons that was moving their household to a new city and might include:

3 small paintings worth 100 gp each

1 large painting worth 250 gp

1 harp worth 300 gp

3 fancy ladies dresses worth 100 gp each

Various boxes of brick-a-brack which the hobgoblins do not understand but hope are worth something to someone.

**4. Natural Caves.** The hobgoblins broke into this while making their lair. They then tunneled off in various directions. The ceilings are about 20' - 30' high and the area is a natural fissure in the earth.

Up in the north are areas of extremely hard stone which they tunneled around. In doing so, they discovered some gem stones (see entry #12 for more).

The stream that forms the moat from room #10 goes through the area up north (the Game Master has to decide whether it flows east-to-west or west-to-east and other factors).

**5. Common Room.** Basic room for hobgoblin troops. Unclean, cluttered, with buckets and various items of little value.

**12 Hobgoblins** (AC 14 or 11, HD 1, #AT 1 weapon, Dam 1d8, Mv 30' or 40', Sv F1, MI 8)

HP 5 □□□□□                      5 □□□□□  
5 □□□□□                      5 □□□□□  
5 □□□□□                      5 □□□□□  
5 □□□□□                      5 □□□□□  
5 □□□□□                      5 □□□□□  
5 □□□□□                      5 □□□□□

**6. Dungeon.** Prison area for important captives being held for ransom; common captives would be used as slaves at entry #12 below. Also allows captives to be jailed if the majority of the hobgoblins leave for some reason -- or any other need.

**2 Hobgoblins** (AC 14 or 11, HD 1, #AT 1 weapon, Dam 1d8, Mv 30' or 40', Sv F1, MI 8)

HP 5 □□□□□                      5 □□□□□

Space for making notes on the sub-cells follows (for the the Game Master) :

- a.
- b.
- c.
- d.
- e.
- f.

**7. Mess Room/Meeting Hall.** Many wooden tables and chairs. At certain times of the day, hobgoblins from elsewhere might be here.

**8. Kitchen.** Two crude fire places with vents through ceiling, cut with hobgoblin labor and lined with rock. Includes storage for dry foods.

**9. Cold Cellar.** Door kept shut at all times. Hanging meat on hooks, vegetables, other things prone to rotting.

**10. Moat to Chief's Room.** To help defend against attackers and assassins, the chief makes use of this natural stream that was tunneled over. The stream is about ten feet deep and leads nowhere in particular. It goes through the natural caves at entry #4. It is clean and can be swum, at least where the goblins tunneled it out to serve as a moat. The Game Master has to decide whether it flows east-to-west or west-to-east, whether it comes up to the ground outside, etc.

There is no bridge, instead there are long thick wooden planks that are brought back into the foyer and put across when needed. This isn't a perfect defense, but with two loyal guards on duty at all times, it makes it all that much more difficult to sneak up on the chief.

**2 Hobgoblins** (AC 14 or 11, HD 1, #AT 1 weapon, Dam 1d8, Mv 30' or 40', Sv F1, MI 8)

HP 5 □□□□□  
5 □□□□□

**11. Chief's Room.**

**Hobgoblin Chief** (AC 15, HD 5, #AT 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8)

HP 25 □□□□□ □□□□□ □□□□□ □□□□□  
□□□□□

**Bodyguard** (AC 15, HD 3, #AT 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8)

HP 12 □□□□□ □□□□□ □□

**2 Hobgoblins** (AC 14 or 11, HD 1, #AT 1 weapon, Dam 1d8, Mv 30' or 40', Sv F1, MI 8)

HP 5 □□□□□  
5 □□□□□

Much of the tribe's real treasure will be here. Contained in stout iron lock boxes with very well made locks. The chief has the keys.

Treasure should include rough cut gems, some polished and cut gems, some raw gold or silver or other things mined from entry #12, including for example (the Game Master must make sure the treasure fits their game):

1d6 (1-6) gems worth 50 gp each

1d6 (1-6) gems worth 100 gp each

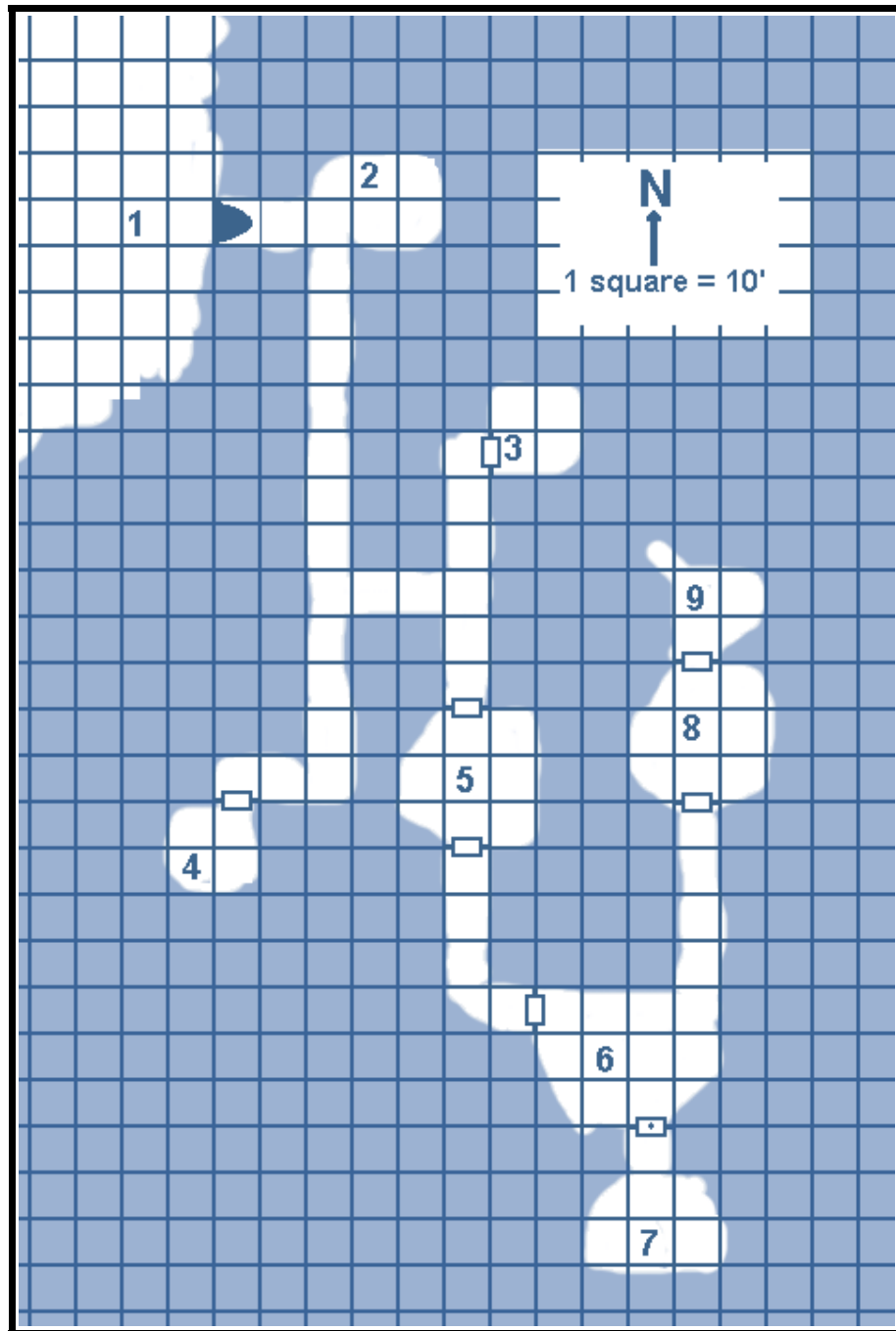
500 - 3,000 (1d6 x 500) gp

200 - 1,200 (2d6 x 100) sp

300 - 1,800 (3d6 x 100) cp

**12. Mining** for gold or gems. In digging northward to expand, the hobgoblins discovered some gemstones and are now more interested in finding more than increasing the size of their lair. The GM might consider putting some human and humanoid slaves here in chains, doing most of the work.

## Lair 9 Kobold Lair



**Introduction:** A simple kobold tunnel system.

**Adventure Summary:**

Total Monsters: 24                      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels

**Wandering Monster List**  
**Roll:**  
 1.  
 2.  
 3.  
 4.  
 5.  
 6.

**1. Guards outside Entrance.** At night they are usually outside, during the day they stand just inside it.

**6 Kobolds** (AC 13, HD 1d4, #AT 1 weapon, Dam 1d4, Mv 20', Sv F1, MI 6)

HP	2	□□	2	□□
	2	□□	2	□□
	2	□□	2	□□

**2. Guard Post.** More guards on hand to reinforce those at the entrance.

**6 Kobolds** (AC 13, HD 1d4, #AT 1 weapon, Dam 1d4, Mv 20', Sv F1, MI 6)

HP	2	□□	2	□□
	2	□□	2	□□
	2	□□	2	□□

**3. Well and Firewood.** The door to this room is rickety, very crude, never locked, easy to knock down. It's purpose is to keep animals from from falling into the well in the west center wall of the room. Piles of firewood lie around.

If the GM needs something here, they might place 1-6 (1-6), 2-12 (2d6), or 7-12 (1d6+1) giant centipedes crawling through the wood.

**4. Common Room.**

**6 Kobolds** (AC 13, HD 1d4, #AT 1 weapon, Dam 1d4, Mv 20', Sv F1, MI 6)

HP	2	□□	2	□□
	2	□□	2	□□
	2	□□	2	□□

**5. Common Room.**

**9 Kobolds** (AC 13, HD 1d4, #AT 1 weapon, Dam 1d4, Mv 20', Sv F1, MI 6)

HP	2	□□	2	□□
	2	□□	2	□□
	2	□□	2	□□
	2	□□	2	□□
	2	□□	2	□□

**6. Meeting Hall.** Used as a meeting hall when needed.

**7. Store Room.** Used for general storage. Would include spare weapons, tools, dry foods, water, wines and such. Locked: the chief has a key.

**8. Kobold Leader's Room.** The leader and several other kobolds are usually here.

**1 Kobold Chief** (AC 13, HD 2, #AT 1 weapon, Dam 1d6, Mv 20', Sv F2, MI 7)

HP 8 □□□□□□ □□□

**6 Kobolds** (AC 13, HD 1d4, #AT 1 weapon, Dam 1d4, Mv 20', Sv F1, MI 6)

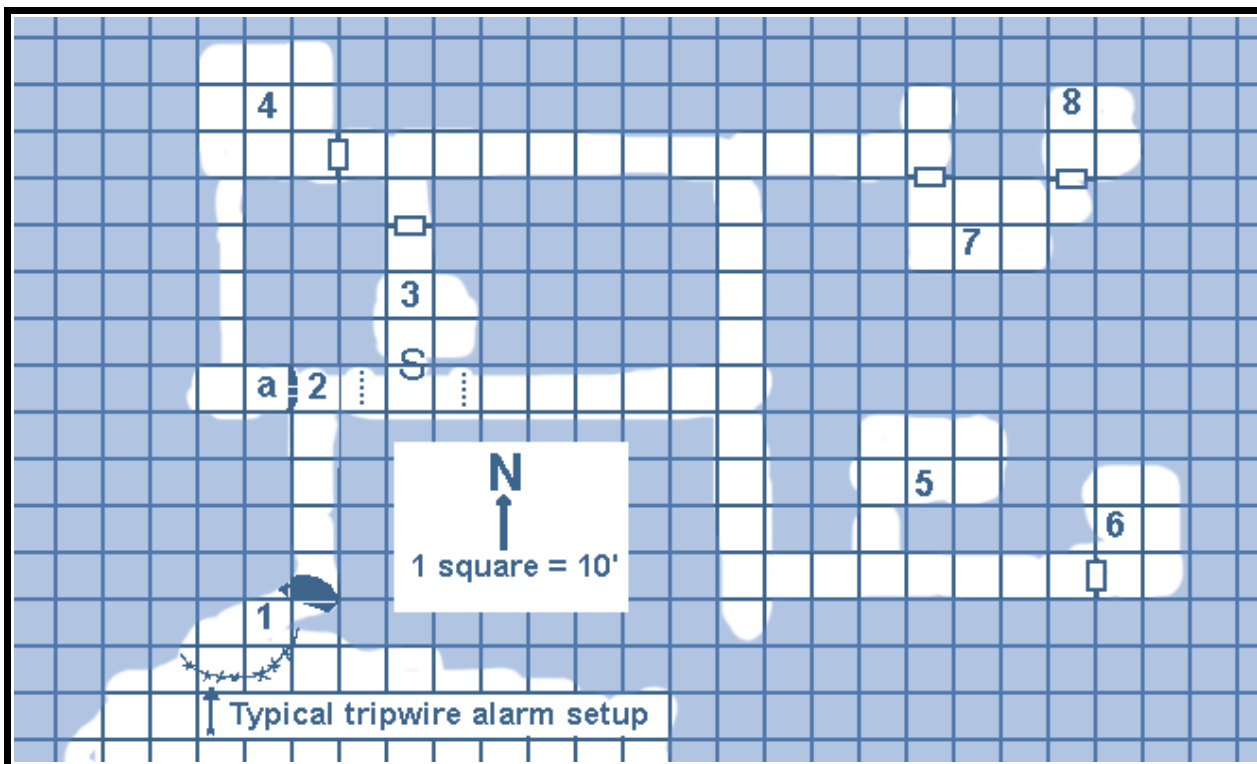
HP	2	□□	2	□□
	2	□□	2	□□
	2	□□	2	□□

**9. Private Quarters.** Also serves as the treasure room. A typical treasure might be:

300 to 500 gp in bags  
 1,000 sp and other items.



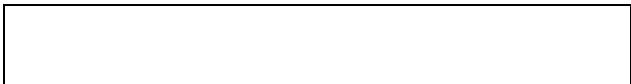
## Lair 10 Kobold Lair



**Introduction:** A kobold lair.

**Adventure Summary:**

Total Monsters: 30                      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels



**Wandering Monster List**  
**Roll:**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

**1. Guard Post.** Kobolds on guard. They string twine up along the ground, and attach old metal pans and such to serve as make-shift alarms, especially when it's night, or to help foil invisible foes.

**6 Kobolds** (AC 13, HD 1d4, #AT 1 weapon, Dam 1d4, Mv 20', Sv F1, MI 6)

HP	2	□□	2	□□
	2	□□	2	□□
	2	□□	2	□□

**2. Trapped Hall.** Anyone walking north up the entrance hall will see (on the west wall at "a") what appears to be a relief of a kobold doing

some bit of business, carved in stone. A kobold hunkers down on a stool on the other side (at "a") looking through a peep hole and if they see dangerous strangers (a typical adventure party) passing by and going down the hall, they will wait until they reach the place across from the secret door, then they pull a lever, which releases the two strong iron grates marked on the map as rows of dots. They will then pull another lever which raises the secret door on the wall, letting the giant rats in room #3 come out and attack. The kobold will then run to alert the others in room #4.

Keep in mind kobolds aren't necessarily bright and this "trap" might backfire on them or not achieve a lot.

**1 Kobold** (AC 13, HD 1d4, #AT 1 weapon, Dam 1d4, Mv 20', Sv F1, MI 6)

HP 2 □□

**3. Giant Rats.** These rats are kept by the kobolds as an ally in a fight and exit by the secret door on the wall triggered by the kobold in room #2 (at the place marked "a").

The door to this room is barred from the outside; anyone inside it would have to batter it down to get out. It's sturdy, but strong people can beat it down eventually.

Plenty of scraps and such are scattered about to keep the rats happy.

**12 Giant Rats** (AC 13, HD 1d4, #AT 1 bite, Dam 1d4+disease, Mv 40' swim 20', Sv F1, MI 8)

HP	2 □□	2 □□	2 □□
	2 □□	2 □□	2 □□
	2 □□	2 □□	2 □□
	2 □□	2 □□	2 □□

**4. Common Room.** Kobolds resting, eating, etc.

**6 Kobolds** (AC 13, HD 1d4, #AT 1 weapon, Dam 1d4, Mv 20', Sv F1, MI 6)

HP	2 □□	2 □□
	2 □□	2 □□
	2 □□	2 □□

**5. Common Room.** Kobolds resting, eating, etc.

**6 Kobolds** (AC 13, HD 1d4, #AT 1 weapon, Dam 1d4, Mv 20', Sv F1, MI 6)

HP	2 □□	2 □□
	2 □□	2 □□
	2 □□	2 □□

**6. Store Room.** Boxes, bags, etc. with food, tools, and stuffs.

**7. Kobold Chief's Room.** Kobold chief and retinue.

**1 Kobold Chief** (AC 13, HD 2, #AT 1 weapon, Dam 1d6, Mv 20', Sv F2, MI 7)

HP 8 □□□□□ □□□

**2 Kobold Bodyguards** (AC 13, HD 1, #AT 1 weapon, Dam 1d4, Mv 20', Sv F1, MI 7)

HP	4 □□□□	4 □□□□
----	--------	--------

**6 Kobolds** (AC 13, HD 1d4, #AT 1 weapon, Dam 1d4, Mv 20', Sv F1, MI 6)

HP	2 □□	2 □□
	2 □□	2 □□
	2 □□	2 □□

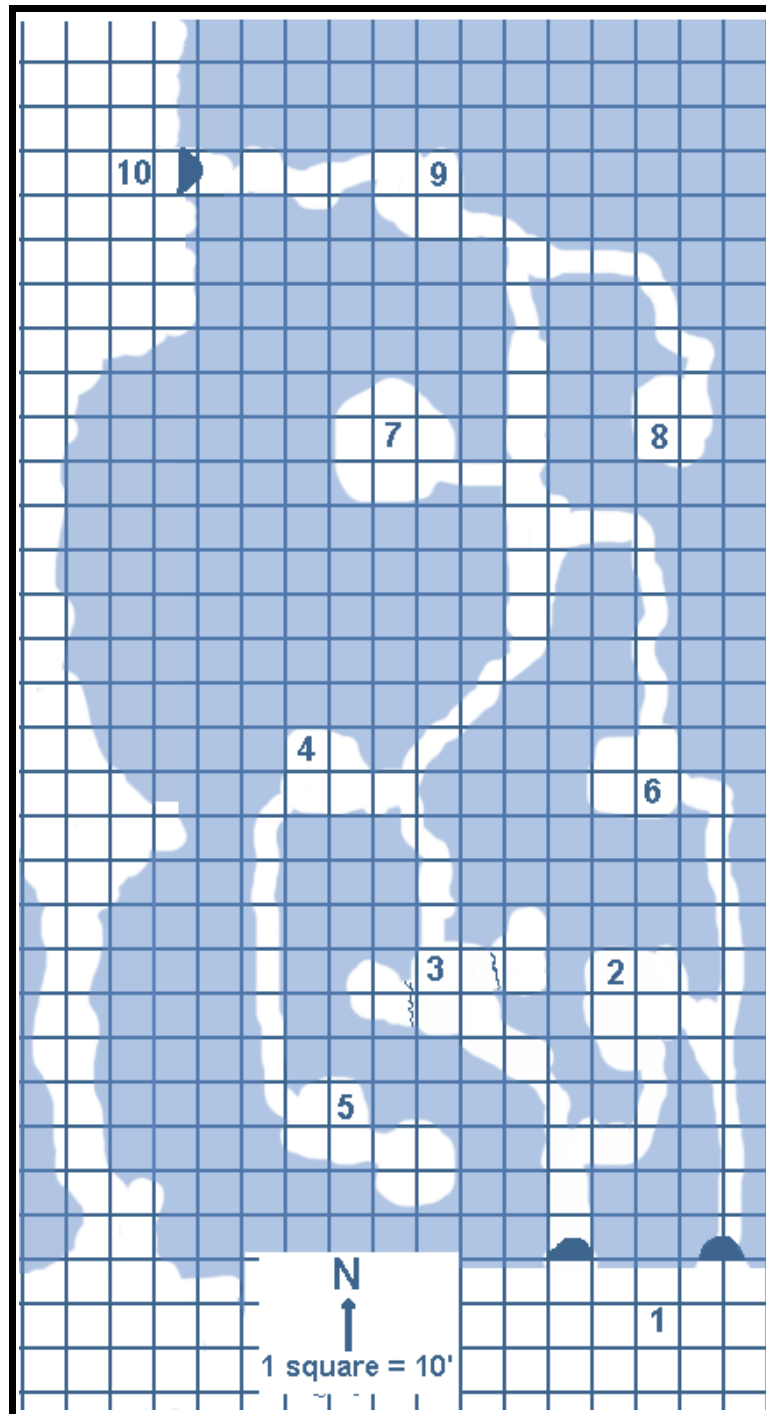
**8. Treasure Room.** Room for treasure.

1,600 sp

3,500 cp

1 gem worth 25 gp

# Lair 11 Lizardman Lair



**Introduction:** A lizard man lair intended to mimic the rounded, dis-organized burrowing habits of lizards and other common animals, with tunnels going through softer areas and around harder rock.

**Adventure Summary:**

Total Monsters: 27                      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels

Wandering Monster List	
<b>Roll:</b>	
1.	
2.	
3.	
4.	
5.	
6.	

**1. South Entrance.** These lizard men usually hide their presence, and rely on guards posted in room #2 instead of guards outside.

**2. South Guard Post.** Lizard men on guard.

**4 Lizard Men** (AC 15, HD 2, #AT 1 weapon, Dam 1d6+1, Mv 20', Sv F2, MI 11)

HP 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□

**3. Food Larder.** Various lizards and fish are kept in pools off this room, usually held in place by wicker walls and stones. A ready supply of live food.

**4. Empty Alcove.** During times of trouble, guards might be placed here to block entry into the leader's quarters.

**5. Lizard Man Leader.** Leader and several others. The leader might wield a magical *spear +1* or similar weapon.

**1 Lizard Man** (AC 15, HD 4, #AT 1 weapon, Dam 1d6+2, Mv 20', Sv F2, MI 11)

HP 16 □□□□□ □□□□□ □□□□□ □

**3 Lizard Men** (AC 15, HD 2, #AT 1 weapon, Dam 1d6+1, Mv 20', Sv F2, MI 11)

HP 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□

Treasure is usually kept in the alcove further south, often something like:

- \* 1,000 gp in bags
- \* five gems worth 100 gp each
- \* a string of pearls worth 1,000 gp
- \* 500 sp in bags
- \* 1,000 cp in bags
- \* A stoppered jar/jug of giant bee honey that acts like a *potion of healing*

**6. Common Room.** Several lizard men.

**6 Lizard Men** (AC 15, HD 2, #AT 1 weapon, Dam 1d6+1, Mv 20', Sv F2, MI 11)

HP 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□

The Game Master might also include 1-6 (1d6) large lizard man eggs being incubated in nests of leaves and sticks, being kept warm with hot coals. (If they reproduce by laying eggs in the GM's world. If not, maybe they're cooking large bird eggs, crocodile eggs, lizard or fish.)

**7. Common Room.** Several lizard men.

**5 Lizard Men** (AC 15, HD 2, #AT 1 weapon, Dam 1d6+1, Mv 20', Sv F2, MI 11)

HP 8 □□□□□ □□□  
8 □□□□□ □□□  
8 □□□□□ □□□  
8 □□□□□ □□□  
8 □□□□□ □□□

The Game Master might also include an egg nest (as in room #6).

**8. Common Room.** Several lizard men.

**4 Lizard Men** (AC 15, HD 2, #AT 1 weapon, Dam 1d6+1, Mv 20', Sv F2, MI 11)

HP 8 □□□□□ □□□  
8 □□□□□ □□□  
8 □□□□□ □□□  
8 □□□□□ □□□

The Game Master might also include an egg nest (as in room #6).

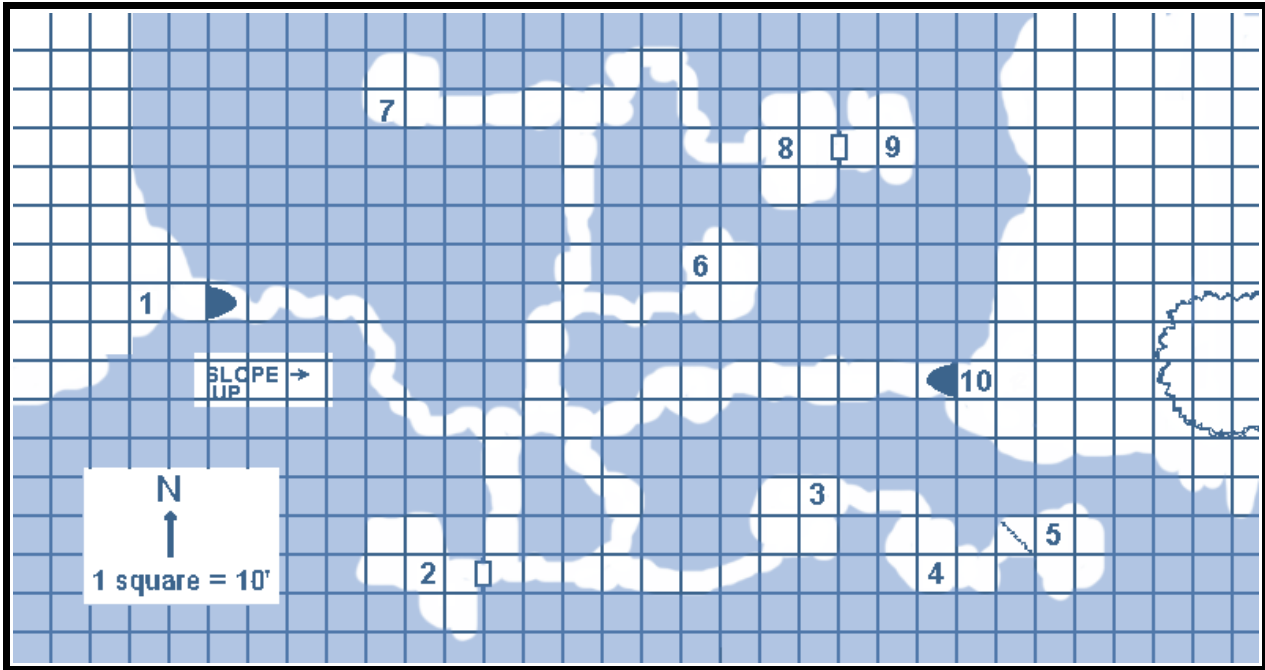
**9. Guard Post.** Lizard men on guard.

**4 Lizard Men** (AC 15, HD 2, #AT 1 weapon, Dam 1d6+1, Mv 20', Sv F2, MI 11)

HP 8 □□□□□ □□□  
8 □□□□□ □□□  
8 □□□□□ □□□  
8 □□□□□ □□□

**10 North Entrance.** Usually these lizard men hide their presence. They rely on guards further inside (room #9) rather than at the entrance unless something happens to make them change that tactic.

## Lair 12 Orcs (Drunks)



**Introduction:** A common Orc cave setting.

**Adventure Summary:**

Total Monsters: 35 - 38      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels

<p><b>Wandering Monster List</b></p> <p><b>Roll:</b></p> <p>1.</p> <p>2.</p> <p>3.</p> <p>4.</p> <p>5.</p> <p>6. 1-6 (1d6) Orcs on patrol</p>
---

**1. Guards.** Two orc guards stand outside the entrance. Further inside are four more guards taking it easy. Any loud disturbance will attract them. One has a horn (ox horn) to blow to raise an alarm.

Inside the main entrance way will be pallets of grass and hides they lounge on, a cooking fire, several stone pots, a flagon of beer and such.

**6 Orcs** (AC 14, HD 1, #AT 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 8)

HP	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□

**2. Bunk Room.** Raucous laughter (orcs) can be heard through the door to this room even with it shut. The door is a crude wooden door on old iron hinges that isn't much to speak of, although it provides some visual privacy.

The orcs recently looted a wagon of ale on the road and many here are drunk -- against orders, and they don't care. Several are passed out on the floor (they can't fight and are listed separately below). The Game master can

either roll to see which ones are drunk or just assume they all are and as such they all suffer a -2 penalty to hit (or per the rules for being drunk of the game they are playing). They will not fight with any coordination or intelligence.

Crude wooden tables, chairs and bunk beds furnish the room. It is in severe disarray with hide and cloth blankets on the floor, several chairs smashed and so on.

Three large bottles of ale are unopened; five are almost empty or half drunk; and a dozen or more are smashed on the floor or wall. A crate of a dozen unopened bottles is resting on one wall.

**11 Orcs** (AC 14, HD 1, #AT 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 8)

HP	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□

Sleeping, drunk orcs:

**3 Orcs** (AC 14, HD 1, #AT 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 8)

HP	4	□□□□
	4	□□□□
	4	□□□□

**3. Dog Room.** This room has some six dogs in it, kept as hunting dogs, guard dogs and war dogs as needed. They are all tied to a stout rope which in turn is tied to two iron rings driven deep into the north wall, keeping them apart. They have plenty of slack to roam the room and unless agitated usually do not tangle up with each other. Every day or two several are taken outside for hunting and other purposes.

Feces, scraps, bones and such litter the room.

The tunnel leading from here to room #4 slopes down dropping some 10 feet (3 meters).

**6 Dogs** (AC14 , HD 1+1 , #At 1 bite , Dam 1d4 + hold , Mv 50' , Sv F1, MI 9 )

HP	5	□□□□□	5	□□□□□
	5	□□□□□	5	□□□□□
	5	□□□□□	5	□□□□□

**4. Store Room.** A general store room with boxes, bags and other things not too important to the chief. The tunnel leading from here to room #5 slopes down steeply, dropping about 10'.

**5. Wet Room.** This dank dark room has a foot or so of water in it, along with boxes, furniture and such. Most of it is rotten. At one time someone had ambitions of using this for a hide out, but whoever it was gave up.

A crude wicker gate is here, used to help keep anything from rolling into the water by accident.

A dozen bottles of ale are cooling in the water.

**6. Orc Chief.** The orc chief resides here: big, fat, and strong. And he doesn't see any need for a door to the room (he's arrogant.) Also contains collected treasure in two strong boxes and three stout wooden boxes: 2,000 gp, 2,000 sp and 1,300 cp.

**1 Orc Chief** (AC 15, HD 4, #AT 1 weapon, Dam 1d8+1, Mv 40', Sv F4, MI 8)

HP 18 □□□□□ □□□□□ □□□□□ □□□

**3 Orcs** (AC 14, HD 1, #AT 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 8)

HP	4	□□□□	4	□□□□
	4	□□□□		

**7. Orc Priest.** This bedraggled orc was knocked out of room #8 by the tribal sub-chief, who's cruelty and brutality overwhelmed the priest's cowardice and subservience. (the Game Master must decide whether or not this orc can use magic and if so what type).

**1 Orc** (AC 14, HD 1, #AT 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 8)

HP 4 □□□□

**8. Sub Leader's Room.** Once the office of a temple official, this room was claimed by a sub-leader. He wears a belt with a gold buckle and gems worth 800 gp.

**1 Orc Sub-Lieutenant** (AC 14, HD 2, #AT 1 weapon, Dam 1d8+1 for strength, Mv 40', Sv F2, MI 7)

HP 10 □□□□□ □□□□□

**9. Temple Room.** There is a statue in this room of one of the known goddesses of the Orcs sitting on a throne. Quiet ugly and horrific, leaning forward in cruel malice as if enjoying the servitude of worshipers for every little thrill she can.

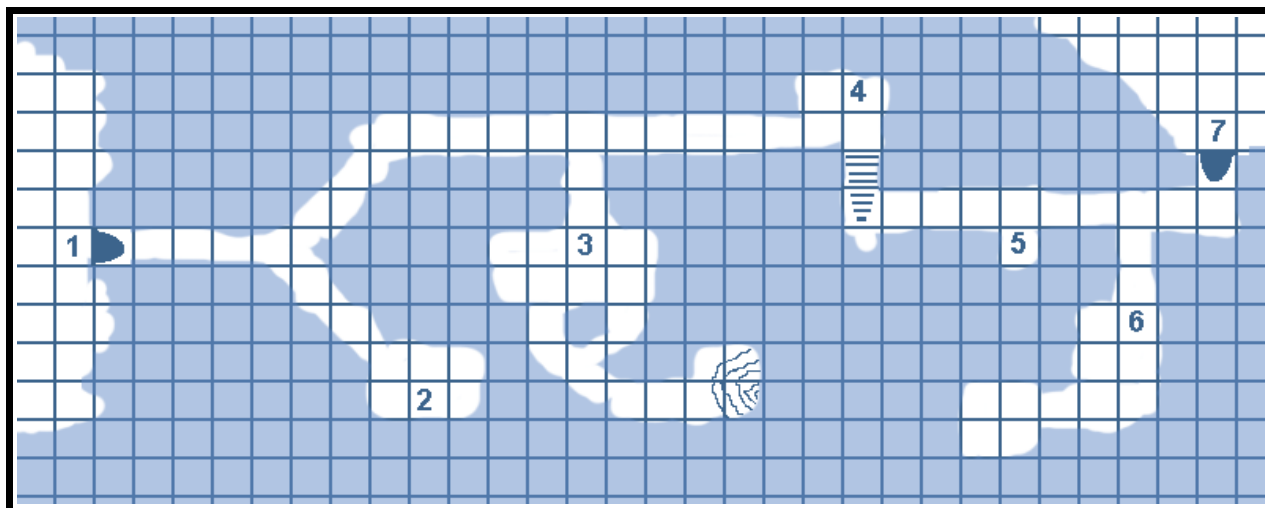
**10. East Exit.** Guards are always on duty, and have a horn (ox horn) to blow in alarm. Inside the main entrance way will be pallets of grass and hides they lounge on, a cooking fire, several stone pots, a flagon of beer and such.

**6 Orcs** (AC 14, HD 1, #AT 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 8)

HP	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□



## Lair 13 Orcs and Hobgoblins



**Introduction:** Start at either entry #1 or #7 as the GM desires. With the adventure party standing outside somewhere where they can observe the entrance without being seen.

**Adventure Summary:**

Total Monsters: 30                      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels

**Wandering Monster List**

**Roll:**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

**1 West Entrance Guards.**

**6 Orcs** (AC 14, HD 1, #AT 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 8)

HP	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□

**2. Hobgoblin Room.** Hobgoblins have moved in and are bullying the orcs. They've killed the leaders and have all the tribal treasures with them. The orcs remaining aren't the type to care who leads them and are content enough. The treasure consists of 2,800 gp and 2,500 sp.

**Hobgoblin Chief** (AC 15, HD 5, #AT 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8)

HP	25	□□□□□	□□□□□	□□□□□	□□□□□
		□□□□□			

## Lair Collection I Version 1

**5 Hobgoblins** (AC 14, HD 1, #AT 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8)

HP 5 □□□□□                      5 □□□□□  
5 □□□□□                      5 □□□□□  
5 □□□□□

**3. Water Room.** South (around a column of solid stone) is a short tunnel leading down a slope that drops about 15 feet to a rough cut room with a pool of water. This pool serves as a water supply for the inhabitants.

There are often buckets here.

**4. Room.** Steps lead down south, dropping down 10 feet (3 meters) in elevation.

**5. Niche.** Something for the GM to play with.

**6. Bunk Room.**

## Basic Fantasy Version

**12 Orcs** (AC 14, HD 1, #AT 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 8)

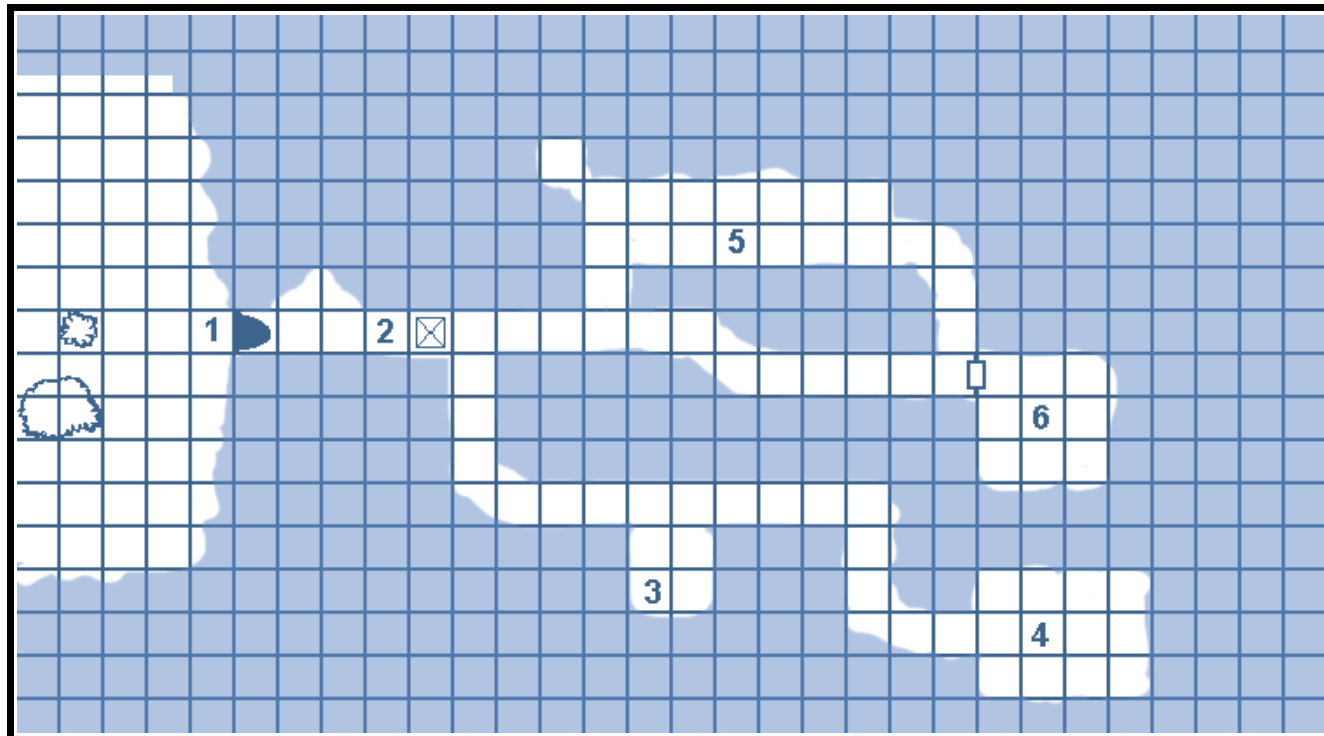
HP 4 □□□□                      4 □□□□  
4 □□□□                      4 □□□□  
4 □□□□                      4 □□□□  
4 □□□□                      4 □□□□  
4 □□□□                      4 □□□□  
4 □□□□                      4 □□□□

**7. East Entrance.**

**6 Orcs** (AC 14, HD 1, #AT 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 8)

HP 4 □□□□                      4 □□□□  
4 □□□□                      4 □□□□  
4 □□□□                      4 □□□□

## Lair 14 Orcs and Ogre



**Introduction:** A rather bright and driven ogre has taken over a tribe of orcs as chief.

**Adventure Summary:**

Total Monsters: 24                      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels

<p><b>Wandering Monster List</b></p> <p><b>Roll:</b></p> <p>1. 2. 3. 4. 5. 6.</p>
---

--

**1. Guards at Entryway.** Orc guards Several will have bows and arrows or slings and sling stones (Game Master's choice).

**6 Orcs** (AC 14, HD 1, #AT 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 8)

HP	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□

**2. Pit Trap.** This pit trap isn't very sophisticated. Anyone being careful can tell that most people walk past it; there is a two foot wide safe zone on either side. Anyone who steps on it falls for 1d6 (1-6) damage.

**Lair Collection I Version 1**

More than anything this trap is intended to be a hindrance that funnels would be attackers and slows them down. If anyone falls in that's even better.

**3. Empty Room.**

**4. Store Room.** Store room, make shift prison if needed.

**5. Common Room.**

**11 Orcs** (AC 14, HD 1, #AT 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 8)

HP	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□		

**6. Ogre's Room.** This ogre has taken control of the orcs. It sits on throne and wears a **medallion of ESP** which it uses to weed out ambitious orcs with. An orc war lord is in room as well as five common orcs, serving as guards and fetch-and-stoop servants.

**Basic Fantasy Version**

**1 Ogre** (AC15 (12), HD 4+1, #At 1 weapon, Dam 2d6, Mv 30' Unarmored 40', Sv F4, MI 10)

HP 19 □□□□□ □□□□□ □□□□□ □□□

**5 Orcs** (AC 14, HD 1, #AT 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 8)

HP	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□		

The Ogre wears:

A large gold chain weighing a pound, mounted with gems, total value is about 500 gp.

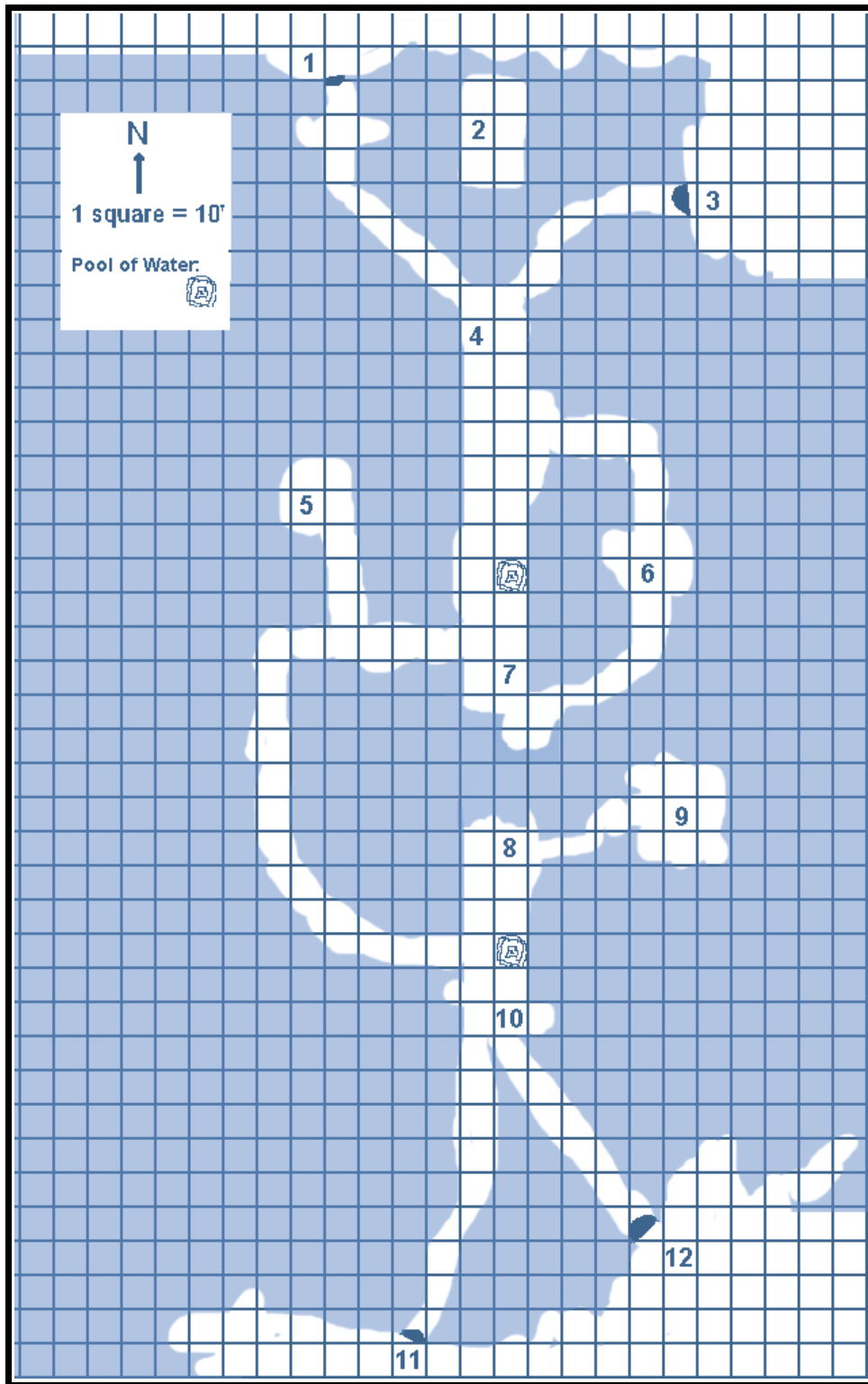
Two gold bracers for ornament, worth 50 gp each (due to ornamental shape and etchings)

A gold crown weighing a pound with gems worth 500 gp

[The Game Master will need to adjust the values to suit their game and campaign.]

Additional treasure will be found in an iron strong box under it's throne, the key is around it's neck. This includes 1,500 gp and 1,500 cp.

# Lair 15 Tunnel Through Mountain



**Introduction:** This is an old tunnel that was once part of a road system through mountains. Earth quakes and land subsidence struck, and collapsed the tunnel in three places: each end and the middle. Someone dug out new entrances and a way around the middle part creating a new tunnel network.

The cruder tunnels are about 10' (3 meters) high. The main tunnels where the original system is still intact are about 20'-30' (6 to 9 meters) high (as the GM wishes), old, dusty and dirty, broken here and there, but still fairly well kept up. The GM can throw in a few pools of rain water and seep water as they wish.

The adventure party begins at whichever entrance the GM desires: #1, #3, #11, or #12.

**Adventure Summary:**

Total Monsters: 10                      Levels:  
 Treasure:  
 Experience:  
 For \_\_\_\_\_ characters of \_\_\_\_\_ levels

<p><b>Wandering Monster List</b></p> <p><b>Roll:</b></p> <p>1.</p> <p>2.</p> <p>3.</p> <p>4.</p> <p>5.</p> <p>6.</p>
--

**1. Entryway.** The GM can add further descriptions as desired. For example, bandits or goblins or other creatures might appear, chasing the adventurers.

**2. Lost Chamber.** Placed here for the GM who wants something special. Clues might lead the players to finding something hidden here: perhaps the original collapse killed a traveler who had a magic weapon or magic item.

**3. Entryway.** The GM can add further descriptions as desired.

**4. North end** of the main tunnel.

**5. Giant Lizards.** Three or so giant lizards lair here, venturing out to hunt during the day.

**3 Giant Gecko Lizards** (AC 15, HD 3+1, #AT 1 bite, Dam 1d8, Mv 40', Sv F2, MI 7)

HP 13 □□□□ □□□□ □□□  
 13 □□□□ □□□□ □□□  
 13 □□□□ □□□□ □□□

**6. Bear Lair.** A bear uses this as it's winter den and for general purposes.

**1 Grizzly Bear** (AC14, HD 5, #At 2 claws/1 bite + hug, Dam 1d4/1d4/1d8 + 2d8 hug, Mv 40', Sv F5, MI 8)

HP 25 □□□□ □□□□ □□□□ □□□□  
 □□□□

**7. Rubble** blocking the tunnel. Not just rubble, but loads of huge boulders and such. It was easier to tunnel around than through (the mountain to the west is much softer, one reason for the collapse.)

**8. Rubble** blocking the tunnel. Same as #7 -- the rubble includes huge boulders and slabs of rock.

**9. Giant Beetles.** Abode of a nest of giant beetles, who have drug wood and branches with leaves here to make bedding and such. They leave to hunt in the tunnels and outside on occasion.

**4 Giant Tiger Beetles** (AC17, HD 3+1, #At 1, Dam 2d6, Mv 60' (10'), Sv F3, MI 9)

HP 14 □□□□ □□□□ □□□□  
 14 □□□□ □□□□ □□□□  
 14 □□□□ □□□□ □□□□  
 14 □□□□ □□□□ □□□□

**10. Blank Entry.** In case the GM wants to add details here.

**11. Entryway.** The GM can add further descriptions as desired.

**12. Entryway.** The GM can add further descriptions as desired. For example, common animals might come to water or forage nearby or pass up trails and a mountain lion or leopard might be prowling in the rocks around here:

**1 Mountain Lion** (AC 14, HD 3+2, #AT 3, Dam 1d4/1d4/1d6, Mv 50', Sv F3, MI 8)

HP 14 □□□□ □□□□ □□□□

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