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Dungeon Module B2

The Caves of Chaos

By Gary Gygax

Revision by Robert J. Schwalb and Bruce R. Cordell

Revision Developed by Chris Sims and Matt Sernett

An Adventure for Character Levels 1-3

General Notes: This module, originally titled B2: The Keep on the Borderlands, has been the standard introductory module from the earliest boxed editions of the D&D® rules. The adventure consisted of a detailed keep, to be used as a base, and a cave complex known as the Caves of Chaos. The latter has been included here.



What Is This Adventure Testing?

The Caves of Chaos isn't meant to be a hard test of the play balance between characters and monsters. That process is a continuing one as we refine the rules for monsters, characters, and encounter building. Although you should keep an eye on how rules interact, this adventure is intended to explore how well the rules support different styles of play.

We've created a fairly faithful rendition of the original adventure because we're hoping to see how players use this material. In other words, you can choose to play in the "theater of the mind" style or as a series of set-piece encounters using a grid and miniatures. The free-form nature of the adventure also gives many options for play: hack-and-slash battles, political negotiations, cloak-and-dagger deceptions, dungeon crawls, guerrilla warfare, comedic interactions, or any mix of those elements.

Do the rules allow you the freedom to play the DUNGEONS & DRAGONS® game way you like? How about the adventure? What elements didn't work out? What did you change to suit your tastes?

Make This Your Adventure

The Caves of Chaos isn't an adventure in the typical sense. It doesn't present a single story, character hooks aren't set, and the villains' actions don't always have obvious motivations—nor do they work to a common end.

With this adventure, you don't need to stress plot points. Characters don't have to move through encounters in a specific order. You and your players can make the adventure happen however you like.

What's My Motivation?

For some players, the existence of dungeons full of monsters and treasure is reason enough to get on with the adventure. If you're looking for something more, you can link these encounter locations with any story that you think works best. This section includes some suggestions for what's going on in the caves and why the characters become involved. You don't have to take any of these ideas as they are; change them or ignore them, and come up with something you like better.

One way to create a plot for *The Caves of Chaos* is to ask yourself questions when you read through the adventure, then come up with answers. For example, you might wonder why the monsters aren't already at war. The answer to that question is

a great starting point for applying your creative control. Maybe the different tribes are at war, and the caves are like trenches in World War I, with each side of the multifront battle making infrequent attacks and then retreating into its bunker. Perhaps the caves aren't as close together as shown on the map, and the canyon is more like a hundred miles long, so that the different tribes don't come into contact with one another as often. Alternatively, you can collapse one or more caves to create space between them and cut down on the elements you have to track.

Looming War

The cultists in the Shrine of Evil Chaos (cave K) gathered an army of monsters to the caves, slaughtering all but one group of kobolds that had long occupied the ravine. The cult is planning an assault on a nearby city, and the various tribes are preparing for war in the manner that best suits their talents—orcs as shock troops, hobgoblins as infantry and archers, goblins as sappers, and so on. The city leaders learned of this threat from a former acolyte who regrets joining the cult and seeks a way out. They call on the characters in hopes that a small group can infiltrate the caves and set the fractious tribes against one another so that the army never reaches the city.

Find the Heir

The tribes took many captives from a caravan raid and have been trading the prisoners among themselves as a sort of currency, based on each one's ransom value. Unknown to their captors, one of the prisoners is the heir to a nearby kingdom. So far, the other captives have kept this fact a secret, fearing that they might become disposable once the heir is known. The king hires the characters to rescue the heir, but he or she won't leave without the others, or first wants to rescue a love interest held by another tribe.

Under Evil's Thumb

The various tribes of the caves are slaves to the Shrine of Evil Chaos, forced to worship its power instead of their own gods. Each month the cultists demand tribute, and the tribes engage in a competition for the best offering. The tribe that makes the weakest gift must sacrifice one of its members, whereas the one with the best offering gains privileges and feasts on goods the cultists procure from nearby towns. Striving for ever more

wondrous offerings is driving the tribes into a frenzy of raiding each month. The characters are called in to discover the reason for the raids and deal with the problem.

Drawn to the Evil Eye

The ravine was carved in ancient days when a piece of the eye that Corellon cut from Gruumsh crashed into the landscape. The various tribes were drawn there by the eye's power and mined the rift's walls in hopes of finding it. They continue to be held in its thrall—the orcs in particular seem to be in a trance, breaking into bloody-eyed fury whenever something interrupts their search. Any group that finds the fragment of Gruumsh's eye would have tremendous power over the others. A seer who has divined this danger approaches the characters with a dire warning: The fragment will be found before the next full moon. For the sake of all, the characters should be the ones who find it.

The Devil You Know

The tribes in the caves have begun raiding nearby settlements after a long period of relative peace, and the leaders of those communities ask the characters to negotiate with the tribal leaders. The citizens of the surrounding area are willing to pay tribute in return for an end to the attacks and a promise of mutual protection. In fact, a change of leadership has brought about the raids: The cultists of Evil Chaos usurped control of the tribes from their old queen, the medusa who is now held prisoner in area 64. Certain factions of the various tribes desire the return of the medusa's rule and promise to leave the surrounding communities in peace if the characters can arrange this event. But others have benefited from the raids and the shift in power. Who can be trusted?

Free-Form Adventuring

Most adventures published for the latest editions of the D&D game have encounters tuned for balance and a structure meant to take the characters from one set-piece battle to the next. Sometimes, safe resting places were built in at just the right points. Although each cave has a recommended level for a party of four characters, *The Caves of Chaos* doesn't work like such previous adventures.

Instead, the characters have the freedom to go where they want and pick their own battlegrounds. They can block a cave entrance and try to smoke out the inhabitants. They can trick one tribe into blaming another for the party's attacks and set them

both to fighting. They can lay an ambush for hunting parties. (Of course, the monsters might get the hint and start ambushing the characters in return.) They might forgo combat entirely and opt for a political approach.

This is your adventure. You can make it easier or harder to suit the needs of your story.

Dynamic Dungeons

One way to make the adventure more fun is to have elements change according to the characters' actions. If they kill some hobgoblins and then leave, perhaps they interrupt a funeral feast when they return. If their assault weakens the orcs enough, the characters might later find hobgoblins in the orc caves, celebrating their victory. Character actions might have important and long-lasting effects. Clearing the kobold caves might provide a fine redoubt for other assaults or turn the complex into a base for another, tougher group of monsters.

Monster Activity and Adaptation

The ravine is a living environment. Large groups of intelligent creatures are unlikely to sit in their rooms, waiting for adventurers to kill them. Half or more range through the countryside, hunting and foraging, or ambushing travelers on nearby roads. Others might be sent to spy on a rival tribe, trade with others, raid enemy stores, negotiate with the cultists of the Shrine of Evil Chaos, and so on.

Creatures in the ravine have formed alliances and rivalries. The goblins and hobgoblins are on one side and orcs and gnolls are on the other, for instance. Others are unallied: The kobolds hope to be overlooked. Still others are everyone's enemy: The bugbears bully others and pick off stragglers from all conflicts. If characters learn about these factions, with careful play, they can use this knowledge to their advantage.

Intelligent monsters adapt their tactics to observed conduct. For example, if the party uses flaming oil in battle, surviving tribal members might use oil later in a similar way. If adventurers consistently sneak up on the monsters, their targets could respond by setting alarms and traps. If the monsters observe that characters fleeing from overwhelming numbers, the monsters might shout and make noise to seem more numerous. Monsters that have been attacked before are likely to be on alert, posting extra guards in entrances or sending out scouts to watch for enemy approach.

Changes in Territory

If the characters wipe out the denizens of one cave, the returning members might stay to replace those lost, form a war party to hunt down the characters, or wage open war against another tribe in an attempt to seize new territory. When the characters clear all monsters out of a cave complex, it remains deserted for a time; 1d4 weeks is a typical interval. If the party does not enter the lair again before the end of that period, it might be repopulated. Perhaps the surviving former inhabitants return or another monster moves in. For instance, a troll might take over the deserted minotaur's cave (I).

Killer Encounters

The free-form nature of this adventure can get the characters into trouble quickly. Some areas in the ravine boast far more monsters than a low-level group of adventurers can handle. Ten orcs can be big trouble for the party. Pile on another five, and the adventurers' careers might end abruptly.

Players need to know that some places hold too many monsters for their characters to defeat all at once. A nonplayer character (NPC) could warn the party that the caves house tribes of humanoids, some a score or more warriors strong. You can describe evidence of the passage of numerous individuals through the area as the party draws near. The noise of many creatures in major tribal areas should also serve as a warning. If all else fails, tell the players that they need to watch their step. Armed with clear information, the players can make educated decisions before the characters blunder into an overwhelming encounter.

However, even the best-laid plans sometimes go wrong. Encounters that are supposed to be easy can become deadly if the dice turn against the players. If the characters get in over their heads, and you want to avoid killing them all, consider one of these ways to give them an out.

Random Encounter: Another group of monsters arrives on the scene, providing a distraction to let the characters get away. For example, if the kobolds have the characters on the ropes, the sudden arrival of a flock of stirges could send everyone running.

Negotiation: The monsters might be willing to bargain, even if the characters are on the defensive. Perhaps their foes promise to cease the attack if the characters are willing to help the tribe raid another tribe's cave.

Jailbreak: Enemies might capture one or more of the characters instead of killing them, and then barter them to another tribe. That other tribe might

negotiate with the captives, or the adventurers could find a way to escape during the transfer. Alternatively, the captors hold the prisoners for ransom. The characters might be able to buy their freedom or make a daring prison break.

If a tribe demands ransom, the monsters might release one character to fetch the payment. Set the sums low: 2 to 20 gp per prisoner, or a magic item that the ransoming tribe might find useful. If the ransom is paid, the monsters release the characters. Success at ransoming prisoners might bring fame to the tribe, increasing its numbers by 2d6 in addition to growing its wealth. The tribe might be extra alert for 1d4 weeks afterward, in case the adventurers return to for revenge or raiders from a rival tribe come to seize the loot.

Enemy of My Enemy: Another tribe shows up partway through the fight, hoping to take advantage of the party's earlier successes by looting the rival tribe's cave. The characters could negotiate an alliance with the invaders, set both groups of foes against each other, or take advantage of the confusion to escape.

Run Away: Players don't always agree on when to run from a fight, especially with actions dictated by the initiative order. A character might want to make just one more attack or stay behind to make sure someone else can get away. If the players are talking about running, give them that option, dropping out of initiative order and segueing to a chase scene. The characters' success in escaping should be dictated by their choices instead of by rules minutia, such as whether one character is slightly slower than another. Do they slam doors shut as they run through them or use another tactic to slow pursuers? Do they escape one danger only to run into more trouble? If they do get out of sight, can they find a place to hole up?

Running the Adventure

No one can predict perfectly how players might interact with this material. You're the Dungeon Master: When the adventure leaves something open to interpretation, fill in the gaps to suit your needs. Final decisions are up to you. The guidelines presented in the adventure offer general directions for handling exploration and encounters.

Overview Map

Woods and contour lines shown on the map are mostly for surface movement reference.

Woods

These groves are tangled and forbidding. Within them, characters might encounter monsters from nearby caves. Woods are difficult terrain (every five feet of difficult terrain that you move through costs five extra feet of movement). Trees and foliage might also provide cover or concealment.

Underground

The passages and rooms of the caves might be on different levels. Passages slope between the surface map contours, even where no stairways are shown. Except where noted otherwise, interiors are natural or hewn rock (DC 11 Strength to climb).

Interaction

Each cave includes notes for residents, and their organization and conduct, presented in a sidebar at the start of that section. This sidebar has advice on how to run the cave environment. The sidebar also specifies a level range that tells you how difficult the cave can be for four adventurers.

Descriptions

Each area includes a notation about light (bright, dim, or dark). Some areas include other sensory information, such as noise. Italicized text in each area describes the area's basic contents. Since the caves are dynamic, monsters might move from one area to another. Account for sensory information and monsters in an area when you describe that area.

Tasks

Some features indicate related tasks with associated DCs and relevant ability scores. You can adjust the difficulty of these tasks as necessary for the abilities of your party. This adventure does not define every possible task or DC, which allows you to reward creative play.

Checks to detect creatures or objects are usually for active searching (normally using Intelligence). You can allow passive detection, using Wisdom or another appropriate ability, possibly assigning a higher DC to the check.

Monster Statistics

Specific areas describe the monsters normally present there. The *Caves of Chaos Bestiary* is where you can find the statistics for these monsters, although an encounter area might indicate minor changes to such statistics.

Introduction

You have been passing through the forest for some time, as it grows denser and gloomier, until the misshapen trees and grasping briars suddenly give way to a ravine. Its walls—dark, streaked rock mingled with earth—rise steeply to either side to a height of about 100 feet. Clumps of trees, some dead, stand even on the slopes. The opening you are in is about 200 feet wide, and the ravine runs at least 400 feet west. At varying heights on all sides of the ravine are the mouths of caves. The sunlight is dim and the air is dank, with the oppressive feeling of something evil watching. A flock of ravens rises croaking from the ground, the terrain magnifying the beat of their wings and their cries into a horrible sound. Among the litter of rubble, boulders, and dead wood on the ravine floor, you can see bones of humanoids, animals, and other creatures. You have discovered the Caves of Chaos.

A. Kobold Lair

A thick clump of trees doesn't quite hide the black mouth of an opening in the ravine wall.

Light: Dim (daylight under the trees) or none

Monsters: Nine kobolds hide in woods around the cave mouth (DC 13 Wisdom to notice; DC 11 Intelligence to find). They attack anyone who tries to enter, gaining surprise if they go unnoticed.

Running the Kobolds

This cave is a challenge for a 1st- or 2nd-level party. A higher-level group could trounce the kobolds, unless the monsters are given a chance to organize against the invaders.

The kobolds' main dwelling is area 6. Use kobolds from that area to supplement or replenish kobolds in other areas. Subtract those you place elsewhere from the number in area 6.

A kobold that flees another encounter might go to area 6 to warn the bulk of the tribe. You can have a group of 1d6 + 4 kobolds from area 6 sneak out every few minutes to outflank or ambush intruders they know about. At least eight kobolds remain in area 6 at all times. If the trap lord is killed, the kobolds in area 6 might surrender.

Kobolds are notorious for their traps. Especially if the characters retreat and return later, you can supplement existing defenses with simple traps, such as nets and concealed pits. The kobolds are aware of their own traps.

1. Guard Area

Light: None

Noise: Intermittent high-pitched talk

A roughly cut tunnel diverges ahead, offering two different paths. Several planks poke out of a pocket chamber to the northeast.

Pit Trap (DC 13 Intelligence to find): A pit is hidden at the junction thirty feet inside the entrance. If the trap goes undetected, each character in the group's first rank must succeed on a DC 15 Dexterity saving throw (DC 11 for those in the second rank) to avoid falling ten feet into the pit and taking 1d6 damage. The pit lid then slams shut (DC 13 Strength to open from inside). Noise from the trap attracts monsters from areas 1 and 2.

Monsters: Six kobolds are stationed in area 1, which also contains five planks the kobolds use to cross the pit.

Treasure: Each kobold carries 1d6 sp.

2. Garbage Heap

Light: None

Noise: Squeaking and rustling

Smell: Rotting food, garbage, and waste

Mounds of garbage and waste foul the area.

Monsters: Fifteen cave rats and one dire rat burrow in and feed on the refuse here. These pets of the kobolds rush to the sound of the pit closing or battle nearby.

Treasure: The dire rat, a favored pet, wears a silver chain set with semiprecious gems (15 gp).

3. Food Storage

Door: The door is locked (DC 13 Dexterity to unlock, requires thieves' tools).

Light: None

Smell: Rotting meat

This storage area is filled with sacks, boxes, barrels, and piles of unidentifiable stuff, as well as a large wine cask. Rotting, gnawed parts of humanoid bodies litter the floor.

Food (preserved and otherwise) is stored here, along with drink. The cask contains vinegary wine.

4. Elite Guard Room

Light: None

Noise: Intermittent high-pitched talk

This small, simply furnished chamber has a recessed wooden door in the east wall.

Monsters: Four kobold dragonshields live here.

Treasure: Each kobold carries 2d10 sp.

Development: If combat occurs here, kobolds from area 5 join the fight at the start of the second round of combat.

5. Kobold Lord's Room

Light: Dim (guttering lantern)

Noise (DC 11): Piping arguments

All manner of savage trophies hang on the walls of this stifling cave, including furs, tapestries, and old blankets. Heaps of cloth and bits of battered furniture litter the floor. A lantern on a plank table burns dimly.

Monsters: A kobold trap lord lives here with five kobold attendants.

Treasure: The lord wears a necklace with a gem (25 gp), and he has keys to the storage room (area 3) and a locked chest (DC 15 Dexterity to unlock, requires thieves' tools). Hidden in an old blanket hanging on the wall (DC 13 Intelligence to find) is 50 gp. The chest holds 203 cp, 61 sp, and 22 ep.

6. Kobold Common Chamber

Light: Dim (banked bonfire)

Noise: Loud babble of many squeaking voices

A banked bonfire lights this smelly chamber amid heaps of foliage, tattered fabric, and junk of all sorts.

Monsters: Up to forty adult kobolds and eight whelps (noncombatants) are quartered here. Half or more of the adults are out foraging, hunting, and raiding, especially at night. At least eight adult kobolds always stay behind to guard the young.

Treasure: Any search of the heaps uncovers a fine piece of silk worth 15 sp. Each adult kobold has 1d4 - 2 sp.

B. Orc Lair

Light: Dim (daylight from cave mouth) or none

Noise: Harsh voices from both directions, louder from the west

The northern wall is decorated with the heads of various humanoids in various stages of decay. These grisly trophies sit in small niches that dot the wall.

Monster (g): An orc here watches the entrance through a small stone opening, making the guard's head look like one of the others decorating the entry wall. A character who closely examines the heads (DC 13 Intelligence) realizes that this head belongs to a living creature.

If intruders enter, the guard ducks and places a goblin head where hers was (DC 15 Wisdom to notice the switch during or after the fact). She then hurries to alert the orcs in area 8. If the characters are paying attention to the orc head, they notice the switch the next time they check.

Running the Orcs

This cave is a challenge for a 2nd- to 3rd-level party. A 3rd-level group that approaches the cave warily could find it easy.

The orcs' main dwelling is area 10. Use these orcs to supplement or replenish orcs in other areas. Subtract those you place elsewhere from those in area 10.

If the orcs know about intruders, you can have a group of $1d3 + 1$ orcs from that area sortie every few minutes to confront the invaders. At least three orcs remain in area 10 at all times to guard the young. If intruders flee the lair, orcs from area 10 are likely to form a war party and pursue.

If on alert due to previous invasion, up to four orcs from area 10 move to area 9 and hide (DC 15 Wisdom to notice, DC 13 Intelligence to find) in corners to await the intruders' return.

If the orc leader is killed, surviving orcs retreat to cave C or cave J, taking their treasure with them.

7. Guard Room

Light: Dim (daylight from cave mouth) or none

Noise: Harsh voices to the east

Ratty pallets are strewn on the floor, and shabby clothing hangs on wooden pegs set in the wall.

Monsters: Three orc guards are stationed here. When they become aware of intruders, they howl to alert others and rush forward into combat.

Development: If the watcher (area g) went to area 8, orcs from there might join those here. If the characters pursued the watcher to area 8, the orcs here could rush to attack the invaders there.

Treasure: Each orc carries 1d4 ep.

8. Guard Room

Light: None

Noise: Harsh voices to the east

Ratty pallets are strewn on the floor, and shabby clothing hangs on wooden pegs set in the wall.

Monsters: Three orc guards are stationed here. When they become aware of intruders, they howl to alert others and rush forward into combat.

Development: If the watcher (area g) alerts the orc guards here, they rush to find and confront the intruders wherever they are.

Treasure: Each orc carries 1d4 ep.

9. Banquet Area

Light: Dim (fire in fireplace)

Noise: Many loud, harsh voices to the west

Smell: Smoke

A great fireplace in the south wall glows with a small charcoal fire. Benches and tables fill the chamber. One chair, which is larger than the rest and is set at the head of a big table, is carved with an inscription.

The inscription is in Orc. It reads, "For the Leader."

10. Orc Common Room

Light: Dim (smoldering bonfire)

Noise: Many loud, harsh voices

Smell: Body odor, rot, and smoke

A smoldering fire in the chamber's center dimly lights a chamber full of sleeping pallets and refuse heaps.

Monsters: During the day, up to twelve adult orcs and nine whelps (noncombatants) can be found here, resting, or fighting, or bickering over food and imagined offenses. Even orcs engaged in quiet activities, such as stitching clothes, raise their voices to be heard above the general din. During the night, most of these orcs spread out through the

ravine and surrounding lands. They leave behind at least three adults to watch over the young.

Treasure: Each adult orc carries 1d4 - 2 ep.

11. Storage Chamber

Door: The door is locked (DC 13 Dexterity to unlock, requires thieves' tools).

Light: None

Smell: Rotting meat

This rudely cut room is filled with sacks, boxes, and barrels. Wall racks contain several shields and weapons.

The room holds various sorts of dried and salted meat (some of it poorly preserved), grain, and vegetables. The weapon racks hold three shields, seventeen spears, and two greataxes. A small crate in the northeast corner contains a light crossbow and sixty bolts.

12. Orc Leader's Room

Light: None

Noise: Occasional comment

A carpet covers the room's floor, and tapestries hang on its walls. Worn furniture includes a cot and floor pillows.

Monsters: An orc leader, a cunning brute, lives here with his four normal orc mates. The leader uses a battleaxe (1d8 + 3 slashing damage) and carries a +1 shield (AC 18).

Development: If hard pressed, the leader goes behind the tapestries on the south wall, opens the secret door to area 13, and seeks help from the tribe in complex C. Otherwise, the secret door is revealed only by a search (DC 13 Intelligence).

Treasure: In addition to his magic shield, the orc leader has 11 gp in a pouch, and he wears a gold ring set with amethyst (20 gp). He has a key to the storage chamber (area 11) and to the locked iron chest in area t. Each orc mate carries 1d4 gp.

Area t: Hidden behind a tapestry on the west wall, this small room holds two suits of chainmail, four longswords, and a locked iron chest (DC 15 Dexterity to unlock, requires thieves' tools) that holds 205 cp, 386 sp, 81 ep, and 13 gp.

Niche: A boulder covers a tiny recess in the south wall (DC 13 Intelligence to find; DC 11 Strength to roll the boulder aside). A *potion of healing* is inside.

C. Orc Lair

Light: Dim (daylight from cave mouth) or none

Noise: Harsh voices from both directions, louder from the east

Tunnels snake off into the darkness in three directions.

Net Trap: Thin wires (DC 15 Wisdom to notice, DC 13 Intelligence to find) run across the passage about ten feet in from the entrance. When a wire is tripped, a weighted net (ten feet wide by twenty feet long) drops from the ceiling on up to eight creatures adjacent to it (DC 11 Dexterity saving throw to avoid), and metal pieces tied to the net create a racket that alerts nearby orc guards. Any creatures who fail the saving throw are restrained (DC 13 Strength or Dexterity saving throw ends). Three orcs from area 14 show up on the next round, and three orcs from area 15 arrive at the start of the following round.

Running the Orcs

This cave is a challenge for a 2nd- to 3rd-level party. The leader and his orogs can be particularly deadly for lower-level groups.

The orcs' main dwelling is area 15. You can use these orcs to supplement or replenish orcs in other areas. Subtract any orcs you send elsewhere from those in area 15.

If the orcs in area 15 are alerted, you can have a group of 1d6 + 3 orcs sortie to confront intruders. Four orcs remain in area 15 at all times to guard the young.

If on alert due to previous invasion, five orcs from area 15 move to fortify the entrance against further assault. They might reset the trap.

If this lair's orc leader is killed, surviving orcs retreat to cave B or cave J, taking everything of value with them.

13. Secret Room

Doors: Secret doors (DC 13 Intelligence to find) allow access to this room from both orc caves.

Light: None

Noise (DC 13): Occasional clicking

In the room's center are a small table and two chairs. A large cracked barrel stands nearby. To one side is a small wooden chest, above which hang two small shields. Junk is scattered everywhere: broken crates, cracked shields, old bones, and cast-off boots.

Lore: The orc leaders meet here to plan.

Monsters: The old barrel is open on its bottom. Nesting under it are two giant centipedes (the source of the clicking sound), which attack only if the barrel is moved.

Treasure: On the south wall hang two shields. Two gems (15 gp each) are under the cracked barrel (DC 15 Wisdom to notice them sparkling in any light). The chest holds a shortbow, a quiver with twenty arrows, two daggers, two longswords, and a small sack (holding 6 gp, 40 sp).

14. Sleeping Chamber

Light: None

Noise: Harsh voices

Smell: Body odor, rot, and smoke

This damp chamber is home to a number of orcs that don't care much for neatness or cleanliness.

Monsters: Seven adult orcs and three whelps (noncombatants) have their quarters in this room.

Treasure: Each adult orc carries 1d10 sp and 1d4 cp.

15. Orc Common Hall

Light: Dim (smoldering cook fire)

Noise: Many loud, harsh voices

This smoke-stained chamber holds wooden tables, stools, and a large fire pit over which several rusted pots hang. It also contains more than a dozen sleeping pallets.

Monsters: During the day, up to twelve adult orcs and four whelps (noncombatants) can be found here, resting, fighting, or bickering. During the night, half these orcs spread out through the ravine and surrounding lands. They leave behind at least four adults to watch over the young.

Treasure: Each adult orc carries 1d10 sp and 1d4 cp.

16. Orc Leader's Room

Light: None

Noise (DC 13): Harsh breathing just on the other side of the door

Antechamber (g):

Barrels, boxes, and sacks are stacked in this chamber. A hall leads to the east.

The connected room to the east:

Furnished nicely for an orc lair, this room contains a small chest of drawers. A copper bowl filled with garbage sits on a small table near a bed.

Monsters: An orog stands watch just inside the door. She shouts an alarm if intruders try to enter, then attempts to hold the passage, making a fighting retreat to join her comrade and leader in area 16.

Another female orog is with the leader in area 16. The leader wears damaged banded armor (still AC 16) and uses a +1 *handaxe* (range 30/120; +4 to hit; 1d6 + 4 slashing damage) for ranged attacks.

Treasure: The orc leader's armor is worth 250 gp (or costs 250 gp to repair to AC 17). He wears a silver belt with a gold buckle (30 gp) and carries 13 gp. Each orog wears an ivory bracelet etched with gold (25 gp apiece) and has 5 gp. The copper bowl has silver inlay (3 gp).

The sacks and boxes in the antechamber contain food, supplies, and alcoholic drinks.

D. Goblin Lair Level 1

Light: Dim (daylight from cave mouth) or none

The area past the cave mouth features roughly worked stone tunnels that snake off into the darkness.

Monsters: Four goblins regularly carry messages along the entry tunnel. When the characters first enter, they have a 50 percent chance per thirty feet traveled of encountering the patrol. These wandering goblins are encountered only once.

Development: When encountered, the goblins cry out, "Bree-Yark!" and attack. Two goblins from area 17 come immediately, and two goblins from area 18 leave their area at the start of the second round. The remaining guards in area 18 coordinate to open the secret door to area 22, toss a sack of 250 sp to the ogre (see area 22), and ask for his help. If they succeed, the ogre and those goblins leave area 18 at the start of the fourth round.

Treasure: Each goblin carries 1d10 arrows, 1d6 sp, 1d10 cp, and 1d6 bags of edible food.

Running the Goblins

This cave is a challenge for 1st-level characters, so higher-level characters might find it easy. However, this cave can be quite deadly if the goblins manage to bribe the ogre or gain the aid of the hobgoblins.

The goblins' main dwelling is area 19. You can use these goblins to supplement or replenish those in other areas. Subtract any goblins you place elsewhere from those in area 19.

If the goblins know about intruders, 1d4 + 3 goblins from area 19 sneak out every few minutes to ambush the invaders. At least six goblins remain in area 19 at all times. If the intruders flee the lair, goblins from area 19 might pursue.

Goblins that are being soundly defeated hide or flee to the east. Those who escape go through area 17 and down the stairs to area 23, where they warn the hobgoblins and join forces with them.

17. Guard Chamber

Light: None

Noise: Occasional curse or idle phrase

The tunnel widens into a chamber containing a table, benches, a keg, and a barrel of loose javelins.

Monsters: Seven goblins stand watch here. They use javelins for melee or ranged combat (range 30/120; +1 to hit; 1d6 + 1 piercing damage).

Treasure: Each goblin carries 1d6 sp and 1d10 cp. The barrel holds sixty javelins, and the keg is half full of water.

18. Guard Chamber

Light: None

Noise: Occasional curse or idle phrase

A table, benches, a keg, and a barrel of loose javelins occupy this room, which serves as a guard station.

Monsters: Seven goblins reside in this room, and they use javelins like the goblins in area 17.

Development: Half the goblins coordinate to open the secret door, toss a sack of 250 sp to the ogre in area 22, and ask for his help. If they succeed, the ogre enters the battle on the next round. If the secret door remains closed, it remains hidden (DC 13 Intelligence to find).

Treasure: Each goblin carries 1d6 sp and 1d10 cp. The barrel holds sixty javelins, and the keg is a quarter full of water. The sack of 250 sp is hidden (DC 13 Intelligence to find) in the water keg.

19. Goblin Quarters

Light: Dim (smoldering cook fire)

Noise: Babble of many voices

Tables set with large rocks as stools stand near a dim cook fire and among piles of bedding and trash.

Monsters: During the day, fifteen adult goblins and six young (noncombatants) are resting here. The goblins make a lot of noise, particularly during religious ceremonies. At night, half or more of these goblins might be away hunting or raiding, or negotiating with or spying on another tribe. At least six adults remain to watch the young.

Development: If the wandering goblins have yet to be encountered, they show up here at the start of the second round of combat.

Treasure: Each adult goblin carries 1d10 arrows, 1d3 sp, and 1d6 cp.

20. Goblin Chieftain's Room

Light: None

Noise: Piping arguments

Goblin-sized furniture is scattered about, including a bed, a bureau, a table, a low bench near the bed, and a crude stand displaying a pewter bowl. Several small bows hang on the wall alongside quivers of arrows.

Monsters: The goblin leader, his four personal guards, and his three goblin mates live here. None of the goblins is armed with a shortbow at the combat's start.

Tactics: If a goblin has time and space, he or she takes down a shortbow and quiver to use. Each quiver contains thirteen arrows.

Treasure: The goblin chieftain carries 2 pp, 4 gp, and a sack containing 75 sp. Each guard carries 4 ep and 3 sp. The goblin mates have among them a ring, a bracelet, and a necklace (each worth 5 gp). The pewter bowl is sealed with wax, but inside it are 273 sp and 321 cp. A secret drawer (DC 13 Intelligence to find) in the bureau contains a tapestry with silver and gold threads (15 gp).

21. Storage Chamber

Light: None

Noise: Casual insults from position g, unless the goblins spot a light source approaching them

Monsters: Four goblin guards watch in the corridor at position g.

Tactics: If the goblins know the characters are coming, the goblins attack with shortbows as soon as they can.

Within area 21:

Crates, sacks, boxes, barrels, and piles of items are stacked with little regard for organization.

Development: Unknown to the goblins, hobgoblins from cave F use a secret door (DC 13 Intelligence to find) to steal supplies from this area. If adventurers stay here for more than ten minutes, three hobgoblins open the secret door and enter the room. If these hobgoblins are slain, subtract them from those in area 23.

Treasure: This room contains clothing, food, beer, and wine. Some of these supplies are good, but most is in poor condition. Each goblin carries 2d6 arrows, 1d6 sp, and 1d10 cp. Each hobgoblin carries 2d6 arrows and 2d10 sp.

E. Ogre Lair

A grove of trees hides the entrance to this cavern. From inside the grove, the cave is visible only to someone within twenty feet of it.

Light: Dim (daylight under the trees) or none

Running the Ogre

Especially if it joins other monsters, the ogre can be deadly to a 1st-level party. Even a 3rd-level party could find the ogre challenging.

22. Ogre Cave

Light: Dim (daylight from cave mouth) or none

Noise (DC 13): Occasional bass grumble

Smell: A strong, sour odor pervades

West Cave:

On a pile of dried leaves is the slumbering form of a bear.

Lore: The ogre killed a huge bear and heaped leaves under the skin to use it as a bed. Anyone who comes close discerns the true nature of the “bear.” Noises here attract the ogre from the east cave.

East Cave:

In this cave’s midst is a huge leather sack, and a small keg stands nearby. Old bones are piled against the south wall.

Monster: The ogre usually lounges here, atop a giant leather bag filled with his treasure.

Secret Door: Hidden in the southeastern wall (DC 13 Intelligence to find), a secret door leads to area 18 in the goblin lair.

Development: The ogre has grown wealthy serving as a mercenary for various factions in the caves, usually the goblins. If offered a greater reward than he is working for, he’s likely to take it, keep the other party’s money, and return to his lair. He is also willing to take a bribe (10 gp minimum per person) to let intruders leave his lair unharmed. If he catches the same interlopers again, he kills them without entertaining bribe offers.

Treasure: The ogre’s leather bag holds 2,287 cp, 51 ep, 70 gp, a hard cheese, and 658 “gp” (actually copper coins with a wash of gold, which the ogre is too dim to recognize). The keg contains brandy (100 sp). Hidden under the heap of bones (DC 11 Intelligence to find) are six +1 arrows, a *potion of invisibility*, and a *potion of healing*.

F. Hobgoblin Lair

Light: Normal for the time of day

A stout oak door reinforced with rusted iron panels stands closed at the back of the entry cave. Skulls line the walls. Several are affixed to the door over letters written in the Common tongue reading, “Come in—we’d like to have you for supper!”

Barred Door: The door is barred from the inside. A hidden mechanism (DC 13 Intelligence to find) allows someone outside to slide the bar back. If the door is forced open (DC 15 Strength check), or a *knock* spell is used to drop the inner bar, the noise alerts the hobgoblins in area 26. Those hobgoblins arrive within a round, while one runs to warn those in area 27, who arrive at the entry along with the runner at the start of the third round of combat.

Running the Hobgoblins

This cave should be a challenge for 2nd- to 3rd-level characters.

Most of the hobgoblins dwell in area 23. You can use these hobgoblins to supplement or replenish those in other areas. Subtract any hobgoblins you send elsewhere from those in area 23.

Hobgoblins are organized and alert. If they know about intruders, 1d4 + 2 hobgoblins leave area 15 to systematically search the cave while the rest guard the young. Hobgoblins are likely to hunt down fleeing invaders.

If their warlord is killed, the hobgoblins withdraw unless they face weak opponents. Survivors reinforce the goblins in cave D, unless the attackers are very dangerous and threaten the whole area. In

that case, the hobgoblins undertake a strategic retreat from the ravine.

23. Hobgoblin Quarters

Light: None

Noise: Babble of many voices

Cloth and animal skins are piled along the chamber walls. Barrels and crates serve as furniture.

Barred Door: The eastern door is barred on the west side (DC 15 Strength to force open).

Monsters: This chamber quarters up to thirteen adult hobgoblins and three young (noncombatants). The adults use longswords (1d8 slashing damage). Half the adults are usually out on business in the ravine and surrounding lands. Because the eastern door connects to the tunnel leading to the goblin lair, five hobgoblins are always on watch.

Treasure: Each adult hobgoblin has 2d6 sp.

24. Prison

Light: Dim (fire pit)

Noise: Sporadic hisses, whip cracks, and screams

Several humanoid prisoners are chained to the walls and show evidence of cruel treatment. Various weapons and implements of torture are scattered about the chamber. Two chairs and a small table stand near a central fire pit. A key ring hangs on the wall in the southwest corner.

Monsters: Two hobgoblins serve as jailers. One uses a battleaxe (1d8 slashing damage), and the other has a whip (reach 10 ft.; +3 to hit; 1d4 slashing damage) and a spear (1d6 piercing damage) heated during the first round of combat (1d4 extra fire damage).

Treasure: Each hobgoblin has 2d6 sp. Keys on the ring fit the locks on the prisoners' chains.

Prisoners: The hobgoblins have a number of prisoners. Humans will be the main course in an upcoming feast. A player whose character has been killed can use this opportunity to bring in a new character who is being held as another captive.

Finn (Male Human Commoner): AC 9; Dex 9 (-1), Cha 13 (+1). This portly merchant has been whipped into a stupor. He is an influential member of his guild and promises a reward for his rescue. If he is rescued, the guild pays 25 gp per character and grants each character honorary guild membership for one year, with price breaks on mundane supplies.

Anara (Female Human Commoner): AC 12; hp 7; Dex 14 (+2). Finn's wife and business partner, Anara is a capable combatant. She gladly accepts simple weapons and light armor, but she prefers to wield a +1 *dagger* she has hidden in her boot.

Eddard, Paul (Male Human Commoners): AC 11; hp 7; Str 13 (+1), Dex 12 (+1). These two guards, although dedicated, were unable to hold off the hobgoblin raiding party that attacked their master's caravan. Eager to take up arms and help to return Finn to safety, they can use simple and martial weapons and wear armor. If the party helps them protect their charges and escape, Finn offers the services of his guards to their rescuers for one year, at only the cost of room and board.

Ishrak (Male Orc): AC 10 (no armor). This orc warrior belongs to the tribe in cave B. He was captured while foraging in the ravine and says he wants only the chance to kill goblins and hobgoblins. If he is released, he flees at the first opportunity, taking whatever he can with him, to tell the rest of his tribe what happened.

Gnoll: This normal gnoll has no armor (AC 12) and is unarmed (1d4 + 2 bludgeoning damage). This gnoll is crazed with pain and bloodlust. If freed, it snatches up a weapon and attacks the nearest creature, including one of its rescuers.

25. Common Hall

Light: Dim (cook fire)

Noise: Babble of many voices

This chamber contains several benches and tables in poor repair. The tables are set with mismatched dishes, as if in preparation for a feast. One table, apart from the others, is laid with nicer-looking pewter. A cooking fire burns low in one corner.

Monsters: Five hobgoblins ready this room for a feast. They use longswords (1d8 slashing damage).

Treasure: Each hobgoblin has 2d6 sp. The set of fine pewter dishes is worth 35 sp.

26. Guard Room

Light: None

Noise: Occasional comment

This chamber contains a few ratty pallets, a bench, a stool, and clothing hanging on wooden pegs set in the wall.

Monsters: Four hobgoblins stand watch here.

Development: If these hobgoblins are alerted to intruders or attacked, one guard goes to area 27. This runner and the hobgoblins from area 27 arrive here at the start of the third round of combat.

Treasure: Each guard has 3d4 sp.

27. Armory

Doors: The eastern door is locked (DC 13 Dexterity to unlock, requires thieves' tools). The door in the west wall is secret (DC 13 Intelligence to find), as is the one at the end of the corridor,

Light: None

Noise: Occasional comment

Armaments are in evidence everywhere, filling open chests and hanging from pegs, racks, or stands, or adorning sackcloth dummies.

Monsters: Three hobgoblins stand watch here.

Development: If the guards hear intruders at a door, two move to that door to wait in ambush. If possible, the third goes to alert the guards in area 31 and the warlord in area 30. All such alerted hobgoblins and the runner return at the start of the third round of combat.

Even if a runner doesn't bring reinforcements, the sound of combat here has a 25 percent chance each round to alert the guards in area 31. They enter combat at the start of the round after they hear the battle.

Treasure: Each guard has 3d4 sp. The room contains the following items.

- 1 suit of scale armor
- 5 suits of chainmail
- 7 suits of leather armor
- 11 shields
- 6 daggers
- 1 battleaxe
- 4 maces
- 3 longswords
- 2 shortbows
- 1 longbow
- 13 light crossbows
- 206 arrows
- 14 silver-headed arrows
- 180 crossbow bolts
- 51 spears
- 9 halberds

28. Storeroom

Light: None

Noise (DC 11 from the corridor): Snoring

Crates, barrels, and sacks are piled along the walls.

Monster: A hobgoblin named Thrag is supposed to stand guard but, displaying laziness unusual for a hobgoblin, he's asleep.

Treasure: Supplies, including goods stolen from the goblins, are kept here until needed. The stores include normal and fine foods, three casks of wine (20 sp each), and a keg of fine ale (5 gp). Thrag has 9 ep in a belt pouch.

29. Guard Room

Light: None

Noise: Occasional comment

This room contains a couple cots, a bench, a stool, and a large box that serves as a table.

Monsters: Three hobgoblins stand guard here.

Development: If the guards are attacked or if they notice intruders, one of them tries to alert the guards in area 31, and another tries to warn the warlord in area 30. If they succeed, the alerted hobgoblins and runners return at the start of the third round of battle.

Treasure: Each hobgoblin has 2d8 ep.

30. Hobgoblin Warlord's Quarters

Light: Dim (fire in fireplace)

Noise: Excited conversation

Furniture and junk crowd this room—divans, a huge iron box filled with animal skins, a grand table, several broken chairs, and more. A prodigious heap of kindling leans near a wide fireplace on the south wall.

Monsters: The hobgoblin leader and her four hobgoblin consorts live here. They are discussing the upcoming feast.

Tactics: The leader wants more prisoners to eat, so she doesn't kill those she defeats, ordering her followers to likewise take enemies alive. She commands that captured characters be stripped of their equipment and sent to area 24.

Development: The sound of combat here has a 50 percent chance each round to alert the guards in areas 29 and 31. They enter combat at the start of the next round.

Treasure: Beneath the skins in the iron box is a secret compartment (DC 13 Intelligence to find). It

holds 25 gp, 50 ep, 115 sp, and 400 cp. Discarded amid the kindling (DC 13 Intelligence to find) is a *wand of binding*.

3 Gray ooze (see area 33)
4–6 Nothing

31. Guard Room

Light: None
Noise (DC 11): Occasional comment

This spartan room holds two pallets, a stool, and a large water barrel.

Monsters: Three hobgoblins stand guard here.
Development: If notified or alerted, these hobgoblins move to support hobgoblins fighting intruders in another area.
Treasure: Each hobgoblin here has 2d6 ep and 2d6 cp.

Treasure: Many of the corpses are humanoid, either inhabitants of the ravine or previous adventurers who ran afoul of the predators here. Inedible possessions lie amid the remains. In addition to damaged armor and corroded weapons, some coins are buried in the rubbish. Each round a character searches, he or she finds a coin of a random value (maximum 300 coins). Roll a d6 and consult the table.

d6	Coin
1–3	1 cp
4–5	1 sp
6	1 ep

G. Shunned Cavern

A grove of trees hides this cave, which even other monsters in the ravine avoid. From inside the grove, the cave is visible to anyone within twenty feet of it.

Light: Dim (daylight under the trees) or none
Smell: The stench of rot from the cave

The putrid air here is unnaturally still and quiet. Many of the trees in this grove, especially those closest to the cave mouth, are dead.

Running the Cave

This cave is designed for a party of 2nd- to 3rd-level characters. Even a 3rd-level party could find the monsters here quite dangerous.

33. Murky Pool

Light: None
Noise: Occasional splash
Smell: Rotting stench (from gallery) and an acidic tang

The air is damp, and the cavern walls and ceiling drip. A few blind, white fish swim in the large pool of shallow water fills half of the cavern.

Monsters: Three gray oozes hide here, or two if one wandered into area 32.
Treasure: A jeweled goblet (15 gp) is submerged in the murky water (DC 11 Intelligence to find).

32. Gallery of Death

Light: Dim (daylight from the cave mouth) or none
Smell: The stench of rot pervades

Bones and bits of decaying corpses are strewn amid dead leaves and old branches.

Monsters: The hungry creatures inhabiting these caves prowl about in search of prey. Each minute the characters spend here, a wandering monster might happen by. Roll a d6 and consult the table below. Each encounter can occur only once.

d6	Encounter
1	Owlbear (see area 34)
2	1d6 + 6 dire rats

34. Owlbear Den

Light: None
Noise: Soft growl-hoot snoring
Smell: Rotting stench (from gallery)

Scattered over the floor are bones of varied sizes, broken and gnawed clean. A huge nest of sticks and bones fills the southern end of this chamber.

Monster: An owlbear sleeps in the nest.
Treasure: Amid the sticks and bones where the owlbear sleeps, a bone tube is buried (DC 17 Intelligence to find). It contains a *scroll of protection from undead*.

H. Bugbear Lair

A grove of trees hides the entrance to this cavern. From inside the grove, the cave is visible only to someone within twenty feet of it.

Light: Dim (daylight under the trees) or none

Many trees in this grove, especially those closest to the cave mouth, are hacked and scored. A broken shield nailed to a tree next to the cave reads in Common, "Safety, security, and repose for all who enter—welcome! Come in, and report to the first guard on the left for a hot meal and bed assignment."

Running the Bugbears

A challenge for 2nd- or 3rd-level characters, this cave is very dangerous. Unless noted otherwise, the bugbears stay in their respective areas rather than aiding one another.

The bugbears' main dwelling is in area 38. Use these bugbears to supplement or replenish those in other areas. Subtract any bugbears you send elsewhere from those in area 38.

If they are aware of intruders, 1d3 + 1 bugbears from area 38 sneak out to ambush the invaders. At least three bugbears remain in area 38 at all times to guard the young. Bugbears are likely to chase fleeing intruders, and they mount an expedition to kill those who dare to harm their young.

35. Guard Room

Light: Dim (brazier)

Noise: Occasional comment of appreciation

Smell: Savory fire-roasted meat

A flickering fire is lit in a brazier, and skewers of meat sizzle over the coals. A few cots line the walls, and a large gong hangs from a stand near an opening that leads deeper into the cave.

Monsters: Three bugbears lounge here. If intruders enter, the bugbears first offer their "guests" some meat, then use skewers (2d6 + 2 piercing damage) to strike with surprise.

Tactics: If the battle goes badly, one bugbear smites the gong to warn the others in the complex. Rather than summoning aid, this alarm allows other bugbears to silence their talk and set up ambushes.

Development: Two hunting bugbears return to this room with a human corpse and 23 gp the day after the characters first enter this cave.

Treasure: Each bugbear has 1d4 gp.

36. Bugbear Leader's Quarters

Light: None

Noise: Occasional murmured endearments

Battered and crude furnishings—bedding, crates, chests, and chairs—crowd this room. A big gray chest sits on a ledge near the ceiling.

Monsters: An especially muscular specimen (Str 17), the bugbear leader (the group's best hunter) has claimed this defensible chamber for himself and his normal bugbear mate. The leader also has the Multiattack action, allowing the brute to make two melee or ranged attacks as a single action.

Development: The bugbear leader knows of the secret door (DC 15 Intelligence to find). If losing a battle, he uses the door to escape. He seeks the aid of the minotaur in area 45, promising a *potion of healing* (see the "Treasure" section) and one slave (see area 40) as payment. The minotaur accepts, and escorts the leader back by way of cave entrance I. It directly assaults intruders, while the bugbear leader uses the distraction to attack from hiding. The minotaur is willing to help for about four hours before returning to its lair.

Treasure: Six pieces of silk (20 sp each) are mixed up with the bedding. The big chest contains 462 sp, an ivory statue of Hruggek the bugbear god (10 pounds; 200 sp), and two *potions of healing*. The potions might break if the chest is handled roughly (DC 15 Strength to bring it down gently; a few characters can work together).

The bugbear leader also has a key to the spoils room (area 37).

37. Spoils Room

Door: A locked door (DC 13 Dexterity to unlock, requires thieves' tools; DC 15 Strength to break) provides entry. Loud noise here brings guards from area 35 and the leader and his mate from area 36.

Light: None

This chamber is packed with supplies and loot, including various boxes and crates, a stack of leather, three barrels, a large cask, and a small keg, as well as a shiny shield heaped with dried herbs.

Treasure: The shield is a +1 *shield*, and the herb is catnip. The boxes and crates contain high-quality dried and salted food. The barrels hold ale and the cask wine; the keg stores oil (about 20 flasks). The

other trade goods (including the leather) are worth around 30 gp.

38. Bugbear Common Room

Light: Dim (cook fire)

Noise: Many voices conversing

Piles of bedding and old garments are heaped about the floor. A fire burns low in a great fireplace on the north wall. Next to the grate stands a black urn.

Monsters: Ten adult bugbears and three young (noncombatants) live here. During the night, at least half of the bugbears are out hunting or on patrol. Three remain to guard the young.

Treasure: Blackened by soot and tarnish, the urn is silver (275 sp).

39. Guard Room

Light: None

Noise: Conversation

A collection of bedrolls and sacks lie around a bench, a long table, and a water pail. A key ring hangs on the wall opposite the stairs. The hallways leading east and west contain more sacks, small boxes, and barrels.

Monsters: Five bugbears here watch over the prisoners in areas 40 and 41.

Treasure: Each bugbear has 1d3 gp. The sacks contain grain or meal, and the boxes and barrels hold food and drink of poor quality. The keys open the doors to areas 40 and 41, as well as the chains that bind the captives.

40. Slave Pen

Door: A bar, a chain, and a heavy padlock (DC 13 Dexterity to unlock, requires thieves' tools) seal the iron door (DC 15 Strength to break).

Light: None

Noise: Occasional moan and clink of chains

This chamber's floor is lined with soiled straw. A bucket sits in a corner, and an assortment of prisoners are chained to the wall. They plead for help.

Slaves: All the slaves are fastened to the wall with a common chain and heavy padlock (DC 13 Dexterity to unlock, requires thieves' tools; DC 15 Strength to break).

If given weapons and armor, the humans, elves, and dwarf are willing to fight the bugbears. The kobolds and goblin say anything to get free, but they desert the party at their first opportunity.

Liam, Sonja (Human Commoners): AC 11; hp 7; Str 13 (+1), Dex 12 (+1)

Macarn (Dwarf): AC 10; hp 8; Str 13 (+1)

Shara, Vindil (Elves): AC 12; hp 5; Dex 15 (+2)

Nirk, Pex, Meepug (Kobolds)

Glepe (Goblin): AC 11 (no armor or shield)

41. Prison

Door: A bar, a chain, and a heavy padlock (DC 13 Dexterity to unlock, requires thieves' tools) seal the iron door (DC 15 Strength to break).

Light: None

Noise: Occasional growl and clink of chains

This chamber's floor is lined with soiled straw. A bucket sits in a corner, and an assortment of feral-looking prisoners are chained to the wall with one human male.

Prisoners: All the prisoners are fastened to the wall with a common chain and heavy padlock (DC 13 Dexterity to unlock, requires thieves' tools, DC 15 Strength to break).

These humanoids are untrustworthy. If freed, unless otherwise noted, they attempt to flee, but they grab weapons and attack any bugbears that block their escape.

Hobgoblins (3): AC 10 (no armor)

Gnoll: AC 12 (no armor)

Shadrag (Rebel Bugbear): AC 12 (no armor). This captive hates his fellows and is willing to fight against other bugbears for as long as the party stays in this cave.

Ragnar (Human Berserker): AC 10 (no armor); this wild-eyed, muscular human is prone to fits of violence. He is chaotic evil. If armed, he is willing to fight alongside the characters for a while. However, the first chance he has, he tries to kill the characters or, if they seem too strong, attempts to steal their treasure and sneak off.

I. Minotaur Caves

Detect Magic: Powerful enchantment magic (see the "Running the Cave" sidebar)

Light: Dim (daylight from cave mouth) or none

Noise (DC 15): Faint whirring from the north

This wide cave mouth leads into darkness. Coins and discarded weapons are spread across the floor just inside the entrance.

Curse of the Labyrinth: Immediately upon passing through the cave mouth, the characters feel a passing dizziness, a side effect of a curse that affects any creature other than the minotaur that enters the cave. Affected creatures are disoriented and have difficulty finding their way through the twists and turns of the minotaur's lair. Each affected creature can attempt a DC 15 Intelligence saving throw every hour to overcome the effect.

Running the Cave

This cave is a challenge for a party of 3rd-level (or higher) characters. The minotaur is a tough fight for lower-level groups.

Once the characters have moved into the caves, the curse makes them lose their way. To keep the players from using out-of-game knowledge to bypass these effects, you can misdirect them: Call out different directions the next time the party enters a previously explored area, or even describe the same passage in a different way.

The curse is especially dangerous if the party tries to flee from the minotaur. In its lair, the minotaur can track befuddled intruders easily while they wander aimlessly in search of an escape route.

Treasure: On the floor just inside the entrance are 2d6 sp, 1d6 ep, and 2 gp, as well as a few chainmail suits, longswords, and other weapons common to the humanoid in the ravine.

42. Stirge Nest

Light: None
Noise: Loud whirring

Tiny creatures cover the cavern's walls and ceiling. They're not bats—each has four wings and a long snout.

Monsters: Thirteen stirges nest here. These creatures attack almost anything that enters. They avoid the minotaur, which eats them.

43. Fire Beetles

Light: Bright red light
Noise: Loud clicking

Glowing red beetles the size of dogs scurry about.

Monsters: Eight fire beetles live here.

Development: Beetles that hear combat in area 44 might move to investigate the noise.

Secret Door: Hidden on the north wall, a secret door (DC 13 Intelligence to find) leads to a short corridor connecting to area 36. The secret door into area 36 is not hidden on the western side.

Treasure: Adventurers can harvest glow glands from each dead beetle (DC 11 Intelligence to know this fact).

44. More Fire Beetles

Light: Bright red light
Noise: Loud clicking

More glowing red beetles the size of dogs scurry about.

Monsters: Seven fire beetles live here.

Development: Beetles that hear combat in area 43 might move to investigate the noise.

Treasure: Adventurers can harvest glow glands from each dead beetle (DC 11 Intelligence to know this fact).

45. The Minotaur

Light: None
Noise (DC 11): Breathing and occasional snorts

Skulls and bones are arrayed around this wide, many-tunneled chamber in patterns that suggest an intelligent mind laying out model labyrinths.

Monster: The minotaur lives here.

Treasure: The minotaur keeps its treasure in a niche behind a secret door in the western wall (DC 15 Intelligence to find). The door is a slab of stone (DC 15 Strength to open; a few characters can work together). Hidden in a panel within is a ring of keys to the coffer and chests (DC 15 Intelligence to find).

Locked Iron Chest (DC 15 Dexterity to unlock, requires thieves' tools): This lock contains a poison needle (DC 15 Intelligence to find, DC 13 Dexterity to disarm). If the chest is unlocked without the key and before disarming the needle, the character opening it takes 3d10 poison damage. Inside are 130 gp and 50 ep, a +1 spear, a wand of enemy detection, and +1 banded armor.

Locked Coffin (DC 13 Dexterity to unlock, requires thieves' tools): The coffin contains oil of etherealness, a potion of delusion (mimics a potion of healing), and a potion of heroism.

Locked Chest (DC 13 Dexterity to unlock, requires thieves' tools): Inside are a silver ring (10 gp), a brooch containing a small gem (15 gp), and a gold necklace (20 gp).

J. Gnoll Lair

Light: Normal for time of day

Noise (DC 11): Faint cackling, whooping, and growling from inside

A hole leads into the ravine wall near its summit. Beyond is a crudely worked tunnel.

Monsters: If the gnoll guards in area 46 become aware of the characters, they might engage the party in the entrance tunnel.

Running the Gnolls

This cave should be a challenge for 2nd- to 3rd-level characters. The gnoll leader and his entourage can be lethal foes even for 3rd-level characters.

Most of the gnolls live in area 49. Use these gnolls to supplement or replenish them in other areas. Subtract any gnolls you send elsewhere from those in area 49.

If they know about invaders, 1d4 + 1 gnolls might leave area 49 to attack. At least four gnolls remain in area 49 at all times to guard the young.

Gnolls like to surprise and confuse their enemies. They are bloodthirsty creatures and, once alerted to intruders, are likely to track down any who retreat from this cave.

These gnolls have a loose alliance with the orc tribes. Gnolls that survive the party's attacks might move to either of the orc caves, and the gnolls welcome orc refugees into their cave.

46. Guard Room

Light: Dim (daylight from cave mouth; crude torches at night)

Noise: Conversation, growling, whooping, and cackling

Arranged along the north wall are stools, a few circular pallets, and a wide barrel top serving as a table.

Monsters: Three gnolls stand sentinel here.

Tactics: The gnolls fire arrows at intruders until melee begins, then two run to area 47 and alert the guards there. At the start of the fourth round, the runners return along with the gnolls from area 47.

Treasure: The gnolls each have 1d4 ep, 1d8 sp, and 1d20 cp.

47. Guard Room

Light: Dim (torchlight)

Noise: Conversation, growling, whooping, and cackling

Crude furniture and heaps of bedding fill this chamber. Several skins and pelts hang on the walls, and a barrel of water rests in the southwest corner. Humanoid bones, still wet and pink, are heaped on a platter on the floor.

Monsters: Five gnolls reside here.

Treasure: The gnolls each have 1d4 ep, 1d8 sp, and 1d20 cp.

48. Storeroom

Door: The entry door is locked (DC 15 Dexterity to unlock, requires thieves' tools).

Light: None

Smell: From beneath door, the aroma of fine ale

The inviting odor of ale suffuses this room from a barrel stamped with the maker's mark of a dwarven brewery. Otherwise, the chamber is cluttered with provisions, arms, and armor, including a longsword set aside from the others in a red leather scabbard.

Treasure: The food here is edible and plentiful. Weapons and armor include five shields, a suit of chainmail, twelve battleaxes, three longbows, and five quivers of arrows (30 in each). The longsword is a +1 longsword.

The ale is particularly potent. Any character who drinks more than one cupful might be intoxicated (DC 13 Constitution save negates; increase the DC by 1 for each extra cup) for 1d4 hours.

49. Common Area

Light: Dim (cook fire)

Noise: Loud conversation, growling, whooping, and cackling from many individuals

Worn furniture, nests of ratty fabric, and rusted cooking implements circle a central cook fire.

Monsters: This area quarters twelve adult gnolls and eight young (noncombatants). At any given time, about half of the gnolls are out hunting, patrolling, or raiding.

Treasure: Each adult gnoll carries 1d8 sp, 1d4 ep, and 1 gp.

50. Gnoll Leader's Quarters

Light: Dim (low fire in the fireplace)

Noise: Conversation, growling, whooping, and cackling

Crude and battered furniture decorates this lair. A fire gutters in the hearth on the southeast wall.

Monsters: The ferocious leader of this gnoll tribe dwells here with his five mates and three whelps (noncombatants).

Development: The fireplace chimney is wide enough to accommodate a Medium creature and extends a short distance to the top of the ravine. If hard pressed, the leader might escape by scattering the fire's embers and climbing up the chimney.

Secret Door (DC 15 Intelligence to find): A secret door and passage connects to the Shrine of Evil Chaos (area 63). It is unknown to the gnolls. Just inside the passage is a human skeleton with a broken leg—the remains of a hapless adventurer. Rotten leather armor and corroded weapons are still on the body, as are a pair of fine-looking boots (see the "Treasure" section). The skeleton has a purse at its belt.

Treasure: The leader wears a silver armband on each arm (30 sp each) and carries 20 gp. Each mate wears a silver necklace (20 sp each) and carries 1d10 ep.

Loose Flagstone (DC 13 Intelligence to find): The leader concealed most of his loot under this stone in the fireplace. It covers a niche containing 200 cp, 157 sp, 16 ep, and 10 gp.

Skeleton: The pouch holds twelve gems (5 gp each), and the boots are *boots of elvenkind*.

K. Shrine of Evil Chaos

Detect Evil: Faint evil radiates from beyond the cave mouth.

Light: Normal for the time of day

Noise: Sporadic groaning and shrill piping

A worn path switches back and forth up the steep slope to this cave mouth, near which the trees are bloated and twisted. The cave opens into a deathly still corridor with high, vaulted ceilings. Red strata interlaced with black veins run through the hewn rock walls.

Running the Shrine

A challenge for 3rd- or even 4th-level characters, this cave is full of dangerous monsters and cultists.

Undead here attack anyone not clad in robes like those of the cultists. The dark cultists here can override this exception, ordering undead to attack anyone. Undead creatures in particular areas might have specific orders. Many of the undead stay in area 57 but might be summoned to supplement the defenses in other areas under attack.

Living residents of the shrine need light to see and carry torches when moving about.

Monsters: Footsteps echo alarmingly in the halls. If the party does not muffle such sounds, a group of eight zombies arrives to investigate. The zombies wear filthy red-and-black striped robes, and four carry cleaverlike battleaxes (1d8 + 2 slashing damage) they use instead of their *slam*.

51. Boulder-Filled Passage

Light: None

Boulders, rocks, sand, and sandbags block this corridor.

The cultists sealed off this tunnel. Clearing a way large enough to pass through takes several days of hard labor. The passage beyond leads to a location beyond the bounds of this adventure.

52. Hall of Skeletons

Light: None

This hall is an audience chamber, but it is deathly still. To the south, the red-streaked stone floor extends toward a circular dais on which stands a throne set with four large red gems.

Monsters: Twelve skeletons, clad in dilapidated leather and carrying battered shields and rusty swords, stand at attention along the east and west walls. They remain unmoving unless they are attacked, or anyone (including someone in cult robes) touches the dais or throne. Then they attack.

Treasure: The red gems are garnets (20 gp each). It takes a few minutes to remove each one.

53. Guard Room

Light: None

Noise: Occasional groaning

Red-streaked stone that contains black veins forms the walls of this chamber.

Monsters: Four zombies stand at the north end of the hall, and four at the south end. The zombies wear filthy red-and-black striped uniforms. Several of them carry cleaverlike battleaxes (1d8 + 2 slashing damage) they use instead of their *slam*.

54. Acolytes' Chamber

Light: Bright (brazier)

Noise: Conversation discussing demons

This grand chamber is furnished with hard pallets, a glowing brazier, a wardrobe, a water pail, a waste bucket, stools, and a table, on which stand a flagon of wine and several cups.

Monsters: Five dark acolytes dwell here. These humans are dressed in red robes with black cowls over their ringmail, and each wears the symbol of a burning spiral.

Development: These acolytes only recently took the dark pledge, and they are the least certain of their evil choice. They might talk to the characters, but they know little of the area.

55. Evil Chapel

Detect Evil: Bronze vessels on the altar radiate strong evil (see the "Relics of Evil" sidebar)

Light: None

Noise: Occasional faint groaning

The floor of this imposing chapel is a checkerboard of ebony and scarlet. A tapestry on the south wall depicts a desolate landscape of dead trees and barren rock. Demonic silhouettes hold aloft a struggling child in the foreground. The gray sky is torn by wisps of purple clouds, and a bloody moon with a skull face and a single burning eye leers over all.

Four black pillars support the domed ceiling. Between them, just in front of the tapestry, is a stone altar of red-veined black rock, rough-hewn and crusted with dried blood. Upon it are four ancient bronze vessels—a shallow bowl, a pair of goblets, and a vasselike pitcher. All glow an ugly purple.

Development: Moving or attempting to destroy the vessels causes the great bell in area 58 to ring twice, and the shrine's living residents move toward this area. Acolytes arrive a round later, and the adepts arrive a round after that. The high priest

rallies the undead in area 59g on his way to the chapel, so he doesn't arrive until the start of the sixth round.

Treasure: The relics would be worth 25 gp each if they were ordinary. The tapestry is worth 10 gp to the right buyer.

Unholy Relics of Evil

The vessels on the altar are ancient relics that have been used in vile rituals for centuries and have absorbed the evil of their users. A character who touches one of these vessels must make a DC 13 Charisma saving throw. On a save, the character senses the relic's unholy nature and can put the item down. On a failed saving throw, the character falls under a demonic curse and refuses to part with the vessel or to allow others to handle it. After six days, the character becomes a servant of the cult and returns to this chapel. If still in possession of the relic, he or she replaces it on the altar and then stays on as a guard.

Casting *dispel magic* and *bles* on the afflicted character has a 60% chance of removing the curse; *remove curse* works automatically. Each day the character remains cursed after the first, the 60% chance drops by 10%. When the chance drops to 0%, even *remove curse* fails. Such spells might be available from higher-level clerics, assuming the characters have made such allies.

56. Adepts' Chamber

Light: Bright (brazier)

Noise: Conversation discussing demons

This vaulted chamber contains four beds, each with a chest at the foot, a table with chairs, and a shelf stacked with tomes and scrolls.

Monsters: Four dark adepts dwell here. These humans are dressed in red robes with black cowls over ringmail, and each wears the symbol of a burning spiral.

Development: If they are losing, the adepts flee to area 58 and ring the great bell. See area 58.

Treasure: The books and scrolls, all on evil or demonic topics, are worth 10 gp total. Good characters who destroy the evil writings earn 300 XP; evil adventurers earn the same for keeping and reading the works. The chests at the foot of each bed hold a total of 1 pp, 4 gp, 200 sp, and 800 cp, plus clothing and personal items.

57. Hall of Undead Warriors

Light: None
Noise (DC 11): Low groaning

This grand hall reeks of death.

Monsters: Two rows of five skeletons face south, and two rows of five zombies face north. The cultists use these undead to replenish any that are destroyed. Subtract any you reassign.

58. Temple of Evil Chaos

Light: None initially, then bright candlelight

Black candles in eight tall candelabras on either side of this high domed chamber ignite magically, shedding red light. A great iron bell stands in the room, as do three stone altars and a great throne flanked by smaller chairs on a dais against the western wall. Amorphous purple, yellow, and green forms dance on that wall, a mirrorlike surface of translucent red stone. Hanging from the other walls are purple draperies with evil symbols and vile phrases embroidered in scarlet, gold, and black thread.

Seductive Shapes (Enchantment): If intelligent creatures (other than those loyal to the cult) look at the shapes in the western wall for more than a moment, they are mesmerized into chanting a single stanza of a hymn to the gods of chaos and evil (DC 11 Charisma saving throw negates). Three or more voices chanting cause the bell to sound, but even one such chant alerts the undead in area 59g.

Temple Features: The ceiling and the walls behind the draperies are dull black rock.

Altars: The northern altar is black, the middle one streaked with red and black, and the last is red with black flecks.

Bell: Forged of black iron, the bell has pair of mallets beside it.

If this bell rings, the skeletons in area 57 exit through the south door and line this room's south wall. Zombies in area 57 leave through the north exit to line the temple's north wall. The zombies in area 59g also move to the temple. The undead attack intruders they find in or near this area.

Dais: On this platform of black stone stand bone chairs and an ivory throne, all inlaid with gold and set with red gems and black gems. Evil sigils and demonic signs adorn these seats.

Treasure: The chairs and throne hold a total of twenty-one garnet and jet gems (10 gp each). Removing a gem takes two rounds.

59g. Anteroom

Light: None
Noise (DC 11): Low groaning

Apparently a waiting area, this room is furnished with fine divans and chairs. A golden flagon and nine gold-leafed cups sit upon a tiled table.

Monsters: Three zombies draped in fine black robes guard this room.

Treasure: The flagon is worth 10 gp; each of the cups is worth 2 gp.

59. High Priest's Chamber

Light: Bright (lantern)
Noise (DC 15): Faint chanting

Fine décor here includes ebony furniture with red velvet upholstery, a large bed covered with black silken covers and red cushions by the northern wall, and a silk dressing screen along the southern wall. On the wall, directly over the bed, leers a demonic idol with gleaming gem eyes.

Monster: A dark priest, the chaotic evil leader of the cult, resides in these sumptuous quarters. He wears a black cape with a red cowl, and red robes over +1 banded armor (AC 18). He wields a *staff of striking* (+6 to hit; 1d8 + 4 bludgeoning damage) and he has a +1 *mace* (+4 to hit; 1d6 + 2 bludgeoning damage) for backup.

Idol Trap: This fiendish statue radiates faint evil and magic. It topples on any non-evil creature touching it, dealing 2d6 bludgeoning damage (DC 13 Dexterity saving throw to dodge it as it falls).

Tactics: If he hears the bell in area 58 ring once or the sounds of combat in area 59g, the priest darts behind the screen in the southeast corner and enters the wardrobe there. He slips through a secret door in the wardrobe's back (DC 13 Intelligence to find), and then runs down a short passage and through another secret door (DC 15 Intelligence to find from the corridor) into the corridor near area 56. From there, the priest rallies the shrine's forces or, if most of his followers and servants are slain, makes his escape.

Treasure: The priest wears a gold ring set with a jet gem (520 sp). He carries *oil of ethereality* and a purse containing 5 pp.

The idol's red garnet eyes are worth 25 gp each.

60. Guest Room

Light: None

A large bed stands beside a table draped with velvet cloth, as well as chairs and similar furniture. Tapestries depicting cruel acts and obscene rites adorn the walls.

Lore: Visiting dignitaries rest here. Beneath the velvet cloth on the table is a highly polished steel mirror (5 gp).

61. Torture Chamber

Light: Bright (fire pit)

Noise: Occasional sound of shears snipping, iron ringing on iron

A rack; an iron maiden; a collection of tongs, pincers, skewers, and whips; and a stoked fire clearly indicate a torturer's domain. Comfortable chairs line the walls.

Monsters: Two dark acolytes work here at any given time.

Treasure: Hidden in one of the chairs, which folds out to become a bed, are 135 sp and a finely wrought bracelet (200 sp).

62. Crypt

Door: The door is bolted shut from the western side, as if intended to keep something in.

Light: None

Six dusty sarcophagi line the eastern wall of a long, low-ceilinged hall of roughly hewn stone.

Sarcophagi: Each of these sealed stone coffins requires a round of applied effort to open. Most contain dusty bones and rotted robes.

Monster: The southernmost sarcophagus holds a wight, which attacks if released.

Treasure: Hidden inside the wight's sarcophagus is a compartment (DC 13 Intelligence to find) containing a *scroll of protection from undead* and a bejeweled silver dagger (50 gp).

63. Storage Chamber

Light: None

Boxes, crates, barrels, and sacks are stacked in the northeastern corner of this chamber.

Monster: A gelatinous cube lurks among the boxes here.

Secret Door (DC 13 Intelligence to find): This hidden door leads to area 50.

Treasure: The containers hold supplies. Inside the cube are 6 cp, 7 sp, 7 ep, 6 gp, and 6 pp, as well as bones.

64. Cell

Door: The iron door is locked (DC 15 Dexterity to unlock, requires thieves' tools), but a barred window is set in the door's upper section.

Light: None

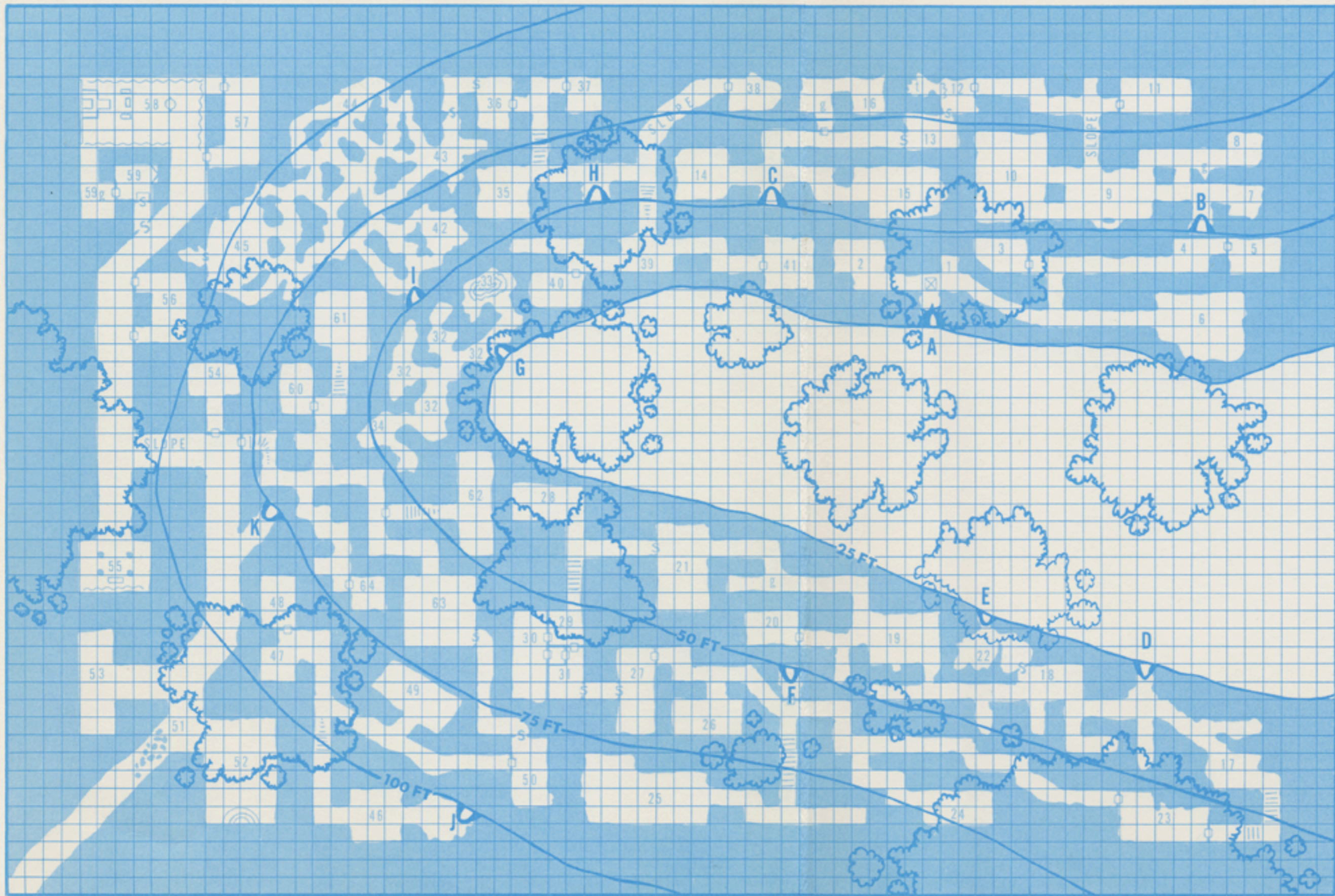
Noise: Soft weeping

Through the barred window on the door, you can see this dreary prison contains the remains of several humanoids hanging from chains on the wall.

Monster: A weeping huddled female can be seen in the southern portion of the room. This creature is a medusa. If she becomes aware of the characters, she pleads to be rescued, claiming that the high priest plans to sacrifice her in demonic rites. The real reason for her imprisonment is up to you.

Tactics: The medusa tries to convince the characters to release her. If they refuse, she uses her gaze to petrify some of them, promising to restore them in exchange for freedom. Whether the treacherous creature does so is up to you.

Treasure: The medusa has a small vial containing an elixir that can restore up to six petrified creatures to normal.



SCALE: ONE SQUARE EQUALS 10 FEET

-  TREES
-  CONTOUR LINE*
-  CAVE MOUTHS
-  PIT
-  DOOR
-  SECRET DOOR
-  STAIRS UP
-  STAIRS DOWN
-  CURTAINS
-  PILLARS
-  DAIS
-  ALTAR
-  POOL OF WATER

