

Chaotic Caves II

**Role-Playing Game Adventure for
Labyrinth Lord
and other Basic Role Playing Games**

Release 1

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NOTE: This is a rough draft to aide in collaboration (the project is currently on the Goblinoid Games Forum). The intent is an open game project to share information as a free download for others to use under the OGL. If the licensing doesn't look right, let me know.

INTRODUCTION

This is a resource module for referees to use as-is or to break apart and use piece meal in their campaign. It was assembled by letting people offer their own ideas to provide variety.

The following text about REGION, SETTLEMENTS, etc. are ideas for use. If time allows, more details will be added.

The room numbers are not necessarily sequential.

Abbreviations

General:

cp = copper piece(s)
ep = electrum piece(s)
gp = gold piece(s)
LL = Labyrinth Lord
pp = platinum piece(s)
sp = silver piece(s)

Monster Stats:

Al = alignment = C = Chaotic, L = Lawful, N = Neutral
Mv = movement = in feet per turn (round)
AC = Armor Class
HD = Hit Die (Dice)
hp = hit points
#AT = number of attacks
DG = damage
Sv = save as (saving throw); C= Cleric, F = Fighter, M = Magic user, T = Thief
MI = morale
XP = experience point value

Setting

The Labyrinth Lord can always change the setting, but for those who need one: in the borderland between civilization and the savage wilderness is an area rich in lumber, farm land, metals and other attractions, including a number of undiscovered ruins

and lost treasures. The area is peaceful enough for pioneers (and traffic for trade), although people are wary and most merchants hire guards if they travel through certain bandit-strewn areas. Monsters come out of the savage lands on occasion and some have never been driven out of the area in the first place.

Recently in (**one area**) there has been a spike in monster activity. Locals have sent out a call for prospective adventurers who might want to come help deal with it.

Possible NPCs

1 or more spies for forces in the caves

1 or more spies for forces in the general area

a cleric of a church posing as a nobody to try to better get a grip on what is going on

local political leader, based in the main castle keep

local financial leader

local religious leader

gamblers, swindlers and cheats

good folk providing:

healing (natural)

inn and meals

merchandise

smithing

stories and rumors

Rumors

The Labyrinth Lord must decide which of these they want to use, which are true, and how they want PCs to find them. [A beginning list...]

* A cult of evil once was powerful in the

region but has went in hiding (at least locally).

- * A dragon has taken up residence in the woods and low hills.

- * A dwarf family struck it rich in the local area.

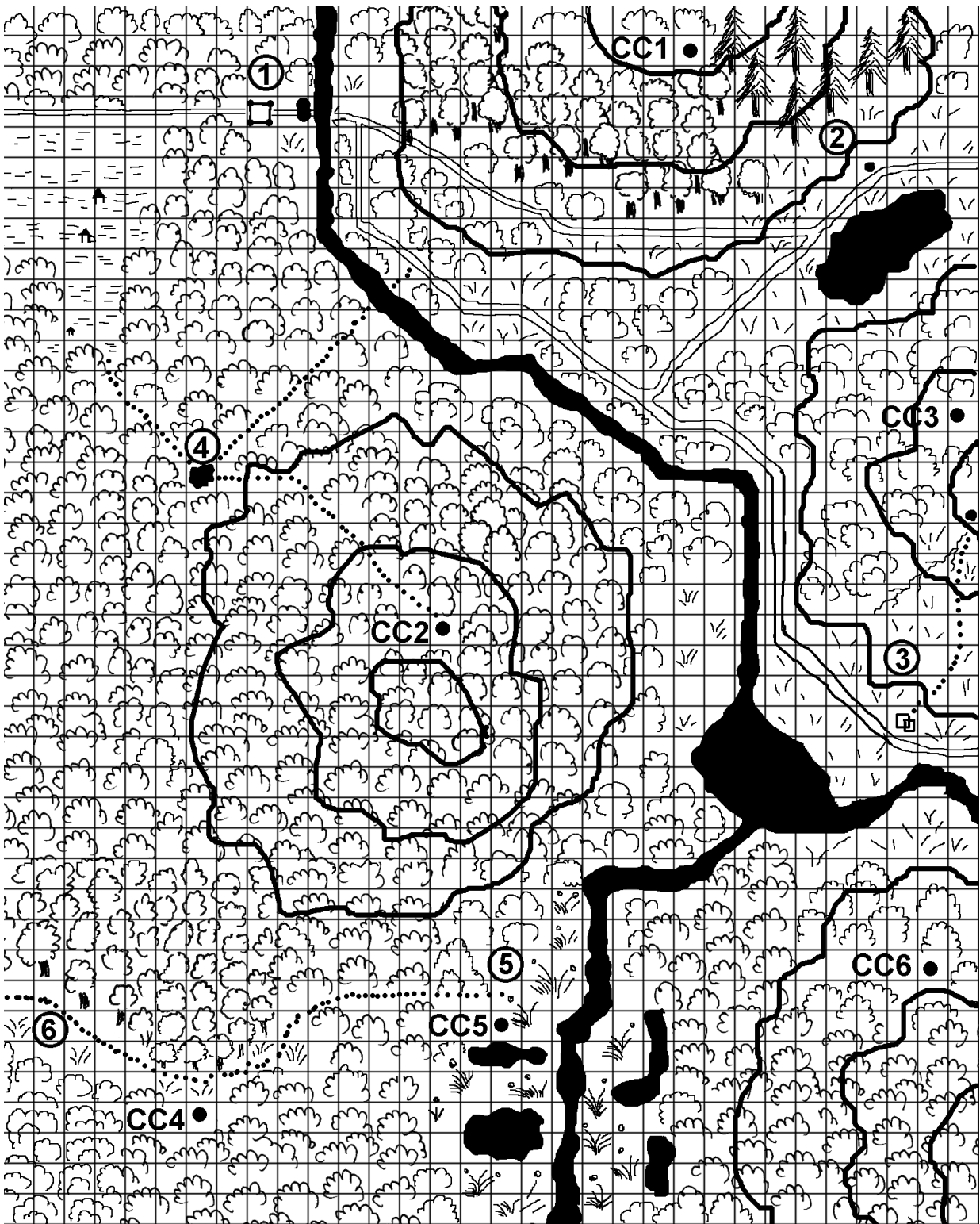
- * Don't trust a grinning, snaggle-toothed old man on the road; he's a demon out to steal souls.

- * Most trolls in the area are immune to fire (and acid) and only harmed by water, due to a mystical pool they drink from.

- * The person in charge of the wooden fort is a werewolf.

- * Water witches dwell in the river, stealing people and animals.

- * You'll meet more undead than you can shake a stick at in some old ruins.



Rough Map of General Area

Regional Information

The area has plenty of hills, forests, streams, and cleared land for farming.

The main map features a river that supplies fresh water, boat traffic, fishing, and power for saw and grain mills (water wheels).

A scale of 1 square/hex = 1 mile is used (1 1/2 kilometers). Using standard movement rate rules and an 8 hour traveling day, movement in squares:

<u>Rate</u>	<u>Road/Clear</u>	<u>Normal</u>	<u>Hills/Forest</u>	<u>Rough</u>
120	36	24	16	12
90	27	18	12	9
60	18	12	8	6
30	9	6	4	3

Quick Map Key

1. Castle (Main keep). Detailed on its own. Nearby are major farmlands.
2. Small Town by lake.
3. Wooden Hill fort and mining/lumber community.
4. Trapper's lake.
5. Great Swamp.
6. Lost Trail used by monsters.

CC1 to **CC6** are possible locations for the caves, pre-marked for the LL. Also, convenient for the LL wanting to add their own material quickly.

Terrain features include:

Stone paved highway following a relatively flat valley the river winds through.

Several trails/roads.

Elevation Lines for major changes. Hills and hollows would dot the land.

Farm land.

Forrest (wooded areas).

Grassy areas.

Lakes.

Rivers.

Swamp.

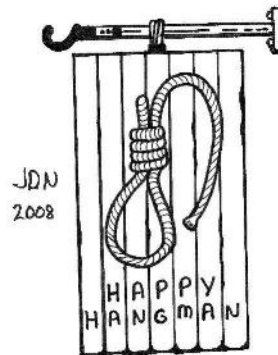
River

The direction the river flows should be decided by the Labyrinth Lord. North to south is traditional. They could emerge from the central lake and flow in all directions.

Town Near the Main Castle

Near location **1** (it doesn't have its own marker). A collection of wooden houses and buildings and straw huts (sturdy stone structures are outlawed within some half mile of the keep, to reduce the availability of building materials to besiegers.

HAPPY HANGMAN: Inn/tavern catering to travelers and locals. Good rooms, good food, good drink.



Trapper's Lake

Rich with fish and popular with animals, this isolated lake often doesn't get the same amount of hunting and fishing as the others. It is a favorite of farmers and others despite

the long hike. Note that the trails leading up to the possible lair location (**CC2**) might be well hidden.

Wooden Hill Fort Near Mines / Timber

Location 3. See its own description.

Barbarian Clan

These people are settled near the town beside the lake at location **2**, with families found here and there elsewhere.

This is a clan of barbarians who quiet literally got fed up with trying to maintain a rough life in the wilderness, where they were free to do as they please provided the monsters agreed. Most adults have scars and the hunters are scarred all over from fending off monsters. Anyone suggesting they are missing out on living a romantic life living among the wild beasts will only be scoffed at in good humor; they already tried it.

Some local people are jealous because they all seem so superior and capable. Few realize that they are the better of their people, left by savage culling; those who were not that well equipped to deal with life never survived past a young age. Few are elderly because (again) even the best often didn't live that long.

They've taken whole-heartedly to farming, hunting and lumbering. They build adaptable small boats to fish and trade in on the river. Overall, they are good neighbors and quick to celebrate. They enjoy colorful clothing, cut to their own familiar patterns.

The older members have seen a lot and are respected. The younger members are a bit softer, but are not being raised to be idle. A chance to go adventuring will be greeted enthusiastically, although older members with family will usually be too mellow and satisfied to be tempted by anything but a

day or two of work.

Various members of the tribe speak a wide range of languages, including elvish, dwarvish, halfling, common and a number of monstrous humanoid tongues like goblin.

Notables include:

1 x 6th level fighter
1 x 5th level fighter
1 x 4th level fighter
2 x 3rd level fighters
3 x 2nd level fighters
6 x 1st level fighters

1 x 3rd level thief
1 x 2nd level magic user

Old Eena "the seer" is a fake. The entire tribe is in on it and helps gather information and rumors. The clan sees this as a chance for entertainment and will eventually let anyone who's upset by it "in on the joke."

She holds "seeings" in a lavish tent complete with a table and crystal ball. Combining the information brought by the other members, a shrewd knowledge of human nature and common events in human life (love, violence, treasure, and poverty) she can spin entertaining guesses at a person's future and (by keeping them vague enough) often get them right.

Halfling Community

These are settled in and around the farmlands south of the main castle/fortress.

A peaceful community of some 20 halfling residences and shops, all dug into low hills in the fields or tree line of the area. The halflings avoid notice and many locals are unaware of them, even if others might visit them socially now and then. The keep commander routinely sends invitation to special events, and often at least a small committee of halflings will attend.

They are friendly and laid back with those

who do not threaten them; they flee or fight back if attacked.

Some 200 total halflings, of which 50 or more are mature adults. Most residences are sprawling burrows with multiple entrances (often at least two secret ones). They house extended families, with grand parents and wedded youngsters with children in the same warren.

Live stock abounds, though usually small and easily hidden. Chicken coops, pig pens and sheep sheds are well grown up with natural weeds and vines, making them hard to find.

At least a couple are familiar with smithing, but the local humans and dwarves provide most of their hard goods so they concentrate on farming, gardening, distilling beverages and other pursuits. They are masters at making their own wooden tools and rope, as well as cloth and clothing.

They aren't heavily armed or armored, but they do have weapons and some leather armor (a few have chain mail). Spears for hunting, daggers, bows and slings are common. They use rocks to line paths and flower beds; and aren't bad at hurling them if pressed by attackers.

General Ideas

The adventurers can buy a decent (though not perfect) map. If they befriend some of the older people or someone well traveled they might get a crude map for free. (To help the LL keep them within the general area if they start wandering off.)

Military garrisons keep most large monsters under control, so most of the monster activity is relatively "low level". Of course, they can't keep everything out and there's some hidden baddies and others might just wander in. When any upsurge occurs it can take weeks for the military to organize enough to deal with it (barring full scale

invasions which would immediately mobilize them).

Outlying communities usually have a stockade or simple stone walls. Many personal homes are strongly built, although the owner would be more likely to flee than fight.

Dwarves, elves and other demi-humans might be nearby or more distant as the LL desires.

A main "highway" of paved stone or very well kept as the LL desires.

A ferry to cross river on a mining road. [an idea still being considered...]

Strong stone bridges provide passage across the river where for the main highway.

Several wooden bridges elsewhere.

OUTDOOR ENCOUNTERS

This is a collection of random encounters to help the LL in need. Roll once morning, noon and night: a 6 on 1d6 indicates an encounter. Adjust as desired for frequency and location, especially to cater to playing groups with different levels of experience at playing.

Common animals would abound in areas away from populations; these encounters are significant meetings. When more common animals are encountered, they are hungry and hunting or defending their territory.

Use the **General Wandering Monsters** for when the PCs travel on land. The **River/Lake Encounters** is used when PCs swim or travel the lakes or rivers in a boat.

General Wandering Monsters

d20	Table	
1-4	Common Critters Table	
5-10	Common Humanoid Monsters Table	
11	Giant Animals/Insects Table	
12-17	Humans Table	
19	Special Monsters Table	
20	Special Neutrals Table	

d12	# Of	Common Critters Table
1	1d2	Black Bear (HD 4, hp 16)
2	1d8	Giant Centipedes (HD 1/2, hp 2)
3	1d6	Giant Bats (HD 2, hp 8)
4	1d8	Giant Rats (HD 1/2, hp 2)
5-6	4d6	Herd animals (HD 1 to 2; hp 4 to 8)
7	1	Insect Swarm (HD 2, hp 8)
8	1d2	Mountain lion (HD 3+2, hp 14)
9	1d8	Stirges (HD 1, hp 4)
10	1d4	Wild Boars (HD 3, hp 12)
11-12	1d6	Wolves (HD 2+2, hp 10)

d20	# Of	Common Humanoid Monsters
1	1d3	Bugbears (HD 3+1, hp 13)
2-3	1d4	Gnolls (HD 2, hp 8)
4-8	1d8	Goblins (HD 1-1, hp 3)
9-12	1d6	Hobgoblins (HD 1+1, hp 5)
13-14	1d10	Kobolds (HD 1/2, hp 2)
15	1d6	Lizard Folk (HD 2+1, hp 9)
16	1	Ogre (HD 4+1, hp 17)
17-20	1d6	Orcs (HD 1, hp 4)

d20	# Of	Giant Animals/Insects Table
1	1d2	Giant Ants (HD 4, hp 16)
2-4	1d4	Giant Bats (HD 2, hp 8)
5-6	1d10	Giant Killer Bees (HD 1/2, hp 2)
7	1d6	Giant Fire Beetles (HD 1+2, hp 6)
8-11	1d8	Giant Centipedes (HD 1/2, hp 2)
12	1d2	Giant Gecko Lizard (HD 3+1, hp 13)
13-17	1d10	Giant Rats (HD 1/2, hp 2)
18	1d4	Giant Shrews (HD 1, hp 4)
19	1	Pit Viper Snake (HD 2, hp 8)
20	1	Giant Black Widow Spider (HD 3, hp 12)

d20	# Of	Humans Table
1	1d10	Bandits on foot
2	1d10	Bandits on horses
3	1	Courier
4-6	1d6	Farmers going to town/field
7-8	1d6	Hunters
9-10	1d8	Lumber jacks
11-12	1d12	Merchants with wagons
13-14	3d4	Military Patrol
15-16	1d6	Miners
17	1d12	Noble/Official Out on business
18-19	1d6	Town Folk on Trip
20	1d2	Trappers

River/Lake Encounters		
d20	# Of	(PCs are in the water)
1	1d6	Crocodiles (HD 2, hp 8)
2-6	1d4	Fishermen
7	--	Flash Flood
8	1d6	Giant Bees (HD 1/2, hp 2)
9	1d4	Giant Toad (HD 2+2, hp 10)
10-12	1d6	Lizard Folk (HD 2+, hp 9)
13	--	Log Jam
14-15	1	Merchant boat (main waterways)
16	1d4	Nixies
17	1d12	River/Lake Pirates/Bandits
18	--	Roll on General Wandering Monsters
19	1d6	Stirges
20	1d4	Trappers/Hunters

Flash Flood. Rain upstream causes a torrent of water to rush down. the PCs must either hurry to shore or be swept away down stream and perhaps capsized (LLs discretion).

Log Jam. Boat movement is impeded for a day or so due to a log jam caused by lumbering.

d20	# Of	Special Monsters Table
1	1	Albino Ape (HD 4, hp 16)
2-3	1d4	Ghouls (HD 2, hp 8)
4	1d6	Giant Ferret (HD 1+1, hp 5)
5	1	Giant hawk (HD 3+3, hp 15)
6	1d2	Harpies (HD 3, hp 12)
7	1	Hippogriff (HD 3+1, hp 13)
8	1	Medusa (HD 4, hp 16)
9	1	Minotaur (HD 6, hp 24)
10	1d4	Neanderthals (HD 2, hp 8)
11	1	Owl bear (HD 5, hp 20)
12	1d6	Rot Vulture (HD 2, hp 8)*
13-15	1d8	Skeletons (HD 1, hp 4)
16	1	Small Dragon (HD 6, hp 24)
17	1	Troll (HD 6, hp 24)
18-19	1d6	Zombies (HD 2, hp 8)
20	--	No encounter

* See NEW MONSTERS

d20	# Of	Special Neutrals Table
1	1d8	Centaur (HD 4, hp 16)
2	1d6	Dryads (HD 2, hp 8)
3-4	1d12	Dwarves (HD 1, hp 4)
5-6	1d12	Elves (HD 1+1, hp 5)
7	1d8	Gnomes (HD 1, hp 4)
8-10	1d12	Halflings (HD 1-1, hp 3)
11	1d10	Chaotic NPC Party*
12-14	1d10	Lawful NPC Party*
15-17	1d10	Neutral NPC Party*
18	1d6	Pixies (HD 1, hp 4)
19		Roll on Humans Table
20		Roll on Special Events Table

* LL makes up NPC Party

Hot	Cold	Special Events Table
1	1-3	Extreme cold for 1d6 days
2-4	4	Extreme heat and drought 1d6 days
5	--	Forest fire
--	5	Ice Storm
6	6	Plague of insects for 1d6 days
7-8	7-8	Pouring rain/snow for 1d6 days
9-10	9-10	Severe storm passes through
11-12	11-12	Sickness in party
13-20	13-20	Nothing unusual happens

Extreme Cold (for 1d6 Days). Must have extreme amounts of food and heat and avoid outdoor exposure or take 1d6 damage each day.

Extreme Heat (for 1d6 Days). Must have extreme amounts of water and avoid movement and activity during the day.

Forest Fire. Flames rage for 1d6 days during which time the PCs must flee in a specific direction or suffer 1d6 hit points damage per hour they are caught in it.

Ice Storm (for 1d6 days). The PCs must have excellent shelter and insulation or they suffer 1d6 damage per day. The ground and everything is coated in ice, making movement treacherous. In the woods trees collapse under ice.

Plague of Insects (for 1d6 Days). insects pester anyone who doesn't have shelter. Suffers 1 point damage per day if not in shelter. Horses and animals are uncontrollable.

Pouring Rain/Snow for 1d6 Days. Both obscure vision. Rain causes troublesome movement; snow accompanied by cold weather and hinders movement.

Severe Storm Passes Through. Lasts 1d6 days. Everyone must seek shelter or suffer 1d6 damage per day from flying debris and danger.

Sickness in the Party. Each member must

save versus poison or be stricken by a severe, debilitating illness for 1d6 days.

Monster Stats For Random Encounters

Albino Ape AL N, MV 120' (40'), AC 6, HD 4, #AT 2 (claw, claw), DG 1d4/1d4, SV F2, ML 7, XP (80 each)

Black Bear AL N, MV 120' (40'), AC 6, HD 4, #AT 3 (2 claws, bite), DG 1d3/1d3/1d6, SV F2, ML 7, XP (80 each)

Boar AL N, MV 150' (50'), AC 7, HD 3, #AT 1 (tusk), DG 2d4/3d4, SV F2, ML 9, XP (50 each)

Centaur AL N, MV 180' (60'), AC 5, HD 4, #AT 3 (2 hooves, weapon), DG 1d6/1d6, weapon, SV F4, ML 8, XP (80 each)

Centipede, Giant AL N, MV 60' (20'), AC 9, HD 1d4 hp, #AT 1 (bite), DG Poison, SV 0 level Human, ML 7, XP (6 each)

Crocodile AL N, MV 90' (30') Swim 90' (30'), AC 5, HD 2, #AT 1, DG 1d8, SV F1, ML 7, XP (30 each)

Dryad AL N, MV 120' (40'), AC 5, HD 2, #AT Charm, DG 0, SV F4, ML 6, XP (29 each)

Dwarf AL L or N, MV 60' (20'), AC 4, HD 1, #AT 1 (weapon), DG 1d8 or weapon, SV D1, ML 8, XP (10 each)

Elf AL N, MV 120' (40'), AC 5, HD 1 + 1, #AT 1 (weapon), DG 1d8 or weapon, SV E1, ML 8, XP (15 each)

Giant Ant AL N, MV 180' (60'), AC 3, HD 4, #AT 1, DG 2d6, SV F2, ML 7, XP (80 each)

Giant Bat AL N, MV 30' (10') Fly: 180' (60'), AC 6, HD 2, #AT 1 (bite), DG 1d4, SV Human F1, ML 8, XP (20 each)

Giant Black Widow Spider AL N, MV 60' (20') Web: 120' (40'), AC 6, HD 3, #AT 1 (bite), DG 2d6, poison, SV F2, ML 8, XP (80 each)

Giant Crab Spider AL N, MV 120' (40') Web: None None, AC 7, HD 2, #AT 1 (bite), DG

1d8, poison, SV F1, ML 7, XP (38 each)

Giant Ferret AL N, MV 150' (50'), AC 5, HD 1 + 1, #AT 1 (bite), DG 1d8, SV F1, ML 8, XP (15 each)

Giant Fire Beetle AL N, MV 120' (40'), AC 4, HD 1 + 2, #AT 1 (bite), DG 2d4, SV F1, ML 7, XP (15 each)

Giant Gecko Lizard AL N, MV 120' (40'), AC 5, HD 3 + 1, #AT 1 (bite), DG 1d8, SV F2, ML 7, XP (100 each)

Giant Hawk AL N, MV Fly: 450' (150'), AC 6, HD 3 + 3, #AT 1, DG 1d6, SV F2, ML 8, XP (65 each)

Giant Killer Bee AL N, MV 150' (50'), AC 7, HD 1d4 hit points, #AT 1 (sting), DG 1d3 + poison + stinger, SV F1, ML 9, XP (7 each)

Giant Rat AL N, MV 120' (40') Swim: 60' (20'), AC 7, HD 1d4 hit points, #AT 1 (bite), DG 1d3 + disease, SV F1, ML 8, XP (6 each)

Giant Shrew AL N, MV 180' (60'), AC 4, HD 1, #AT 2 (bite), DG 1d6/1d6, SV F1, ML 10, XP (19 each)

Giant Toad AL N, MV 90' (30'), AC 7, HD 2 + 2, #AT 1 (bite), DG 1d4 + 1, SV F1, ML 6, XP (71 each)

Gnoll AL C, MV 90' (30'), AC 5, HD 2, #AT 1 (weapon), DG 2d4 or weapon +1, SV F2, ML 8, XP (47 each)

Gnome AL L or N, MV 60' (20'), AC 5, HD 1, #AT 1 (weapon), DG 1d6 or weapon, SV D1, ML 8, XP (10 each)

Ghoul AL C, MV 90' (30'), AC 6, HD 2 (turn as 3 HD), #AT 3 (2 claws, bite), DG 1d3/1d3/1d3 + paralysis, SV F2, ML 9, XP (47 each)

Halfling AL L, MV 90' (30'), AC 7, HD 39814, #AT 1 (weapon), DG 1d6 or weapon, SV H1, ML 7, XP (5 each)

Harpy AL C, MV 60' (20') Fly: 150' (50'), AC 7, HD 3, #AT 3 (2 claws/2 weapon + charm), DG 1d4/1d4/1d6 + charm, SV F3, ML 7, XP (80 each)

Hippogriff AL N, MV 180' (60')Fly: 360' (120'), AC 5, HD 3 + 1, #AT 3 (2 claws, bite), DG 1d6/1d6/1d10, SV F2, ML 8, XP (65 each)

Lizardfolk AL N, MV 60' (20')Swim: 120' (40'), AC 5, HD 2 + 1, #AT 1 (weapon), DG 1d6 + 1 or weapon + 1, SV F2, ML 12, XP (47 each)

Medusa AL C, MV 90' (30'), AC 8, HD 4, #AT 1 (snakebite or petrification), DG 1d6, poison, SV F4, ML 8, XP (245 each)

Merchant AL N, MV 90' (30'), AC 5, HD 1, #AT 1, DG 1d6 or weapon type, SV F1, ML 8, XP (10 each)

Minotaur AL C, MV 120' (40'), AC 6, HD 6, #AT 2 or 1 (gore, bite, or weapon), DG 1d6/1d6 or weapon, SV F6, ML 12, XP (820 each)

Neanderthal AL L, MV 120' (40'), AC 8, HD 2, #AT 1 (weapon), DG 2d4 or weapon, SV F2, ML 7, XP (20 each)

Nixie AL N, MV Swim: 120' (40'), AC 7, HD 1, #AT 1, DG 1d4, SV E1, ML 6, XP (16 each)

Ogre AL C, MV 90' (30'), AC 5, HD 4 + 1, #AT 1 (club), DG 1d10, SV F4, ML 10, XP (215 each)

Owl Bear AL N, MV 120' (40'), AC 5, HD 5, #AT 3 (2claws, bite), DG 1d8/1d8/1d8, SV F3, ML 9, XP (350 each)

Pit Viper Snake AL N, MV 90' (30'), AC 6, HD 2, #AT 1 (bite), DG 1d4, poison, SV F1, ML 7, XP (38 each)

Pixie AL N, MV 90' (30')Fly: 180' (60'), AC 3, HD 1, #AT 1 (dagger), DG 1d4, SV E1, ML 7, XP (16 each)

Skeleton AL C, MV 60' (20'), AC 7, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 12, XP (13 each)

Sprite AL N, MV 60' (20')Fly: 180' (60'), AC 5, HD 1d4 hit points, #AT 1 (spell), DG curse, SV F2, ML 7, XP (6 each)

Stirge AL N, MV 30' (10')Fly: 180' (60'), AC 7, HD 1, #AT 1, DG 1d3, SV F2, ML 9, XP (16

each)

Troll AL C, MV 120' (40'), AC 4, HD 6 + 3, #AT 3 (2 claws, bite), DG 1d6/1d6/1d10, SV F6, ML 10, XP (600 each)

Wolf AL N, MV 180' (60'), AC 7, HD 2 + 2, #AT 1 (bite), DG 1d6, SV F1, ML 8, XP (35 each)

Miscellaneous Events/Encounters

The caves can be used as shown, or broken up and distributed on a larger map.

Additional ideas for encounters include:

Bee Hive. When the characters come near this area, a giant bee buzzes past them, turns and comes back to attack. It will be followed one round later by two more:

3 Giant Killer Bees AL N, MV 150' (50'), AC 7, HD 1d4 hit points, hp 3, 2, 2, #AT 1 (sting), DG 1d3 + poison + stinger, SV F1, ML 9, XP 21 (7 each)

As the party continues they hear the occasional drum of giant bees. They can sneak up close to a hive being built in a massive tree, low to the ground. They can count five more bees. The queen will come out to help in the end.

5 Giant Killer Bees AL N, MV 150' (50'), AC 7, HD 1d4 hit points, hp 3, 3, 2, 2, 1, #AT 1 (sting), DG 1d3 + poison + stinger, SV F1, ML 9, XP 35 (7 each)

1 Queen Giant Killer Bee AL N, MV 150' (50'), AC 7, HD 2, hp 9, #AT 1 (sting), DG 1d3 + poison + stinger, SV F2, ML 9, XP (7 each)

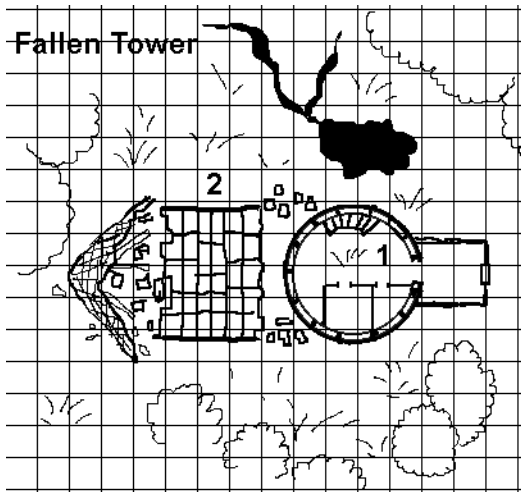
Some 1d6 turns after the player character's attack (if they do attack and win) another 3 giant bees come in to attack them.

3 Giant Killer Bees AL N, MV 150' (50'), AC 7, HD 1d4 hit points, hp 2, 2, 2, #AT 1 (sting), DG 1d3 + poison + stinger, SV F1, ML 9, XP 35 (7 each)

If the PCs defeat the bees and

investigate the hive, they will find 1d6 gallons of honey. They will also find a humanoid corpse of indeterminate race (the skull is missing), hunkered as if hiding. There is a long bow, short sword and dagger (all useful). In a rotten quiver are six silver-tipped arrows. Scattered about it's skeletal feet are 18 gp, 12 ep, 9 sp and 132 cp, having fallen out of a rotten bag.

A **fallen tower** taken over by a giant spider. Amid a clearing in trees, beside a small pool of water and seep stream that runs off.



- 1. Ground Floor.** Open and fairly empty. What is left of stone steps starts spiraling up. Hidden behind a loose rock in the steps is a **potion of poison neutralizing**: it counters poison if applied within one turn (10 minutes) of being poisoned. There is a rotten old bag that spills out 20 pp, 200 gp and 120 ep.
- 2. Top two floors and roof.** The top part of the tower is lying on its side amid scattered rubble. The flooring of thin wood planks has collapsed, leaving mostly the heavy support timbers. Access is easy. TA giant black widow spider has it's nest of webs among the tumbled planks of the flooring. Anyone exploring the underside of the collapsed roof will also get a surprise, as that is where three you black widows have hidden.

Giant Black Widow Spider AL N, MV 60' (20') Web: 120' (40'), AC 6, HD 3, hp 12, #AT 1 (bite), DG 2d6, poison, SV F2, ML 8, XP (80 each)

3 Young Giant Black Widow Spiders AL N, MV 30' (10') Web: 60' (20'), AC 8, HD 1, hp 4 each, #AT 1 (bite), DG 1d4, poison (save +2), SV F1, ML 7, XP 48 (16 each)

A hidden **lizard folk temple** in a swampy area, all grown over by vines and crumbling.

Ancient Deserted Battlefield. Roll twice for wandering monsters if the PCs waste any time here. For a quarter mile (400 to 500 yards or so) radius the ground is strewn with ancient bones and the area is blighted, with weeds and scrub trees slowly returning. The smell of rot is everywhere, and skulls grin mocking. Old rusted weapons and broken weapons, bits of armor and other items lay scattered.

If the PCs move through the region, ground will tremble and stir on occasion as if something is under it. If they investigate, a skeleton or zombie comes out to attack. If they do anything hostile to the region, they will be attacked by 1d6 skeletons and 1d4 zombies per round: the numbers keep adding up until they've slain some 500 of each or they are slain.

In the general center of the area is a stone monument capped by skulls wearing spikes helmets. It reads:

DEFEATED HERE WAS THE WARLORD
BUT NOT FOREVER

Ghost of the Drowned Witch. Some people relate an old wives tale: at a certain time of the year, when the moon is right and certain plants are thriving, if you go to a certain cairn of stones in the river and throw coins and sing a certain song, the ghost of a drowned witch appears and may grant a wish (if it is reasonable enough). Copper coins result in minor boons; silver in

moderate boons, gold in the best boons.

There are several cairns and people argue over their source. Some are said to be camp sites of giants. Others began to appear after the rumor started some hundred years ago.

The source of this rumor is: some two-dozen nixies (Alignment: N, Mv Swim: 120' (40'), AC 7, HD 1, #AT 1, DG 1d4, Sv E1, MI 6) skulk in the local river, avoiding contact and hiding. They live more like fish or frogs, with little in the way of fixed domiciles. They have a number of water based caches of treasure and holes to lair up in.

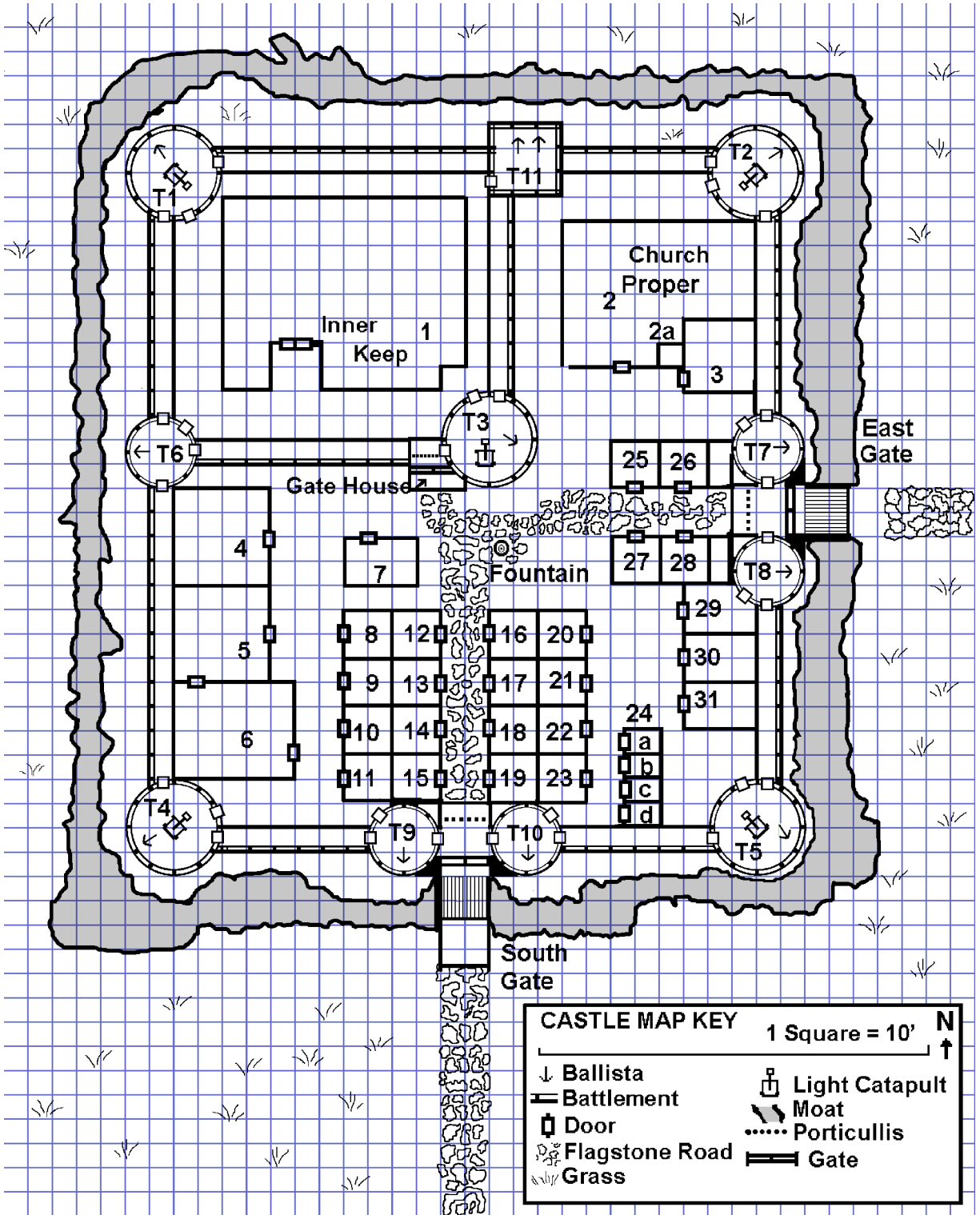
On occasion people have attracted their attention and (depending on how they did so) suffered weal or woe. The nixies are quiet old to the area, and have collected a number of potions and magic items, and natural items or equipment which they might use to help or hurt those who get too close.

They often wear necklaces of coins collected from the water near the various cairns of stone (oiling the coppers and

others to prevent corrosion).

Lost Temple. Deep in the woods, a clearing appears with marble columns and stone building blocks scattered about. Amid weeds and small trees are occasional statues. Some favor prime historical figures in a long lost religion and a few are dedicated to a deity with few if any known worshipers. There is easy shelter among the ruins, although chaotic beings who spend more than a few hours here begin to feel paranoid, like some unseen agent is watching them. If they stay more than overnight they eventually must make morale rolls or flee in creeping horror.

Wandering Old Man. He's not a wizard nor anything special. He's even a bit erratic, but if treated well he might divulge useful information, always eager to gossip for trade food. He's decrepit (not worth statistics) and can be killed with any attack, or otherwise mistreated. His only possessions are a walking stick (just a stick), rags, a few copper coins, and perhaps some food and drink. And a hat.



Castle Proper

This is as much a border fort as a castle, a great stone edifice attempting to carve civilization out of the wilderness.

Ordinary people are allowed in and out during peace time. The inner residences are more for those rich or privileged enough to live inside the walls; they pay rent unless waived by the commander. Troops may be stationed outside in tents or stockades as needed. Small houses and buildings are allowed nearby, but not within some 100 yards (300 feet) of the moat.

On holidays and at least one day per week a great market is held in the common area, where the merchants pay immediate taxes but also do good business with crowds, who come for entertainment, and to both buy and sell goods.

A stockade and minor sheds in the nearby town provides a herder's market for auctioning live stock and sheering sheep for wool. It is active whenever someone gets a notion to sell live stock or during the sheering season.

WALLS: Main walls are 30' high with 6' parapet, and 10' thick.

DRAW BRIDGES: The draw bridges are pretty standard -- heavy and slow to raise or lower.

GATES: Each gate has solid doors (about 18' wide and 12' high) backed by a portcullis. The main gates are extremely strong, with massive bars to hold them shut. It would take massive rams to take them down directly. The flanking towers are fairly standard and the "walk-over" features gaps in the floor for dropping rocks and pouring heating liquids. Large iron pots are nearby along with piles of wood, funder and other necessities.

Each is always guarded by troops from the towers that flank them. There are at least two men-at-arms on the outside and two

inside (1st level fighter, hp 4 each, chain mail, pole arm and sword) (plus eight more lounging in the towers at the ready). They provide directions and call for the officer on watch (1st level fighter, hp 5, chain mail, and sword) if anything unusual occurs, especially strangers. If things are going strange, then an officer is always on hand. The officer charges an entrance fee for strangers and provides a slip of paper good for a week.

MOAT: Kept wet all year round but allowed to flow to keep it clean. Regularly dredged and cleaned of most brush, although often it is fit for fish and frogs.

TOWERS: Stand 40' high, with 6' parapets. Each has about 4 floors with arrow slits every 10' section that faces outward. Each houses troops and has wooden ladders going up through each floor. The bottom floor has a heavy door that can be barred from the inside. Each floor that opens onto a main wall has a heavy door.

Each has a basement for storage.

Light catapults and ballistas are marked on the map. A watch (1st level fighter, hp 4 each, chain mail, pole arm and light crossbow) of three to five of the troops housed in it is always up top, ready to sound a warning if monsters are seen. Each tower has a horn to sound warnings with. Tower **T3** also has a loud brass bell for general alarm; it sounds distinctly different from the serene bells in the church.

Towers **T1** to **T5** are main towers. Each has 50 men (48 1st level, 2 x 2nd level). They wear leather armor (30) or chain mail (20) and have pole arms and spears as well as an array of axes, swords, and other weapons.

T5 also has a dungeon for prisoners. It is the quarters of a sheriff in charge of general prisoner and police duties (3rd level, hp 12, plate mail).

Towers **T6** to **T10** are secondary towers. Each

has 30 men at arms (1st level, hp 4 each). They wear leather armor (20) or chain mail (10) and have pole arms and spears as well as an array of axes, swords, and other weapons.

T11 is a tower for guests. Nominal 10 men at arms as guards (level 1, hp 4 each, chain mail and various weapons).

FOUNTAIN: Decorative fountain.

Inner Area

A flagstone road leads up to the main keep. Other areas are dirt and grass and vegetable beds. Flowers are rare, usually grown in pots if that.

The miscellaneous buildings are heavily built with stone walls and serve as mini-forts. The ones lining each entranceway have narrow windows facing out and are intended to serve as gauntlets in case the gates are breached. Most are two or three floors high (10 feet per story) with wooden or stone stairs up and down, to maximize space and storage.

Many have partitions of relatively flimsy wooden walls which are fairly easy to move around. The "walls" shown are the fixed stone walls.

Many buildings have their own wells and are capable of providing plenty of water during a siege.

INNER KEEP (Entry 1): As far from the gates as possible with its own full-height walls and towers. Serves as both the local political leaders home and quarters for prime guests, and other notables. Plus live-on-site servants.

The gateway is guarded the same way the main gates are.

Commander of the castle (6th level fighter, hp 30, **plate mail +1, shield +1, sword +1**, STR 13, INT 14, WIS 12, DEX 16, CON 15, CHA 17).

CHURCH PROPERTY (2): Site of church general living quarters. Entry **2a** is the bell

tower. The head priest is a normal man who is an organizational wizard and high in the church hierarchy. He has an advisor (Cleric 3rd Level, hp 9, chain mail, war hammer) and two assistants (Cleric 2nd level, hp 6, chain mail and mace). Three novices (Cleric 1, hp 6, leather, shield, mace/flail/war hammer) help in duties as do several volunteers and other staff.

ORPHANAGE AND POORHOUSE (3): Entry **3** is a combination orphanage, poorhouse, hospital and general good neighbors facility. Run by an elderly woman and several staff.

BARRACKS (4 and 5): The barracks are typically three floor high, heavily built. Internally they are usually very simple, with large areas for eating (planning), rows of bunks, smaller partitions for officers and other necessities. Each has a nominal staff of 10 men-at-arms (1st level, hp 4 each, leather, shield, sword or axe 1d8 damage) who keep up with it. Number **5** houses 30 cavalry men (1st level, 4 hp each, 20 with chain mail, 10 with leather, sword or axe for 1d8 damage) and their leader (3rd level, hp 15, plate mail, sword) and lieutenant (2nd level, hp 10, plate mail, sword 1d8).

STABLES (6). Holds 40 war horses and 30 riding horses. Supplies and gear upstairs.

WAREHOUSE (7). Storage for supplies. Owned and operated by freight company.

BUTCHER (8). Upper floor devoted to smoke rooms. Lower floor shop. Middle floor residence.

EMPTY (9). To let.

LIBRARY / BOOK SELLER(10). Library and book seller. handles maps and other arcane knowledge. Nothing is free, but swapping might work.

EMPTY (11). For let.

MERCANTILE (12). Specializes in hardware, including some body armor, weapons, exploration gear, etc. 2nd floor residence.

3rd floor empty.

APOTHECARY (13). Shop for healing herbs and spices, seller of potions, etc.

WAGONS (14). Specializes in renting and selling wagons and carts. Bottom floor storage. Next floor business and gear. Top floor residence.

EMPTY (15). For let.

APARTMENTS (16). Rooms for long term stays.

CARPENTRY (17). Carpentry, also makes and sells cabinets, furniture, etc. Lower floor is main business; second floor storage. Top floor residence.

CHURCH (18). A church of a different faith from the main church, smaller and devoted to spreading its worship.

TAVERN (19). Second floor is rental, third is residence of owner.

GUILD HALLS (20). The floors here are devoted to various guilds: sheep herder, etc.

EMPTY (21). For let.

MASON (22). Masons and general construction work.

SMITH (23). Works in all metals. Sells metal weapons as well as common goods. Fixes pots and pans and all iron and tin work. Runs own smelting process. Supplies of coal and wood.

APARTMENTS (24). Three stories, each upper story with a small balcony accessed by steep stairs. Small rooms for cheap. The landlord lives in the bottom floor on "a". Strict policy of 1 person occupancy.

BAKERY (25). Reputation is high. Often called on for cakes, pies and treats in the nobler houses and main keep.

CLOTHING SHOP (26). Deals in cloth and thread; buys and spins own cloth. Tailoring. Can create leather and cloth armors. Rents fancy duds for parties and balls.

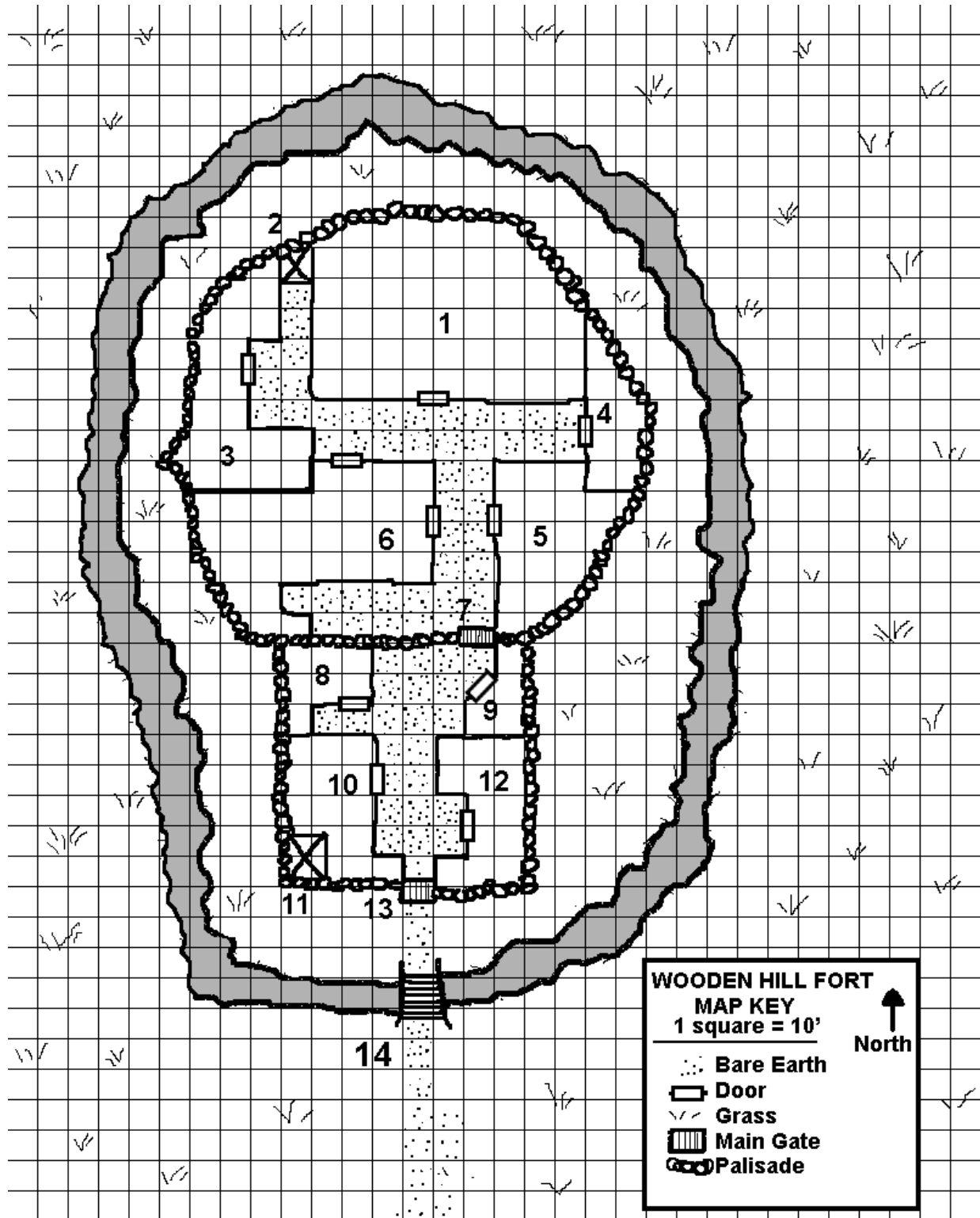
SMALL TAVERN (27). Friendly, clean, good food and eats. Cheap rooms for the night.

STORAGE (28). General storage for troops and castle. A guard is always on duty.

HALL (29). Rented out for meetings and parties. Bottom floors are usually empty, as such. Top floor has minimal care taker and owner.

MERCHANT (30). Owner of many local concerns including the freight company, several smaller business. Constantly wheeling and dealing in goods.

FINANCIER (31). Lower floor is business, upper floors are residence. Handles money changing, buys and sells jewelry and gems. Also tax collector and auctioneer.



Hill Fort Key

A quick map of the hill fort used to help protect the miners and lumber crews in the south east of the map.

The north section (from inner gate north) is on a 40' high mound of earth. The south section slopes down to the ground. It is surrounded by a moat some 6 to 10 feet deep (2 to 3 meters). The walls are wooden poles some 20 feet high, with a walkway starting about 15 feet up for troops to fight from. Ladders are used to climb up, moved around as needed. The watch towers are 20 feet higher than the walls, rickety and large enough for a few people at most. They are reached by ladders.

The area around it is mostly grass and farmlands. A few houses or huts nearby, but most are discouraged for safety concerns.

The contingent of troops is small, about fifty in strength. There is space for more. It provides a safe haven in case of sudden attacks.

There's very little merchandise in the area beyond food, clothing and tools. Armor, weapons and such are not readily available.

At least two smiths are on hand to make and repair saws, picks and other metal tools needed to cut trees and mine. They work outside the fort. The primary product of the mines is iron ore, some of which is smelted in a crude but serviceable foundry.

A waterwheel near the river runs a saw mill that shapes much of the wood used locally. Uncut lumber is floated down or up river as rafts.

Garrison of the Wooden Hill Fort

This small fort has a garrison of 30 infantry and 18 archers. They are led by a cadre of 4 officers.

Lieutenant Zullun is a relative newcomer to the area having trained as an officer in

Dolmway and has been in his post for nearly a year. He is a quick learner, and is getting to know the various people and groups around the area. He is always interested in what is going on and he sometimes asks visiting adventurers to investigate areas or situations and return and report to him. He is aware of a collection of caves and tunnels filled with bandits, monsters and other foes somewhere in the nearby hills, but he has not determined exactly where. He can point adventurers in the direction of where the caves might be.

Lieutenant Zullun: Fighter level 4, AC 2, Move 60' hp 17, Att 1 sword THAC0 15, Damage 1d8+2, MI 10, Align Lawful

Str 14, Dex 10, Con 10, Int 14, Wis 12, Cha 13

Equipment: Plate Mail, Sword +1, Shield,

Sergeant Grakker is a grizzled veteran of numerous campaigns, but he is crass and undiplomatic, and his superiors do not consider him suitable for promotion. He has mixed feelings about this – part of him prefers to be with his troops who he can relate to, but he is also a bit resentful about not being recognised and appreciated. If the PCs chat to him, he won't take any nonsense from them. The soldiers (and to an extent the other officers) both fear and respect him.

Sergeant Grakker: Fighter level 5, AC 3, Move 60' hp 27, Att 1 2-handed sword, THAC0 13, Damage 1d10+2, MI 10, Align Neutral

Str 16, Dex 9, Con 13, Int 10, Wis 12, Cha 10

Equipment: Banded Armour +1, 2-handed sword, 3 daggers

Sister Ambrosia is the chaplain to the garrison, and also the medic. She is mainly interested in the well-being of the garrison but she also has a desire to root out and defeat worshippers of Chaos, and she may call on adventurers to help her do so.

Sister Ambrosia: Cleric level 4, AC 4, Move

60', hp 11, Att 1 mace, THAC0 18, Damage 1d6, MI 10, Align Lawful

Str 10, Dex 8, Con 10, Int 13, Wis 16, Cha 13

Equipment: Banded Armour, Shield, Mace, Holy Symbol, 2 vials of Holy Water

Spells: Cure Light Wounds x2, Detect Magic, Slow Poison, Hold Person

Sergeant Grundin Hammerhand is the only demihuman and the main blacksmith for the garrison. He has an apprentice in the ranks and as long as his skills are not immediately required by the soldiers, he will help out adventurers – for a small fee. Sergeant Hammerhand is always looking for more metal to work with, and has been known to pay for scrap metal such as humanoid weapons and armour. In battle he often commands the archers, using his crossbow along side them.

Sergeant Hammerhand: Dwarf level 4, AC 1, Move 60', hp 24, Att 1 battleaxe or 1 crossbow, THAC0 16, damage 1d8+1 (battleaxe) or 1d6 (crossbow), MI 10, Align Neutral

Str 14, Dex 14, Con 13, Int 9, Wis 10, Cha 10

Equipment: Plate Mail +1, Battleaxe, Crossbow, case + 20 quarrels, Smith's Hammer

Regular Infantryman: Fighter level 1, AC 4, Move 90', hp 5 (on average), Att 1 longsword or 1 javelin, THAC0 18 (sword) or 19 (javelin), Dam 1d8+1 (sword) or 1d6 (javelin), MI 8 on own, 10 with officers, Align Lawful or Neutral

Str 13, Dex 10, Con 10, Int 10, Wis 10, Cha 10

Equipment: Chain Mail, Longsword, Shield, 2 javelins

Regular Archer: Fighter level 1, AC 5, Move 90', hp 5 (on average), Att 1 longbow or 1 longsword, THAC0 18 (bow) or 19 (sword), Damage 1d8 (sword) or 1d6 (bow), MI 8 on own, 10 with officers, Align Lawful or Neutral

Str 10, Dex 13, Con 10, Int 10, Wis 10, Cha 10

Equipment: Chain Mail, Longsword, Longbow, quiver + 20 arrows

Mining and Lumber Community

The mining and lumber community next to the wooden fort has 20 families and another 30 men whos families are in the lakeside town to the north.

NPCs of the mining and lumber community

Helligorn the Foreman runs the iron mine on behalf of his merchant boss. He has been involved in mining since a lad, and knows all about the business. He has also had enough run-ins with underground monsters to be handy with a pick or shovel in a tight spot. Although he usually keeps his mine clear of pests, there are occasional situations where the help of some brave adventurers is necessary when creatures make the mines too dangerous to work in. Although protective of those he knows, especially his miners, he can be quite callous with those he has just met (such as wandering adventurers) and he can send them to fight without caring much as to whether they survive.

Helligorn the Foreman: Fighter level 3, AC 7, hp 18, Move 120' Att 1 pick-axe (as battleaxe) THAC0 16, Dam 1d8+2, MI 8, Align neutral

Str 16, Dex 9, Con 14, Int 10, Wis 13, Cha 10

Equipment: Pick-axe (treat as battleaxe), leather overalls

Wallmere the Erudite is a would-be sage who has been forced to find employment as a clerk for Helligorn the Foreman. Wallmere looks after the money and the paperwork on Helligorns behalf. However, Wallmere is a lot more clever than his job would suggest - its just that there are no universities, colleges or libraries in the area. Wallmere has some skills as a magic-user but is well aware that he is not particularly dangerous nor is he brave enough to become an adventurer.

However, he will offer advice to adventurers about spells and magic items as a sage of modest ability and will cast detect magic and read magic on items brought to him for a 5 gp fee. If he is aware of a particular magic item or book he will ask adventurers to retrieve it for him.

Wallmere the Erudite: Magic User level 2, AC 9, hp 4, Move 120', Att 1 dagger THAC0 19, Dam 1d4, MI 7, Align Lawful

Str 9, Dex 10, Con 7, Int 16, Wis 12, Cha 10

Equipment: Dagger

Spells: Detect Magic, Read Magic

Orillia the Mill-master, as her name suggests, runs the lumber mill along with 10 employees. She is irritated and uncomfortable with her situation, and would rather be in a large town like Nahm or Dolmvay rather than a lonely, isolated outpost populated by hairy idiots (that's just the lumber workers and miners, never mind the orcs and bugbears). She is looking to get out, either by finding someone to take over from her or (if nothing else works) sabotaging her own mill so that her boss in Narn abandons the lumber business she is stuck with running. She is usually aloof and detached, unless she thinks she can get something from someone in which case she can be very friendly and charming.

Orillia the Mill-master: Fighter level 1, hp 6, AC 7, Move 120', Att 1 scimitar, THAC0 19, Dam 1d8, MI 7, Align Chaotic

Str 11, Dex 10, Con 13, Int 14, Wis 10, Cha 14

Equipment: Leather armour, scimitar

Gemblini the Peddler is a wandering merchant who often spends time at the wooden fort and mining community as she can do a lot of business there. She will buy and sell all sorts of things from the back of her horse-drawn wagon. She often stocks things that are of use to adventurers as well as miners and woodcutters, such as rope, iron spikes, hand-mirrors, leather sacks and

iron rations. She will also buy a wide range of gems, jewelry and tradeable goods from adventurers so long as she does not suspect they are looted from civilised folk. Gemblini travels around the area and is often the best-informed person about what is going on at the lakeside town or the castle. She never travels alone, but has an escort of 3 dwarf warriors who guard her against robbers and wild beasts.

Gemblini the Peddler: Normal Human level 0, AC 9, hp 4, Move 120' Att 1 dagger, THAC0 20, Dam 1d4, Align Neutral

Str 10, Dex 10, Con 10, Int 14, Wis 13, Cha 15

Equipment: Dagger + a lot of other stuff in her wagon (not on her person)

Draston the Taverner runs the Dragon Claw Tavern, which is not so much a tavern as a shed that sells food and drink. Nonetheless, he is popular with everyone in the settlement, including the soldiers in the wooden fort. He is always on the lookout for fresh supplies and will happily buy meat from hunters and adventurers as long as it is not humanoid. Wolf, bear, boar and stag are all preferred sources of food. Furthermore, Draston is interested in certain underground mushrooms that would enhance his meat dishes, and he may ask any adventurers going underground to bring back some edible mushrooms. Draston is a retired veteran who knows about both warfare and adventuring, and will happily bore anyone in his "tavern" with tales of his past.

Draston the Taverner: Fighter level 4, AC 7, hp 19, Att 1 sword or 1 crossbow, THAC0 16 (sword) or 17 (crossbow), Dam 1d8+1 (Sword) or 1d6 (light crossbow), MI 10, Align Lawful

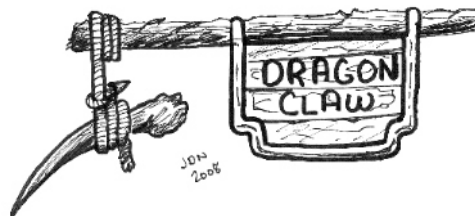
Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 12

Equipment: Sword, Leather armour, dagger, light crossbow, quiver + 20 bolts

Hill Fort Map Key

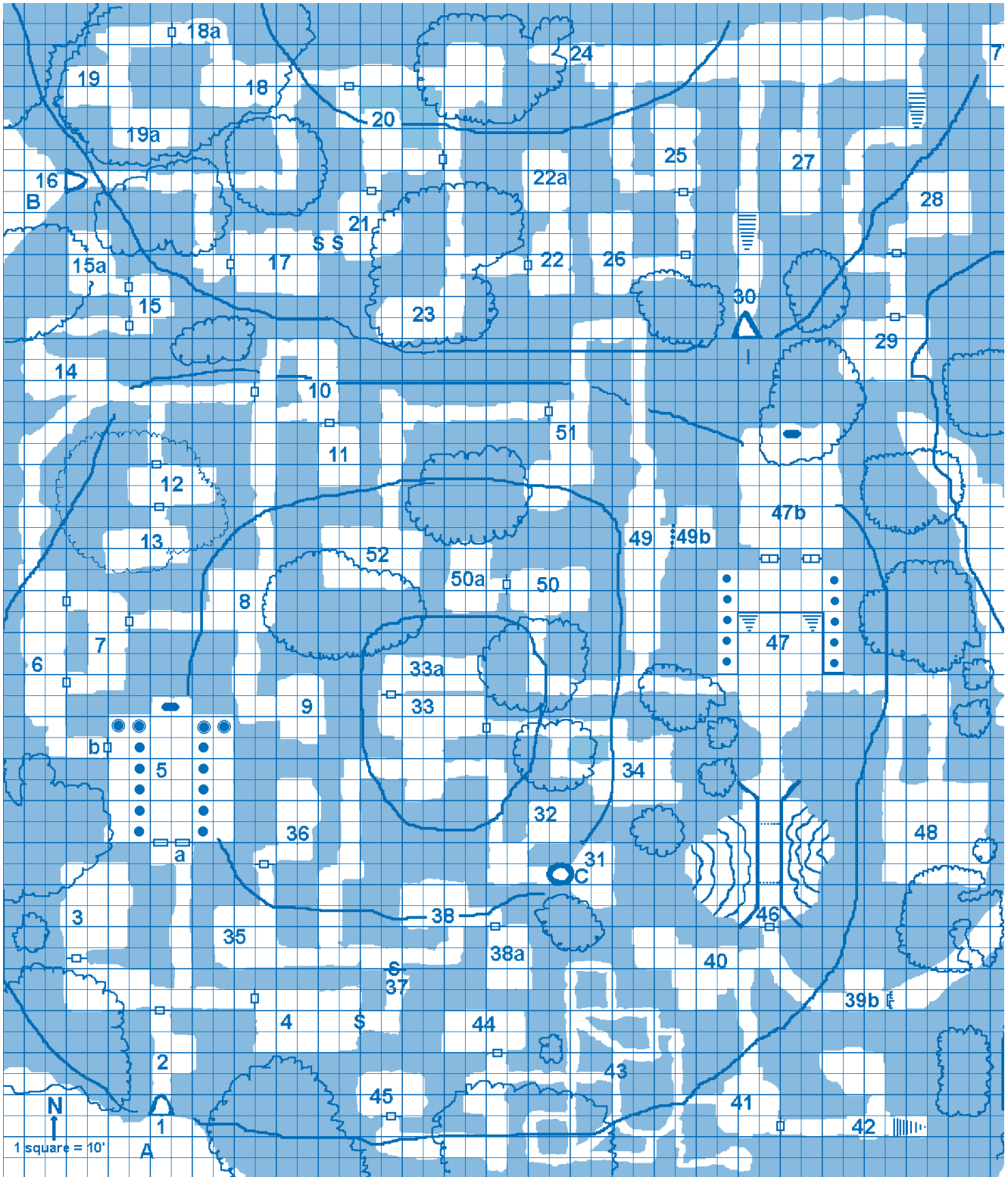
- 1. Commander and Main Quarters.** Two stories with a battlement set up on top.
- 2. North Watch Tower.** Usually one or two men on duty with a horn, and light crossbows as well as leather armor and other weapons.
- 3. Troop Quarters.** Eating and lounging room, kitchen, storage, etc.
- 4. Farrier (and smith).** Feed, grooming, vet, shoeing.
- 5. Barracks proper.** Bunks and storage for weapons and armor.
- 6. Horse stables.** Local boys are hired to tend the horses, but do not live on site.
4 riding horses for courier and second officers
1 war horse for leader
- 7. Inner gate.** Stout but not resistant to fire or serious ramming attacks.
- 8. General services** (sewing, baking, etc.)
- 9. Trader** in pelts and other oddities.
- 10. DRAGON CLAW INN AND TAVERN:** Run down looking but serviceable haunt of

miners, lumber jacks, and other locals. Rowdy bunch. Features what the owner claims is the claw of a dragon he personally killed (it certainly isn't the claw of any common creature).

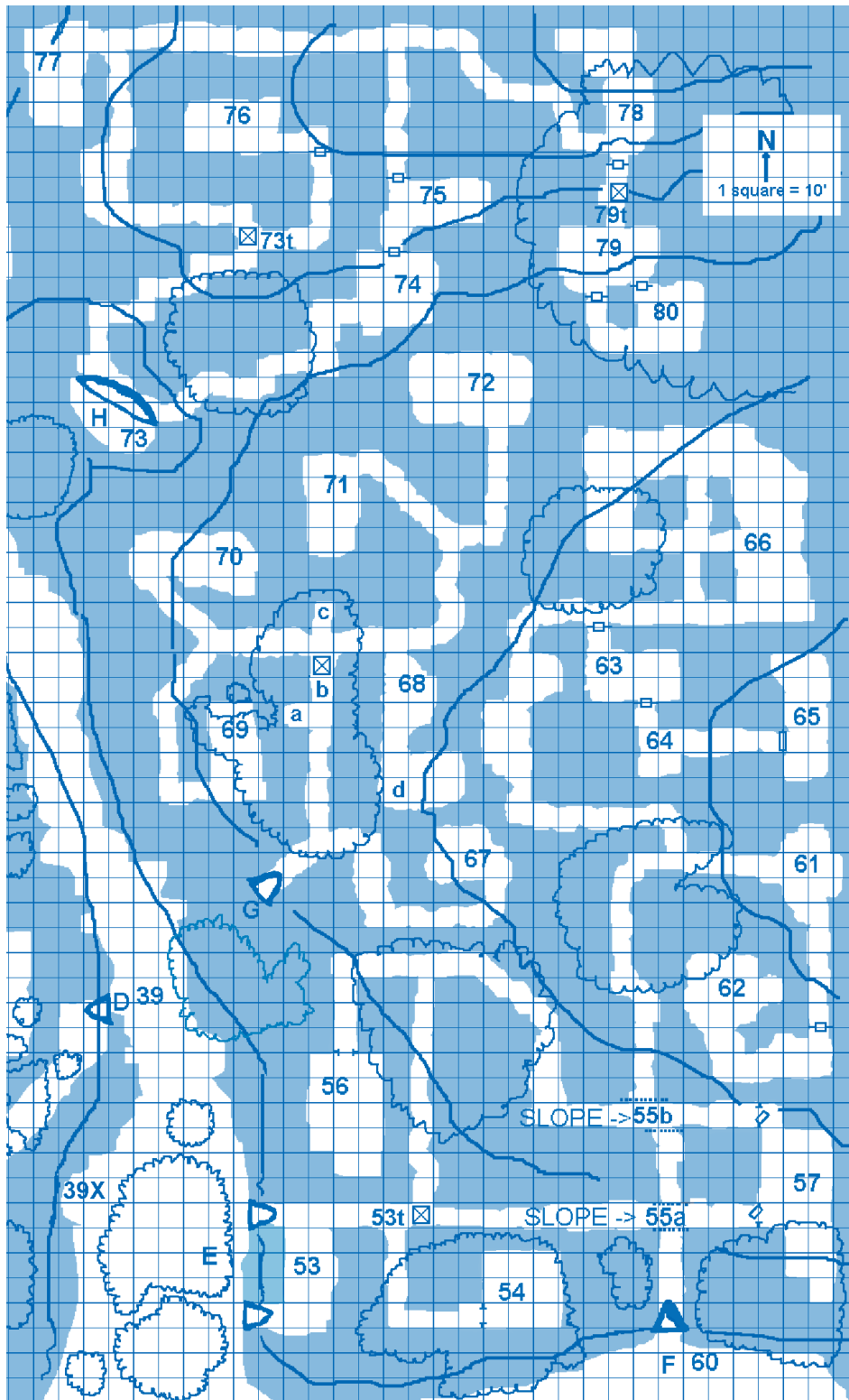


- 11. Sutler.** Contracted to provide basic daily goods for troops and locals. Can supply food, lamp oil and other basic supplies, but little hardware.
- 12. South Watch Tower.** Usually one or two men with a horn and light crossbows as well as leather armor and other weapons. The second floor holds a ballista aimed at the bridge and front gate.
- 13. Main Gates.** Heavy wood but not very resistant to fire or dedicated battering.
- 14. Bridge, Wooden.** Iron hooks on each corner allow the garrison to tie ropes to it and pull it up for sieges.

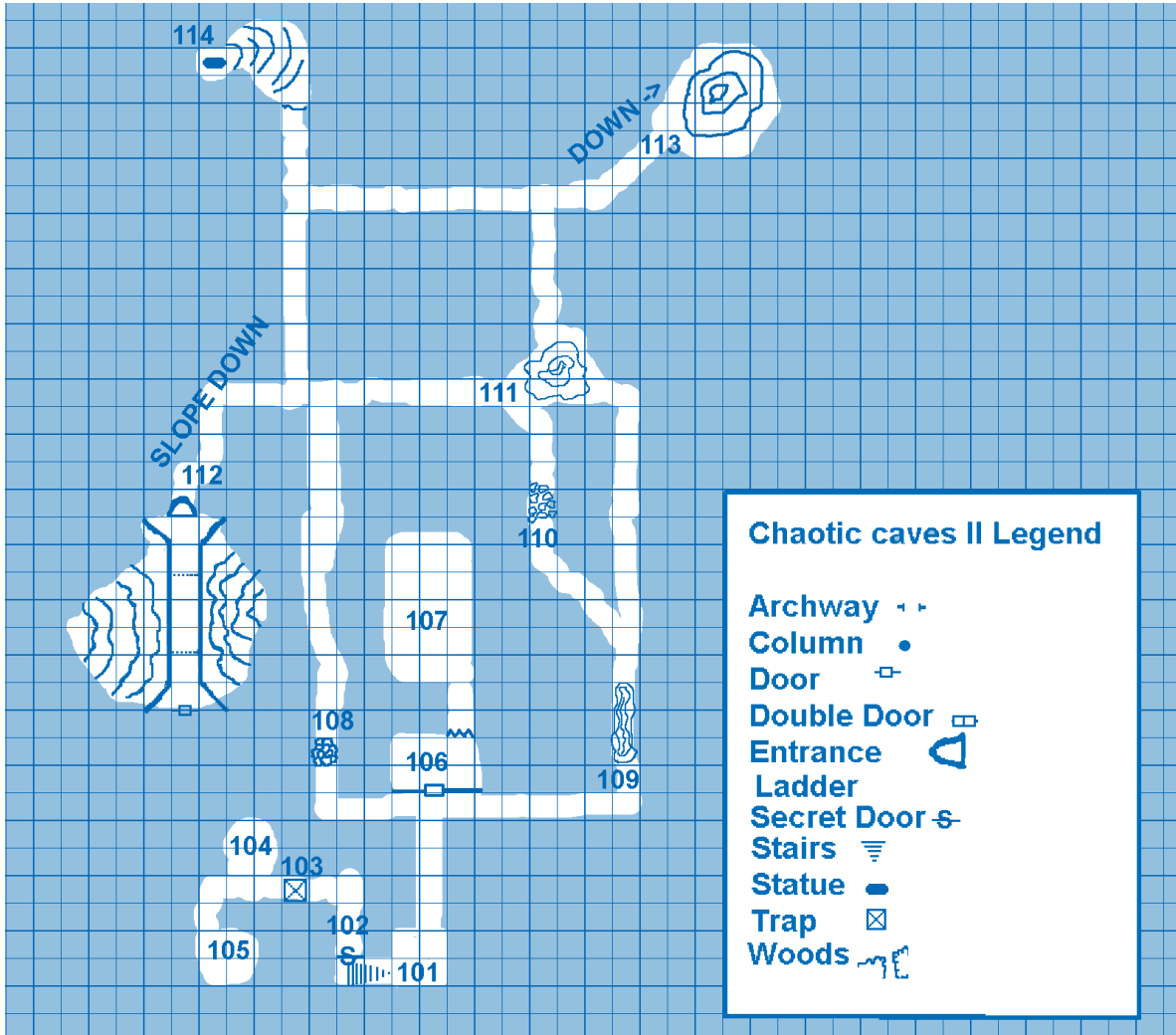
Chaotic Caves Left (West) Part



Chaotic Caves Right (East) Part



Lower Level to Area D (entry from 42).



Key to the Chaotic Caves

The LL can place the caves anywhere. If in doubt, place them at **CC4** on the map, which will be obvious to any smart player, but give the players a reason to explore a lot. The LL might also chop it up in chunks and scatter it about.

A : The Cradle of Thorgrins

Contributer: Snorri

Wandering Monsters

- 1 – 1d4+1 hobgoblins. They look like wards in a patrol, but really plan to steal something from their fellow hobgoblins. That's why if they meet adventurers they will rather withdraw than fight. They will argue a lot afterwards to decide if they tell what they saw to the real wards.
- 2 – 1d6+2 hobgoblins. This is the real watch patrol. One of them has a horn and will sound it before a fight. They will make use of their polearms to block the passage the best they can, with a perfect military organization.
- 3 – One unfinished thorgrin. He has all the stats of a thorgrin, but looks misshapen and ugly, like some kind of Frankenstein beast.
- 4 – 1d6 goblins slaves. They don't have weapons, only ware pots and jars (DG 1d4-1), and always fail morale, crying a lot. If they cry out, the nearest cave of hobgoblins will be there in 1d6 rounds.
- 5 – 2d4 hobgoblin females, wearing their most elegant dress, hair and make-up. They come from another tribe to secretly meet their mates, as the Doctor strongly dislikes women and forbids them in his caves. They're rather joyful and light-

hearted. They won't be aggressive, unless they suspect the adventurers to be what they are (as seeing a symbol of the Law), as they mistake them for new mercenaries. They might help against the Doctor, as they dislike him strongly, as long the characters don't attack any hobgoblin. If attacked, they fight as orcs, using nasty daggers. If their moral fails, they flee toward room **6**.

- 6 – One gnome spy. He hides himself with hooded cap and a mask, but will speak dwarf fluently to adventurers if they mistake him (or if they think he's the Doctor!). He knows that hobgoblins made some surveys next to the gnome mines and want to know why. The truth is that the Doctor plans to capture gnomes for his attempt to create gnolls slaves later.

1 ENTRANCE: The cave is closed by a strong wood door, reinforced by iron and a powerful lock. It's obvious it has been made by skilled artisans. The lock is strengthened by a wooden bar behind the door. The guards in room (**2**) will hear any noise coming from the door, and can see what's happening trough an iron grid. The lock looks like a goblinoid skull with an evil grin.

2 GUARD POST: 1d4+1 Hobgoblins guards sit

there, playing dice on a low wooden table. They fear the "Doctor" (as they call the magic-user who settled this cave's network) more than they like him, but will keep faithful as long as their morale is good. There's a small gong next to the table, so their first reflex if threatened is to ring the gong. 1d4+1 more hobgoblins will come to aid them in 1d4 rounds. If they feel outnumbered, they will quickly retreat toward room **3**. The door at the end of the tunnel is normally not locked, but one of them has the key to lock it after withdrawal.

Hobgoblins (2-5 or 4-10) AI C, Mv 90' (30'), AC 6, HD 1+1, hp 5 each, #AT 1 (weapon), DG 1d8 or weapon, SV F1, ML 8, XP 30 to 150 (15 each)

- 3 COMMON ROOM:** This unlocked room is filled by hammocks and animal skins used as inner walls. 14 Hobgoblins males currently live in this room – including all those the characters already met in room **2**. Four are youngsters in training, who fights as goblins, and one of them is a "bodyguard" with 3 Hit dice.

The skin walls make it easy to hide and the hobgoblins will use this feature to the best: to attack with throwing axes, to withdraw if possible toward room **5**, or to make them fall on PC's to make them blind. There is a small purse of gems hidden (10 gp x 2, 50 gp, 100 gp x 3) hidden next the "bodyguard" hammock, in a small hole concealed by the skins, which can be detected as a secret door. Most hobgoblins know there's a treasure somewhere, and one of the youngster saw were the chief hid it, but none know he has a small key to unlock the hide.

1 Hobgoblin bodyguard AI C, Mv 90' (30'), AC 6, HD 3, hp 12, #AT 1 (weapon), DG 1d8 or weapon, Save F1, ML 8, XP 50

Hobgoblins (varies, see also room 2) (AI C, Mv 90' (30'), AC 6, HD 1+1, hp 5 each,

#AT 1 (weapon), DG 1d8 or weapon, SV F1, ML 8), XP 15 each

4 young hobgoblins (AI C, Mv 60' (20'), AC 6, HD 1-1, hp 3, #AT 1 (weapon), DG 1d6 or weapon, Save 0 level human, ML 7), XP 20 (5 each)

- 4 STORAGE ROOM:** This locked room is filled with sacks and barrels of salt and dried food for the hobgoblins and other dwellers of this cave network. They have obviously been plundered from surrounding human villages and are not being used too much, as hobgoblins prefer to eat fresh meat by hunting. If the PC's search among the sacks and barrels, they will have a bad surprise: one of them (in the south-eastern corner) is entirely rotten and an Insect swarm will arise from it to attack the character that discovered it first. Among various goods, the most valuable are five good quality carpets (100 gp each), unfortunately dirty and heavy.

1 Insect swarm AI N, Mv 30' (10'), Fly: 60' (20'), AC 7, HD 2, hp 8, #AT 1, DG 2 hit points, Save 0 level human, ML 11, XP 20

- 5a THE WARD:** There's always an hobgoblin ward standing there. He's generally in the corner, and if he hears PC's, he will retreat to the temple (**5**), then the training room (**6**).

1 hobgoblin AI C, Mv 90' (30'), AC 6, HD 1+1, hp 5 each, #AT 1 (weapon), DG 1d8 or weapon, Save F1, ML 8, XP 15

- 5 THE FORMER TEMPLE:** This was (a long time ago) a temple of Chaos, and is still used as the chapel by the hobgoblin garrison. The pillars are sculpted with awful tentacle figures, and the altar depicts the one-hundred eyed Arik.

When the characters arrive, 4 acolytes of Chaos (hp 5, 3, 2, 1) are here. They're not minions of the Doctor, but wait to meet him, as they would like to raise the cult again in this once famous place.

Due to a **Chaos aura**, any spell cast will turn to its reverse version if any (**light** will turn to **darkness**, **cure light wound** to **cause light wound**, and so on...). Watching the Altar for more than one round will create a **confusion** effect (like the spell, save allowed) to the watchers.

In the ground are 4 heavy stones, which seem to cover shallow pits. Each stone is very heavy (treat as open doors to lift it). The first is filled with the bones of sacrificed victims, but nothing else. In the second 3 skeletons rise from among the bones. One of them wears a golden collar (70 gp). The other two pits are empty, but if someone gets inside to search through the bones, he will discover the top layer is very thin and the pit really deep (1d6 of damage from the fall).

4 acolytes of Chaos AL C, MV , AC, , HD Cleric 1, hp 5, 3, 2, 1, #AT 1, DG 1d6 or weapons, SV C1, ML 8, XP 40 (10 each)

3 skeletons AL C, MV 60' (20'), AC 7, HD 1, #AT 1, DG 1d6, SV F1, ML 12, XP 30 (10 each, XP 39 (13 each)

6 THE HOBGOBLIN TRAINING ROOM: In this long room, 6 hobgoblins and a Thorgrin are training with weapons. The last one looks exactly like the former, but is uglier and looks somewhat clumsy with weapons because of his large claws. In any fight, he will first throw his axe and then attack with his claws. There are no less than 18 axes, 18 polearms, 36 spears and 6 crossbows in this room, as well as 6 shields and a lot of training material. If attacked, the hobgoblins will build a good polearm line and advance in good order. If their moral fails, they will withdraw toward the Doctor's headquarters.

6 hobgoblins AL C, Mv 90' (30'), AC 6, HD 1+1, hp 5 each, #AT 1 (weapon), DG 1d8 or weapon, Save F1, MI 8, XP 90 (15 each)

1 Thorgrin AL C, Mv 120' (40'), AC 6, HD 3, hp 12, #AT 2 or 1 (2 claws or weapon),

DG 1d3/1d3 or weapon, Save F3, MI 10, XP 80

7 THE GNOLL STUDY ROOM: In this case, there is a big iron cage with 2 prisoner's (gnolls). They're starved and have only low hp's (4, 4). The doctor asked his hobgoblins to capture them, because he plans to dissect these troll hybrids later. The hobgoblins don't take any care of them and sometimes throw them stones to make them cry, so they hate them. They will help characters is freed, but will flee at the first occasion. They have seen the Doctor once, but in their poor common language, they will describe him as a dwarf or a gnome.

2 gnolls AL C, Mv 90' (30'), AC 5, HD 2, hp 4 each, #AT 1 (weapon), DG 2d4 or weapon +1, Sv F2, MI 8, XP 40 (20 each)

8 THE STRANGE EMPTY ROOM: There's nothing of value in this square room. The remains of ancient paintings looks like a secret door – an elf, dwarf or thief will think that if he examines it. There's no secret door, but they could search for a way to open it. It was an annex to the temple long time ago.

9 THE TRAPPED EMPTY ROOM: Strange mushrooms cover the walls of this dirty cave, which might have been painted and decorated a long time ago, and had nice furniture. Some pieces are still shining (gold painting on ordinary wood). Any movement in the room makes the mushrooms spread spores, which are highly flammable, easily ignitable by torches. The fire burst is immediate and does 1d6 points of damage (halved with a save against **death ray**). It will also attract wandering monsters.

10 THE NECROMANTIC ROOM: A pentagram has been carved on the ground. If a lawful character enters the pentagram, or even touches it, his skeleton will emerge from his body (no save) and fight

his friends (with the same stats as the character, but without spells). This is just an **illusion**, and the character will awake one turn after, but it's really impressive. Some of the furniture here could be sold (up to 300 gp), but only to the weirdest cultist or mad collector.

11 THE GHOUL CELL: In this heavily locked cell, there is a lot of dirt, garbage and half-devoured dead corpses. 3 ghouls are trapped there. If they hear noise, they will hide as a corpse and wait to see what happens, trying to surprise their foes or to escape and find a better time to attack. The strange thing is that these ghouls lack some of their internal organs: the doctor stole them to make Thorgrins. The odor in the room is awful (save vs **poison** or fight at -2).

3 ghouls (AI C, Mv 90' (30'), AC 6, HD 2 (turn as 3 HD), hp 11, 8 7, #AT 3 (2 claws, bite), DG 1d3/1d3/1d3 + paralysis, Save F2, MI 9, XP 141 (47 each)

12 THE LABORATORY: On a table which looks like a torture setup, a dead hobgoblin is currently dissected. Some of his organs have been put into glass pots. The others hobgoblins knows about it but don't care, as he's from another tribe. The tools are of a great value, as they're made of silver (600 gp for the full set in their box). On another table, there is a thorgrin, almost finished (only 5 hp). If the characters free him from the table, he awakes and attacks in a frenzy. If the PC's haven't met the Doctor yet, there's 1 in 6 chance he is here, with 3 thorgrins as guards (see rooms **15** and **15a** for their statistics).

1 unfinished thorgrin AI C, Mv 120' (40'), AC 6, HD 3, hp 5, #AT 2 or 1 (2 claws or weapon), DG 1d3/1d3 or weapon, Save F3, MI 10, XP 50

13 THE TROLL CELL: 5 hobgoblins and the Doctor's goblin assistant always attend this room, watching the process in a huge

alembic. In any fight, they're very careful to avoid breaking it (so they fight at -1). In the huge alembic, there's a strange green liquid. If any drop of the liquid gets outside, it turns to a 3 hp troll, and then continues to regenerate round after round to become a normal troll. It needs 1d4 rounds for the shape to become recognizable. He will attack after that time, as he's really angry and hungry to have been distilled. Drinking "liquid troll" will make a troll grow inside the character and kill him when the troll bursts out. During a fight, any character that rolls a natural 1 on a "to hit" will break the alembic.

5 hobgoblins AI C, Mv 90' (30'), AC 6, HD 1+1, hp 5 each, #AT 1 (weapon), DG 1d8 or weapon, Save F1, MI 8, XP 75 (15 each)

1 goblin assistant AI C, Mv 60' (20'), AC 6, HD 1-1, hp 3, #AT 1 (weapon), DG 1d6 or weapon, Save 0 level human, MI 7, XP 5

14 THE THORGRIN GUARDS: No less than 4 thorgrins dwell here, as wardens of the Doctor's quarters. They've been created very recently and are a bit confused: they don't coordinate their moves in combat; are easy to trick and lure; and their vocabulary is that of a 4 year old kid.

4 thorgrins AI C, Mv 120' (40'), AC 6, HD 3, hp 9, 8, 7, 6, #AT 2 or 1 (2 claws or weapon), DG 1d3/1d3 or weapon, Save F3, MI 10, XP 200 (50 each)

15 THE LIBRARY OF THE DOCTOR: If the PC's haven't meet the Doctor yet, there's a 2 chance on 6 he is here, with 3 thorgrins as guards. There are many books in weird tongues here (total value 1200 gp, but not easy to cell – and it could attract the attention of Law inquisitors), including the "**Book of the Ur-Goblin**" – nothing distinguish this precious book from the others. The gecko pet of the doctor is generally in this room.

3 thorgrins guards AI C, Mv 120' (40'), AC

6, HD 3, hp 15, 15, 15, #AT 2 or 1 (2 claws or weapon), DG 1d3/1d3 or weapon, Save F3, MI 10, XP 150 (50 each)

(see room **15a** for the doctor's stats)

15A THE ROOM OF THE DOCTOR: If the PC's haven't met the Doctor yet, there's 3 in 6 chance he is here, alone. He also hides his other treasures in this room, in a trapped chest (cloud of **poisonous gas**, save for everybody in the room if it is not removed). No less than 14 gems for a total value of 800 gp, and 391 gp).

There are 3 stirges in a cage, as the Doctor likes to hear them sing. If in real danger, he will open it, as they won't attack him. If any character rolls a natural 1 during a fight, he will break the cage and open it.

The Doctor is a small and ugly magic-user, with a mad laugh and crazy eyes. He looks more like an elongated dwarf than a human, at first glance. Any allusion to his appearance throws him into a mad rage.

He thinks he is creating perfect creatures with his throrgrins, since he found the formula to create them. He took years to

learn the secret language needed to read the full "**Book of the Ur-Goblin**" and discover how to use it, so he's really proud of what he did. Now, he intends to enslave all others tribes from the caves, then conquer the entire country.

Make the PC's imagine a lot of things about the doctor. Is he a shaman? A dark dwarf? A throrgrin himself? A morlock?

When he is with his guards, the Doctor lets them fight and uses his spells to help them. If threatened, he will use **ventriloquism** to lure his foes and **levitate** to hide on a ceiling.

Magic-User 4, Str 6 Int 14 Wis 8 Dex 7 Con 9 Cha 4, Chaotic, AC 10, HP 12, Dagger (1d4)

Spells: Ventriloquism, Sleep, Web, Levitate.

He possess a vial of **poison**, a **potion of ESP** and a **scroll of protection from undead**.

3 stirges AI Neutral, Mv 30' (10'), Fly: 180' (60'), AC 7, HD 1, #AT 1, DG 1d3, Save F2, MI 9, XP 48 (16 each)

B: Gnoll Den

Contributer: JD Neal

Hiding in the trees and brush around the entrance are four Gnolls. They watch and try to ambush intruders. Also nearby are two bugbears, hidden in a brush pile, spying on the gnolls. They will not do anything to aide or harm the gnolls, but will go back to their home lair to report anything unusual. Their statistics are given below; they would be added to the numbers at the bugbear network (**Lair I**).

Unless otherwise stated, the caves are some

fifteen feet high, with natural dirt floors and walls of stone or braced by wood.

4 Gnolls AI C, MV 90' (30'), AC 5, HD 2, hp 9, 8, 7, 6, #AT 1 (weapon), DG 2d4 or weapon +1, SV F2, MI 8, XP 80 (20 each)

2 bugbears (spies) AL C, MV 90' (30'), AC 5, HD 3 + 1, hp 14, #AT 1 (weapon), DG 2d4, or weapon + 1, SV F3, ML 9, XP 200 (100 each)

16 Hyena Watch. Just inside the entrance are two hyenas on steel chains (they

would quickly eat through cloth or leather) attached to steel loops driven deep into the wall. If hyenas are foreign to the LL's geography: they were imported as pets by the gnolls (or replace them as desired).

2 Hyenas AL N, M 180'/60', HD 3, HP 12 each, AC 7, D 1-8, Save F3, ML 9, XP 100 (50 each)

17. Common Room. Three (3) gnolls occupy this room -- more when the tribe is doing better. There is a cooking pit with a vent tunneled up top, and cleverly hidden in the woods above. Hung in center of the south wall is a mosaic of some 500 copper coins pierced and hung by dried gut, depicting (crudely) a gnoll-like feature. At its foot is a wooden bowl with tallow candle, not lit.

(Room **21a** explains the secret door and corridor.)

3 Gnolls AI C, MV 90' (30'), AC 5, HD 2, hp 9, 8, 7, 6, #AT 1 (weapon), DG 2d4 or weapon +1, SV F2, MI 8, XP 60 (20 each)

18. Guard Post. When bored, the two gnolls sit here throwing knives at a round mark on a table and betting on accuracy. They have 100 sp between them, piled on the table.

2 Gnolls AI C, MV 90' (30'), AC 5, HD 2, hp 9, 8, 7, 6, #AT 1 (weapon), DG 2d4 or weapon +1, SV F2, MI 8, XP 40 (20 each)

18a. Locked Door. This door is stout and locked, with a barred viewing gate in it. The gnoll at room **19** has the key.

19. Keeper of Prisoners. A wooden bed, table, and chairs adorn this room. If not in the dungeon area (**19a**) tormenting prisoners, the keeper of prisoners is here thinking nasty thoughts or snoring drunkenly with a spilled mug of ale and nearly empty jug. The keeper has (hidden carefully in his rags) four gems liberated from past prisoners: 100 gp, 50 gp, 25 gp

and 25 gp. It has the key to open the door at 18a.

1 Gnoll AI C, MV 90' (30'), AC 5, HD 2, hp 9, 8, 7, 6, #AT 1 (weapon), DG 2d4 or weapon +1, SV F2, MI 8, XP 20

19a. Dungeon. Three humans are chained to the wall here and plead for release. One is a male who is extremely shaggy, looking almost like a werewolf. The second is a woman who's hair is done up in tangling braids (almost like a medusa). The third is a skinny, impish child who's quick to man-handle other people's goods. They claim to be an ordinary family and that's what they are. They are zero level humans.

If rescued, they will offer a 100 gp reward.

20. Guard Post. Two gnolls are always on guard here. Wooden beds and furniture litter the room. One has a very high quality silver trumpet worth at least 250 gp which it will use to announce visitors (or blow as a warning).

2 Gnolls AI C, MV 90' (30'), AC 5, HD 2, hp 9, 8, 7, 6, #AT 1 (weapon), DG 2d4 or weapon +1, SV F2, MI 8, XP 40 (20 each)

21. Chief's Room. The secret escape route through common room is explained in **21a**. The walls are soft earth held up by wooden beams. A brass cymbal hangs on a gut string against the west wall and the gnoll leader with bang on it to summon guards or attendants.

Trapped treasure chest with 500 gp; three untrapped chests with 500 gp, 500 sp and 500 ep. Buried in the center of the east wall (about 6' off the floor) is a brown bottle with a twine carrying cord around the neck; it is a **potion of healing**. Even further behind it is a **potion of speed**.

1 Gnoll Chief AI C, MV 90' (30'), AC 5, HD 3, hp 15, #AT 1 (weapon), DG 2d4 or weapon +1, SV F3, MI 8, XP 65

2 Gnolls AI C, MV 90' (30'), AC 5, HD 2, hp

9, 8, 7, 6, #AT 1 (weapon), DG 2d4 or weapon +1, SV F2, MI 8, XP 40 (20 each)

21a Secret Passage. The gnoll chief had this made many years ago, doing much of the work himself with the aide of a trusted friend and a gnome who no longer resides in the warren. Common gnolls do not know it is there. The doors on each end are hard to find. The door opening into room **17** is intended to only open out (west); it is barred on the east side and extreme force would be needed to break it in.

The center square has a pressure plate covering the entire width. Heavy rocks will come cascading down if it is triggered, doing 1d6 damage if they hit (each person in the hall takes one attack as if by a 1 hit die creature; give it a hit bonus of 2 against anyone not wearing a helmet). It also sets off a simple alarm in the leader's room **21** (pebbles cascade down for thirty seconds or so onto a brass cymbal suspended in one corner, making quite a racket). The gnoll leader in 21 has a rope hidden in the soft earth of the wall which he will jerk to disarm the trap (or he'll throw someone inside first).

C: Lair of the Bug-Master

Contributer: bathwizard

31 Locust Room. This room contains 3 subterranean locusts. If anyone either enters this room or falls down through the entrance, the locusts will get agitated and start jumping around randomly. The room is filled with various harmless molds and fungi that the locusts feed upon.

3 Subterranean Locust AL N, MV 60' (20') Fly 180' (60'), AC 4, HD 2, hp 8, #AT 1 (bite, slam, spit), DG d2/1d4/nausea, SV F2, ML 5, XP 76 (38 each)

31a Hole in The Ground. The Entrance to this

22. Common Room. Usually 4 gnolls are resting here. Wooden tables, chairs and cots furnish basics; a jug of cheap ale or beer and bucket of water is on one table. Bones and scraps litter the room.

4 Gnolls AI C, MV 90' (30'), AC 5, HD 2, hp 9, 8, 7, 6, #AT 1 (weapon), DG 2d4 or weapon +1, SV F2, MI 8, XP 80 (20 each)

22a. Storage. Salted meat, vegetables, and other items are stacked here, including pelts for trade (300 gp total value).

23. Hyena Den. The 5 hyenas here are alert but do not necessarily recognize intruders, although there is a minimal chance (at least 1 in 6; increased as the LL desires) of one appearing to investigate, then summoning the rest. They have dug their own warren out in the south wall. The room is littered with bones, fur, and other material. They have bonded with the gnolls, who allow them free reign, expecting guards to keep them inside and taking them out on leashes to hunt and forage.

5 Hyenas AL N, M 180'/60', HD 3, HP 12 each, AC 7, D 1-8, Save F3, ML 9, XP 250 (50 each)

lair is a hole in the ceiling, with the top of the hole being about 20' above the floor of the passage below. Although it is obvious, and characters won't fall in accidentally, anyone foolish enough to jump down will suffer 2d6 falling damage. Falling down will disturb the subterranean locusts in room **31**. Unless the PCs are sensible enough to secure a rope at the top, or bring a ladder with them, getting out of the lair will be even more difficult than getting into it.

32 Beetles. This room contains 2 carnivorous beetles that will rush and attack anything that enters their room. The chamber outside their room contains 3 badly mangled corpses that lie up against a large mushroom, which is a Shrieker (Int check for anyone wanting to identify the fungus before they touch the corpses). If the corpses are disturbed, the shrieker lives up to its name, alerting the carnivorous beetles and agitating the locusts in area **31**.

One of the corpses has 102 sp in a purse, and another has a gold necklace worth 33 gp

2 Giant Carnivorous Beetles AL N, MV 150' (50'), AC 3, HD 3 + 1, hp 13 each, #AT 1 (bite), DG 2d6, SV F1, ML 9, XP 130 (65 each)

1 Shrieker AL N, MV 9' (3'), AC 7, HD 3, hp 12, #AT attract monsters, DG --, SV F1, ML 12, XP 65

33 More Mold. This room is filled with various sorts of fungi and molds. There is nothing dangerous here.

33a Beetles. 3 giant fire beetles are in this room, chewing on strange green fungi. They will leave other creatures alone if they are not disturbed, but they will fiercely defend themselves. The door to room **33** is open and the beetles can easily get out.

Giant Fire Beetle AL N, MV 120' (40'), AC 4, HD 1 + 2, #AT 1 (bite), DG 2d4, SV F1, ML 7, XP 45 (15 each)

34 Ooze. The 2 entrances to this room slope down and the whole room is 2' deep in water. Lurking in the water is a gray ooze that attacks anything that enters the water. Also in the water are the skeletal remains of 2 orcs who fell prey to the gray ooze, one has nothing of value but the other one was a subchief who still clutches the **hand-axe +2** he wielded in life and 2 wrought silver and steel

wristguards that are worth 30 gp each or 80 gp as a pair.

1 Gray Ooze AL N, MV 10' (3'), AC 8, HD 3, hp 12, #AT 1, DG 2d8, SV F2, ML 12, XP 80

35 Spider Room. This room is covered in cobwebs that obscure the walls and ceiling. There is a crab spider lurking in the webs that will drop down onto the first party member who walks beneath it.

1 Giant Crab Spider AL N, MV 120' (40') Web: None, AC 7, HD 2, hp 8, #AT 1 (bite), DG 1d8, poison, SV F1, ML 7, XP 38

36 Bug Master. The self-styled "bug-master" is an insane pixie with a **ring of insect control**, and his pet tarentella spider. If anyone enters the room or if he investigates noises and disturbances caused by adventurers, he will turn invisible and jump onto his pet tarentella and ride it towards the intruders. Because he is invisible and will stay quiet while fighting on top of the spider, any character attacked by the two will assume that it is just the spider. Any character who suspects otherwise or openly asks why the tarentella has an extra attack is allowed an Intelligence check to see if he realizes what is going on.

If the tarentella is killed, the pixie flies into a rage and starts shrieking out insane proclamations while attacking the PC who landed the killing blow on the spider ("I am the lord of the flies! I shall lead my insect army to victory! My chitin is invincible and my mandibles will chew your mammalian flesh!").

The pixie wears the **ring of insect control** as a bracelet as it is too big for his tiny fingers. Also he has in his lair a bag of gems: 6 pieces of clear quartz worth 10 gp each, 2 moss agates worth 30 gp each, 2 pieces of amber (with insects embedded in them) worth 100 gp each and a small diamond worth 500 gp.

Pixie AL N, MV 90' (30')Fly: 180' (60'), AC 3, HD 1, #AT 1 (dagger), DG 1d4, SV E1, ML 7, XP 16 each

Giant Tarantula Spider AL N, MV 120' (40') Web None, AC 5, HD 4, #AT 1 (bite), DG 1d8, poison, SV F2, ML 8, XP 135

37 Gelatin. This secret corridor between the two lairs is the home of a gelatinous cube. Floating in its transparent body are 12 gp, 22 sp and 10 cp, plus a piece of jade worth 50 gp.

Gelatinous Cube AL N, MV 60' (20'), AC 8, HD 4, hp 16, #AT 1, DG 2d4 + paralysis, SV F2, ML 12, XP 245 each

38 Flies Feasting. 4 giant carnivorous flies feeding on a dead orc

4 Giant Carnivorous Flies AL N, MV 90' (30')Fly: 180' (60'), AC 6, HD 2, hp 8 each, #AT 1 (bite), DG 1d8, SV F1, ML 8, XP (29 each)

38a Fly Hatchery. This room contains 3 giant carnivorous flies and 7 huge maggots feeding on fungi and filth.

3 Giant Carnivorous Flies AL N, MV 90' (30')Fly: 180' (60'), AC 6, HD 2, hp 8 each, #AT 1 (bite), DG 1d8, SV F1, ML 8, XP (29 each)

Lair D: The Motley Court of Brigand McBawd

Contributer: cyberwraith

39. Cave Entrance: The mouth of this cave has been covered with tree branches and leaves in a hasty attempt to camouflage the entrance.

100' to the south a wooden barricade made of cobbled-together tables and benches has been wedged into the hallway. On the western side two planks hold the barricade firmly in place. Lifting the planks allows the brigands to easily remove the barricade. On the other side, to remove it quietly, adventurers must either spend one turn carefully prying apart the barricade piece by piece with a crowbar. Or using their weapons, batter it down noisily in 3 rounds.

Area b: This small room is a guard post. During the day this room is occupied by two Brigand Guards. There is a small table and chairs. On the table are two candles, a deck of cards, and a few copper pieces strewn about. Hanging from a peg on the wall is a ram's horn. Brigand Guards stationed here are to blow the

horn if the barricade is breached alerting the rest of the brigands. Unfortunately they have never tested the horn and it is not loud enough to accomplish the job. Only those brigands in areas **40** and **41** will hear the horn when it is sounded. (NOTE: see the Motley Court Roster at the end of this section for details on the Brigand Guards).

39X: Dead body of courier (see room **52**).

40. Makeshift Stable: 11 horses and 4 mules are stabled in this area. During the day the northwest corner of this area is occupied by two Brigand Stablemen. There are two chairs and two bedrolls. Affixed to the walls are two torches. Also in this area are four bags of horse feed and four barrels of fresh water.

Against the southern wall is a pile of saddles and saddlebags. Among the pile of saddlebags are two dresses, the kind noblewomen might wear, torn and tattered. The dresses once belonged to the captives in room **52**.

If the adventurers take the time to search all of the saddlebags they will find 10 pieces of miscellaneous adventuring gear. To determine the items randomly, roll a d20 for each item and consult the list below:

- 1-3 one torch
- 4-5 1d6 copper pieces
- 6-7 bedroll, flea infested
- 8 blanket, smells like wet dog
- 9 waterskin with water
- 10 flint and steel
- 11 lantern
- 12 crowbar
- 13 grappling hook
- 14 50' silk rope
- 15 ordinary hammer or hatchet or dagger
- 16 pouch of gems (worthless glass)
- 17 flask of oil
- 18 flask of poison
- 19 pouch containing 3 cloves of garlic and a fist full of wolf's bane
- 20 one days worth preserved rations

(NOTE: see the Motley Court Roster at the end of this section for details on the Brigand Stablemen)

41. Brigand Guard Post: During the day four Brigand Guards occupy this area. There is a table and four chairs. On the table are eight bone-carved dice and a few copper pieces strewn about. Stacked against the door leading to **42** are pieces of broken furniture and other debris. (NOTE: see the Motley Court Roster at the end of this section for details on the Brigand Guards)

42. Chamber of Urns: The 10' by 10'

entranceway to this room is occupied by a **Yellow Mold** (AL neutral, Move 0, AC always hit, HD 2, hp 12, DG 1d6 acid burn, SV F2, ML not applicable, XP 38). Additionally a Yellow Mold will release a 10' diameter spore cloud. Those caught in the cloud must save vs. poison or suffocate in 6 rounds.

Along the northern wall of this room are 6 ceramic urns. They are 3' tall. Their lids are sealed with wax.

Urn 1: Upon opening 1d4 Shadows will emerge and attack. **Shadows** (AL Chaotic, MV 90' (30'), AC 7, HD 2+2, hp 7 ea., #AT 1, DG 1d4 touch, plus drains 1 point of STR, ML 12, XP 83 - 332 (83 each)) Adventurers reduced to zero Strength will transform into a Shadow. This urn is otherwise empty.

Urn 2: Upon opening a Pixie will emerge. **Pixie** (AL N, MV 90' (30')Fly: 180' (60'), AC 3, HD 1, hp 5, #AT 1, 1d4 with dagger or spell, ML 7, XP 16) This particular pixie knows three randomly determined 1st level magic-user spells. Pixies are naturally invisible and may attack or cast spells while invisible. If befriended, the Pixie will accompany the adventurers. This urn is otherwise empty.

Urn 3: This urn contains ashes and bone fragments.

Urn 4: This urn contains ashes and a **Ring of Command Human**.

Urn 5: This urn contains ashes and two diamond bracelets worth 400 gold pieces each.

Urn 6: Upon opening this urn a Small Black Pudding will emerge and attack. **Small Black Pudding** (AL N, MV 60' (20'), AC 6, HD 2, hp 8, #AT 1, DG 1d8, eats through wood and metal, can only be damaged by fire, SV F1, ML 12, XP 47). Also in this urn are two emeralds, unharmed, each are worth 100 gold pieces.

Wooden Stairs in the hallway lead down to the lower levels (see **101**).

43. Labyrinthian Lair of the Owl Bear: These oddly tunneled corridors are the stomping grounds of an **Owl Bear** (AL N, MV 120' (40'), AC 5, HD 5, hp 27, #AT 3 (2 claws, bite), DG 1d8/1d8/1d8, plus if an Owl Bear successfully hits with both claws it may hug its opponent dealing an additional 2d8 points of damage, ML 9, XP 350). NOTE: The Owl Bear has an ability not normally found in other Owl Bears. Like an owl it can hoot. But the eerie hooting of this particular Owl Bear is loud and rumbling and can be heard throughout its lair. Anyone hearing this hooting must save vs. spells or become **confused** as per a magic-user's 4th level spell.

44. Den of the Owl Bear: The Owl Bear from area **43** has claimed this room as its den. Using feathers, old tattered clothing, and other debris, the Owl Bear has fashioned itself a nest. In the center of the nest are two large Owl Bear eggs. Near the nest, in a disgusting heap, are the moldering remains of the Owl Bear's victims. In a separate pile is the Owl Bear's hoard: 1000 silver pieces, 300 gold pieces, a ruby necklace worth 700 gold pieces, a **+2 dagger**, and a leather back pack. In the back pack are two flasks of oil and 2 **Potions of Healing**.

45. Empty Room: No monsters come here. This is a safe room in which adventurers may rest.

46. Berserker Bridge: A bridge spans from the southern wall to the northern wall of this natural cavern. Though the bridge is wet, its rough-hewn surface will keep adventurers safe from slipping as they cross. The bridge has no railings. The ceiling 30' overhead is dotted with stalactites. Many have grown very long, some nearly 15'. They are slick with condensation and drip water incessantly.

Just below the bridge clouds of mist and steam hide the bottom of the cavern 50' down.

The bottom of the cavern is covered in 3' of boiling water. Although they can not see it from the bridge, adventurers can hear it gurgling and hissing. Also on the floor of the cavern is a geyser. At the beginning of every turn the geyser will erupt and spew a stream of super-heated steam and boiling water 70' into the air. Any being on the shaded area of the bridge when the geyser erupts will take 2d6 hit point damage from the steam and boiling water.

Any adventurer falling from the bridge will take 3d6 hit point damage from the fall and 1d6 hit point damage per round from the boiling water. NOTE: The geyser will have erupted one round prior to the adventurers entering this chamber.

Standing guard at the northern end of the bridge are 6 **Berserkers** (AC 5, HD 1+1, hp 6 ea., #AT 1, DG 1d8 battleaxes, enraged, +2 to attack rolls, no morale checks, XP 126 (21 each)). They wear filthy kilts and rusted chain mail armor, but their battleaxes are bright and gleaming. The berserkers are well aware of the geyser and will avoid the shaded area of the bridge prior to combat. But once they are engaged in combat and enraged they will be oblivious to their location.

The berserkers will be found here both day and night. They are loyal to McBawd and follow him on all his journeys.

47. Chamber of Braziers: At one time this chamber must have been the audience hall for whatever great personage ruled these caves. Stone steps climb 10' to a raised dais. On the dais are 10 iron braziers. The bowl of each brazier is 3' wide and filled with burning embers. The glowing embers illuminate the chamber with an eerie red light. A thin haze of

wood smoke permeates the air.

Besides the smell of wood smoke there are several other foul odors present in this area. All sorts of foul refuse are strewn about the floor; tankards of sour ale, spoiled food, soiled clothing, puddles of rancid liquid. This is the chamber in which the brigands meet to debauch themselves.

Each night they gather here to drink huge amounts of ale and wine. They sing songs, they fight, they duel. They drink more ale, more wine. The girl captives from room **52** are brought and made to dance and provide other crude entertainment for the brigands. The Alchemist from **area d** is also brought and made to watch the perverted sport of the brigands.

During the day this room is occupied by four Brigand Guards. They half-heartedly attempt to clean up the excesses of the previous night. There is nothing of value in this room. (NOTE: see the Motley Court Roster at the end of this section for details on the Brigand Guards).

47b. The Abode of Brigand McBawd and his Entourage: During the day Brigand McBawd and his 4 Bodyguards; Gillian the Thief and her 4 Deadly Assistants; Montfey and his Seven Skeletons will be found here plotting their next big caper.

Also in this room is a large wooden chest and a small iron chest. Both are locked. McBawd has the key to the iron chest and Gillian has the key to the wooden chest. The iron chest contains 100 platinum pieces, 2 rubies worth 250 gold pieces each, and a **Bag of Devouring**. The wooden chest contains 1000 copper pieces, 500 silver pieces, 300 gold pieces, and **Philter of Love Potion**.

Attached to the wall is a wooden shelf upon which sits 10 **Potions of Lesser Healing** (those made by Cnud in area **49b**; see that room for an explanation.)

At the north end of this room is a freshwater well. This well also leads to the lower levels and if hard pressed McBawd will use this well as an escape route. There is a 100' rope and two buckets. (NOTE: see the Motley Court Roster at the end of this section for details on McBawd and his Entourage).

48. Makeshift Workshop: During the day this area is occupied by a Dwarf Metalsmith, his two Dwarf Hammersmiths; two Brigand Carpenters, two Brigand Leathersmiths, and 4 Layabouts. These brigands, who are also craftsmen, have a small crude workshop. They have just enough tools to do the job of repairing weapons and armor. None of the tools are of much value. (NOTE: see the Motley Court Roster at the end of this section for details on the Brigand Craftsmen).

49 The Elves' Den: During the day this area is occupied by Drew and Drey the Evil Elves. There are two bedrolls, a table, and chairs. On the table is a finely crafted brass lantern (worth 25 gold pieces). Between the two bedrolls is a chest, locked but not trapped. The chest contains two finely crafted cloaks and two equally crafted pairs of soft-leather boots. Novices may be fooled into thinking these are magical boots and cloaks of Elven make, but they are not. Also in the chest are two flasks of oil, two **Potions of Healing**, two Scrolls (one with **Teleport** inscribed upon it, the other is **Cursed**), and a pouch containing 10 gems worth 50 gold pieces each.

Drew has a key to the Alchemist's Cell Area d and a key to the chains on the Hunting Hounds.

Drey has a key to the chest and a key to the manacles on the captives in room **52**.

Chained to the walls are the Hunting Hounds. (NOTE: see the Motley Court Roster at the end of this section for details

on the Evil Elves and Hunting Hounds)

49b The Alchemist's Cell: Cnud the Alchemist (0-level human, AC 10, hp 6, #AT 1, DG 1-3 w/ broken bottle) is being held captive in this cell. When Cnud was first captured, Brigand McBawd ordered the alchemist to make healing potions or else. But Cnud did not have the materials to make a proper healing potion. The Alchemist had only one **Potion of Extra Healing** to work with. Out of desperation Cnud stumbled upon a way to "dilute" the potion. He could increase the amount of the potion but could not increase its maximum healing potential. He eventually converted his one **Potion of Extra Healing** into 10 **Potions of Lesser Healing** (McBawd keeps the them on a shelf in room **47b**).

Potions of Lesser Healing appear to a non-alchemist to be an ordinary **Potion of Healing**. They taste, smell, and look very similar, but **Potions of Lesser Healing** only heal 1-2 hit points.

McBawd does not know that the potions are less than half strength and is very pleased with the Cnud's progress. Unfortunately Cnud now has nothing to work with and realizes it is just a matter of time before McBawd discovers the ruse.

Cnud is a middle-aged man with long, graying hair. His robes, once finely crafted, are now shabby. His fez, always slightly askew atop his head, is dilapidated.

50. Brigand Guard Post: During the day this area is occupied by two Brigand Guards. There is a table, chairs, and candles. On the floor is a pile of wood shavings. On the table are a number of small, crude wood carvings (some obscene). Apparently the guards here like to whittle and carve wood while their manning their post. (NOTE: see the Motley Court Roster at the end of this section for details on the

Brigand Guards)

50a: The Brigand's Larder: 12 barrels of ale; 7 barrels of wine, 24 bottles of rum, and other dry provisions and food stuffs (running low) are found in this room.

51. Brigand Guard Post: During the day this area is occupied by four Brigand Guards. There is a table, chairs, and candles. Fastened to one walls is a dartboard and four darts. (NOTE: see the Motley Court Roster at the end of this section for details on the Brigand Guards)

52. The Dungeon: During the day this area is occupied by Irena and Luella (0-level humans, AC 10 ea., hp 3 ea.), the kidnapped daughters of a wealthy merchant. Each girl has a ball and chain manacled to their ankle. The lead balls are too heavy for the girls to carry. In this room are other accoutrements of a torture chamber, all are rusted and in disrepair.

NOTE: Ten days ago McBawd and his men waylaid a stagecoach. The driver was killed and the occupants, an alchemist and the two daughters of a wealthy merchant, were taken hostage. A day later McBawd sent one of his men off to the merchant with a ransom note. But unbeknownst to McBawd the messenger was killed by a group of orcs. His body can be found at area **39X**, stripped of all its belongings except a tattered backpack containing the illegible remnants of the ransom note.

MOTLEY COURT ROSTER:

The Brigand McBawd: (AC: 3 +1 Chain Mail and a +1 Shield, F5, hp 34, #AT 1, DG 1d8/2d4 with **+2 Bastard Sword**, can be used one-handed or two-handed, ML 10)

McBawd has curly red hair and a beard. He wears a tartan kilt over his chain armor. He is very likeable (Charisma 17)

and has an excellent sense of humor, he laughs at everything. But don't be fooled, he is a bloodthirsty bandit.

4 Bodyguards (AC: 5 all are in chain mail, F3, hp 14 each, #AT 1, DG 1d8 long swords, ML 10) The each wear kilts. Besides their long swords they each have a short bow and a quiver of 20 arrows. They each have pouches containing 10 platinum pieces, 10 gold pieces and 10 copper pieces.

Gillian (AC: 6 black leather armor and high dexterity (16), T5, hp 22, #AT 1, DG 1d4 +2 dagger, +3 vs. Dwarves, Elves, Gnomes, and Halflings, ML 9) Gillian is McBawd's female companion. Gillian with her black hair and black eyes, dressed in black leather, is both beautiful and deadly. She carries a pouch containing a **+1 Sling** and a **Cursed Necklace of Blinding**. As soon as this necklace is adorned the wearer must save with a penalty of -4 vs. magic or become blind. The blindness will last, even after the necklace is removed, until a **Remove Curse** spell is cast upon the victim. Gillian is wearing a diamond necklace worth 1000 gold pieces.

4 Deadly Assistants (AC 8 leather armor, T3, hp 11 each, #AT 1, DG 1d6 short swords, ML 9) These are Gillian's four female assistants. They are each armed with swords and slings. They each carry pouches containing 25 gold pieces.

Montfey (AC 6 **Cloak of Protection +3**, MU 5, hp 12, #AT 1, DG 1d4 dagger, ML 9) Under his magical cloak Montfey wears a crimson silk shirt and matching breeches. He is bald and bare-foot. Slung over each shoulder is a leather bag. In one bag Montfey keeps his spell book. The spells in his spell book are *Magic Missile*, *Charm Person*, *Phantasmal Force*, *Web*, *Haste*, and *Lightning Bolt*. The other bag contains his spell components and a **Wand of Necromancy**. By expending one

charge the wielder may **Animate Dead** as a 7th level Magic User. By expending 3 charges the wielder may **Control Undead** similarly to a **Potion of Control Undead**. The wand has 18 charges.

7 Skeletons (AL C, MV 60' (20'), AC 7, HD 1, hp 5 each, #AT 1, DG 1d6 spears, ML 12, XP 91 (13 each)) They wear black hooded robes.

Drew and Drey the Evil Elves (AC 6 both wear **+1 studded leather**, E3, hp 15 each, #AT 1, DG 1d8 long swords, ML 9, XP 130 (65 each)) They each have a pouch that contains a spell book and spell components. Drew has the following spells in his spell book: *Charm Person*, *Ventriloquism*, and *Invisibility*. Drey has *Sleep*, *Hold Portal*, and *Invisibility* in his spell book. They each have long bows slung over their shoulders and quivers containing 20 arrows. They are the keepers of the Hunting Hounds and travel with them always. (area **c**)

4 Hunting Hounds (AC 6, HD 2, hp 10 each, #AT 1, DG 1d6+1 bite, ML8) The hounds are large, lean and muscular. They have large jaws and deliver a powerful bite. They understand only Elvish and obey the Elves' every command. (area **c**)

The craftsmen from room **49**:

Dwarf Metalsmith (AC 8 leather, D3, hp 12, #AT 1, DG 1d6 heavy iron hammer, ML8)

2 Dwarf Hammersmiths (AC 8 leather, D1 hp 5 each, DG 1d4 hammers, ML8)

2 Brigand Carpenters (AC 8 leather, F1, hp 6 each, DG 1d4 clubs, ML8)

2 Brigand Leathersmiths (AC 8 leather, F1, hp 5 each, DG 1d4 daggers, ML8)

4 Layabouts (AC 8 leather, F1, hp 4 each, DG 1d4 clubs, ML8)

Brigand Guards:

4 Brigand Guards (AC 8 leather, F1, hp 4 each, DG 1d6 short swords, ML8) (room 51)

2 Brigand Guards (AC 8 leather, F1, hp 6 each, DG 1d6 short swords, ML8) (room 50)

4 Brigand Guards (AC 8 leather, F1, hp 5 each, DG 1d6 short swords, ML8) (room 47)

4 Brigand Guards (AC 8 leather, F1, hp 3 each, DG 1d6 short swords, ML8) (room 41)

2 Brigand Stablenmen (AC 8 leather, F1, hp 3 each, DG 1d4 clubs, ML8) (room 40)

2 Brigand Guards (AC 8 leather, F1, hp 6 each, DG 1d6 clubs, ML8) (**area b**)

MOTLEY COURT SCHEDULE: Everyday from early evening to early morning (approximately 4 p.m. to 4 a.m.) every

being on the Motley Court Roster will be room **47**. They leave their posts, gather here, and begin drinking. By early evening (approximately 8 p.m.) they are intoxicated. Intoxicated individuals have a 4 point penalty to attack rolls, a 4 point penalty to armor class, and a 4 point penalty to Wisdom. From midnight until early morning (approximately 4 a.m.) the brigands, having drunk to the point of unconsciousness, will be asleep in this room.

NOTE: Montfey and his Seven Skeletons; Drew and Drey and the Hunting Hounds; and the three captives may drink but not to the point of intoxication.

In the early morning (approximately 4 a.m.), Drew, Drey, and Montfey rouse the brigands and send them off to their posts.

D Lower Level

Contributer: JD Neal

This is the lower level below the complex at upper D: the stairs in room **42** and well in room **52** lead down into it at **101** and **114**. The entire area is wet and mucky and near area **112** there is a hot, humid dampness. The floors are raw earth and sticky.

The bandits captured and let loose two giant gecko lizards here, feeding them occasionally. They do not stay together and can be found almost anywhere. Roll 1d6 for each:

1	109
2	110
3	111
4	112
5	113
6	114

2 Giant Gecko Lizards AL N, MV 120' (40'),

AC 5, HD 3 + 1, hp 13 each, #AT 1 (bite), DG 1d8, SV F2, ML 7, XP (100 each)

101 Stairs up/Down. The wooden stairs/steps here lead up to room **42** in area the top level of room **D**. Searching the steps themselves will discover a loose panel that can be pulled up revealing a hole someone can reach into and find a lever; pulling the lever up causes a click and the bottom 5' or so o the stairs shifts a little. They are unlocked and can be pushed back revealing a hollow under the stairs. searching again will reveal the secret door marked "S" on the map, which swings open easily.

102. Secret Door and Hallway. The secret door swings back and forth easily, although it is painted and stuccoed to look like the rough rock around it. A

casual glance will not find it. The hallway shows little use, with cobwebs in corners and small spiders and blind insects met on occasion.

103. Trap. A pressure plate on the floor releases a set of simple wooden spears on each side of the hall which snap together, attacking anyone in the hall as if a 4 hit die monster and doing 1d10 damage if they hit. There are eighteen spears -- nine on each side, three high in rows spaced every three feet or so, overlapping from each side to cover the entire hall.

104 Dead Mans Room. Slumped on a pile of rotten furniture is a skeletal body in corroded parts of chain mail, a useless mace rusted almost entirely away in one hand. Harmless. On the body is a gem worth 50 gp and 210 sp. Cobwebs coat the room.

105 Skeletons Room. Cobwebs coat the room. Sprawled on the floor is a skeleton in corroded plate mail. A rotten backpack, some rotten sacks, clothing and other things form a heap on and around it. Amid the debris are twelve silver oblongs -- silver sling bullets. Also found is 80 gp, 300 sp and 45 cp, as well as a rusted sword and dagger.

106. Guard Post. Bandits lounge behind this door, feeding the lizard they let loose in the region.

4 Brigand Guards (AC 8 leather, F1, hp 5 each, DG 1d6 short swords, ML8)

107. Reserve Room. A number of old wooden bunks and other material are stored here. In case allies need to be bunked down.

108 Pile of Rubble. Someone has very purposefully piled rock up here to completely block this section of hallway -- obviously rock from above ground. There

are large boulders and such, but overall anyone can pull it down with just a few hours of hard work.

109 Bog Floor. The floor is extremely wet and mucky for some thirty feet. No one can run across it; and walking is at a third normal speed. This is natural, caused by seeping water.

110 Another Pile of Rubble. Someone took the time and effort to block this hallway off with piles of rock (from above ground). It will take quiet a while to dig it out.

111 Bugged Floor. This floor is like 109: a mess of sucking mud caused by seeping water. Running across it is impossible and walking across it is at one third normal speed.

112 Under the Bridge. The floor slopes down here and opens up underneath the bridge of room **46**. The boiling water and geyser can be accessed from here. The opening is obscured somewhat by hides hung on wooden frames and painted to resemble rock; they work okay from a distance but not up close.

113 Pool. The hall leading here slopes down to the northeast some 20 feet. The sound of croaking and crickets can be heard. This natural cavern has ceilings some twenty feet high, and a pool of water begins deepens to six feet or so in the center.

The floor is covered by mold and small stalagmites. Frogs and blind crickets can be found among them. The frogs can see; they swim out through the pool and underground rivulets to eventually go outside.

114 Well. This is the well in room **52**; it lets out into the pool here, although a false wall has been built up with wood and hides painted like stone to try to hide it.

E : Crypt of the Forgotten Warlord

Contributer: Blood Axe

This cavern has two entrances. The archways are carved with many runes of life/death. It looks like they might have contained bits of precious metals or jewels, but these have been looted long ago.

Each entrance once had a great stone door, but all that is left is bits of rubble. You get an eerie feeling of being watched and the hairs stand up on your neck.

Crypt Wandering Monsters

- 1 1-4 giant rats
- 2 Zombie
- 3 Ghoul
- 4 3 Zombies
- 5 2 Ghouls
- 6 Wraith Warlord

Any humanoid slain within the Crypt will become an appropriate Undead equal to its level: (Level 1 = skeleton, Level 2= Zombie, Level 3= Ghoul, etc.)

Let the party hear eerie sounds and catch glimpses of movement in the shadows.

53 Cave of the Bats. A huge colony of bats (1000+) has made their home here. They will startle if there is any loud noise or light brighter than a single torch.

If startled they will swarm out the cave entrance causing 1-2 damage to each player character in the cave (d4 halved).

Those searching the floor and bat guano will find 17 gp, 13 sp and a (normal) dagger.

53T The Pit. This pit is open, so easily detected. You can see a glint of gold and silver at the bottom. There are rough hand-holds in the sides of the pit, so it is

easy to climb out. It is 10 feet deep (d6 damage) and has a few bones (gnawed) scraps of cloth (blood-stained), 27 gp and 48 sp are scattered at the bottom.

The pit is not much more than a nuisance. But it will certainly stop players from making a hasty retreat! The gold/silver coins were put there by the inhabitants of the crypt as a lure.

54 Guardians of the Dead. There are runes and pictures on the entrance to this room. Those who lie within were guards to a great warlord.

Again there is evidence of a stone door once being here. Only rubble in the entrance to this room now. There are several bones and bits of cloth scattered about, but what is certainly noticeable are several stone crypts along the walls. They are all open, their crude doors flung aside.

Several pale skinned humanoids lurk in the shadows, chewing on bones and hoping for something fresher.....

4 Ghouls AL C, M 90'/30', AC 6, HD 2, A# T 3, DG 1-3/1-3/1-3 + paralysis, Save F2, ML 9, XP 188 (47 each)

If the crypts are searched there is a silver funeral mask (100 gp) set with two gems for eyes (50 gp each) and a thin gold bracelet (50 gp) among the bones and rags.

55 A/B Slope Up (Overpass). You can definitely notice a slope to these passages. The wall has many runes and pictures carved in the stone, showing the rise of a great warrior to a warlord. Conquering many people, fighting battles, showing no mercy, torturing enemies, then falling to an enemy's arrow

and being laid in a crypt.

Those who look carefully can see the Warlord using a large sword (2-H sword) and holding it up to his face and looking through the hilt, the pommel is inscribed with an eye.

56 Servants unto death..... The archway to this room has pictures of servants tending to a great warlord. There is evidence of a broken stone door.

These servants were forced to follow their master into the afterlife.

There are crude stone coffins inside this room, 9 in total. They are occupied by half-decomposed bodies wrapped in rags. They quickly stir to greet any visitors.....

9 Zombies AL C, MV 120'/40', AC 8, HD-2 HP 9, #AT 1, D 1-8, ML 12, Save F1, XP 261 (29 each)

There is nothing of value in this room.

57 Crypt of the Warlord. Great stone doors are still here, but hang open. Inside are shards of broken pottery (ancient tributes of food and grain), broken bones and scattered coins are on the floor: 143 gp, 212 sp, 89 cp, 3 gems worth 25 gp.

A great stone sarcophagus is in this room carved to represent a warrior in armor with a huge sword.

The Warlord is now a Wraith and will pursue any intruders through-out the

cave until they are slain. He will call upon the other Undead in this crypt.

The Warlord/Wraith appears as a shadowy figure of a warrior bearing a large sword with an arrow shaft sticking out his chest.

Wraith AL C, MV 120'/40', AC 3, HD 4, HP 20, #AT 1, DG 1-6 + energy drain, Save F4 ML 12, XP 300

Inside the stone sarcophagus (combined total of 36 Strength to move) next to the rotted remains of the Warlord is:

a two-handed **sword +1 "Seeker"** it has an eye carved on its pommel and its guard on the hilt curls up to form two circles to peer through. Locate object 1 x day.

a silver scroll tube (50 gp) with a **scroll of Protection from Magic**

a single **arrow +3**

a jade bottle carved in the shape of a warrior (50 gp), its contents are now dried to dust, but if water,wine or another liquid is added it will rehydrate into a **Potion of Super-heroism.**

a jade bottle carved into the shape of a shield (50 gp). Its contents are now dried to dust, but if water/wine or another liquid is added it will rehydrate into a **Potion of Invulnerability.**

A gold funeral mask (300 gp) with 2 gems for eyes (100 gp each).

NOTE: Rooms **58** and **59** are not on the map. The room numbers were left open for expansion.

F: Baboon Troop

Contributer: Snorri

This higher baboon troop is far more cunning and vicious than others, due to their long exposure to Chaos. They look like mandrills, with red and blue faces, and are fond of human meat. Tracks of animals can be found there. Each turn, there's 1 chance in 6 of encountering wandering monsters. Wandering monsters in any locked area will always be gnoll zombies (entry 6).

1 – 1 young higher baboon. He's alone and hides very well (1-4 on 1d6) and is unable to fight. If he sees intruders, he will discretely go toward the main tribe to tell them and they will organize the defenses.

2 – 1d6 higher baboons. They're carrying a dead dryad they killed in the wood and are arguing about how to share it. If the corpse is brought to her tree, the other dryads will give the characters a kiss. This kiss will protect them automatically against the next attempt to **charm** them, by any spell or power.

1d6 Higher Baboons AL N, MV 120' (40'), AC 6, HD 2, hp 8 each, #AT 2 (bite, club), DG 1d3/1d6, SV F2, ML 8, XP 20 - 120 (20 each)

3 – 2d6 higher baboons. These youngsters (1 HD only) have clubs and plan to raid another cave to steal food. They're not really courageous and (if possible) they will retreat with cries and call for their older brothers.

2d6 Young Baboons AL N, MV 120' (40'), AC 6, HD 1, hp 4 each, #AT 2 (bite, club), DG 1d3/1d6, SV F2, ML 10 (8), XP 20 - 120 (10 each)

4 – A lone albino ape. He dwells in the caves and the baboons tolerate him, as long as he doesn't steal their food. He

will defend himself, but won't help the smaller apes.

1 Albino Ape AL N, MV 120' (40'), AC 6, HD 4, hp 16, #AT 2 (claw, claw), DG 1d4/1d4, SV F2, ML 7, XP (80 each)

5 – 1 mountain lion. He's lurking through the caves seeking a baby ape to eat. If baboons see him killed, they will be grateful and offer raw meat to the characters – and will be very disappointed if they don't immediately eat it as is.

1 Mountain Lion AL N, MV 150' (50'), AC 6, HD 3 + 2, hp 14, #AT 3 (2 claws, 1 bite), DG 1d3/1d3/1d6, SV F2, ML 8, XP 65 each

6 – 1d6+1 gnoll zombies (as ordinary zombies, but looking like dead gnolls). These creatures are the former dwellers of these caves. They turned to zombies due to the strength of Chaos here. They don't care about baboons, but will attack any humanoids on sight.

1d6+1 Gnoll Zombies AL C, MV 120' (40'), AC 8, HD 2, #AT 1 (weapon), DG 1d8 or weapon, SV F1, ML 12, XP (29 each)

60 Entrance: This cave was inhabited by gnolls, but they were killed by an alliance between goblins and hobgoblins. The baboons, which lived on the cliffs, settled in under the guidance of their leader. In the entrance of the caves are several gnolls skeletons and skulls. Some of them show evidences of killing by axes and spears.

If the characters searches among the bones, for treasures or clues, they will awake a spitting cobra, who will attack one character randomly. They will also find 7 gp, 16 sp and 13 cp on the ground,

hidden by the dust.

After the entrance, the passage continues into a long tunnel, very tight and low. The gnolls were on their four legs when they did use it, and the baboons feel comfortable. Any fight in this tunnel will be at -2 to attack rolls, and no 2 handed weapon can be used.

1 Spitting Cobra AL N, MV 90' (30'), AC 7, HD 1, hp 4, #AT 1 (bite or spit), DG 1d3, poison, SV F1, ML 7, XP 13 each

61 The Baboons Ward's Cave: Even if the baboons don't have guards as such and are unable to set a military organization, they always have a group of watchers (2d6 baboons) here, who cry a lot if they see intruders, and try to repel them. They never attack first: they start by trying to look very impressive, making noise with snarls and clubbing loudly on the ground. But if they're attacked, they will enter the melee savagely. If they fail a morale roll, they withdraw toward **66** if possible.

2d6 Baboons AL N, MV 120' (40'), AC 6, HD 2, hp 8 each, #AT 2 (bite, club), DG 1d3/1d6, SV F2, ML 8, XP 40 to 240 (20 each)

62 The Dead Witch: The door was closed when Baboons settled the cave; the strong wooden door with its complex lock was already there long time before the gnolls. It may look like earlier hobgoblin style of building: strong, with a lot of iron nails and rudely stylized skulls. The cave is full of dirty animal skins, as if a kind of primitive yurt in the nomadic Gnoll lifestyle. This creates tunnels and cells inside the turning cave itself.

When the raiders invaded the caves, a Gnoll witch locked herself here, but she died from his wounds in a long agony. She turned to a Gnoll ghoul (as a standard ghoul, but looking like a Gnoll with monstrous open scars). She's a cunning creature and will try to kill the characters

one by one, hiding in the animal skins to strangle them. She's also able to use her **Scroll of Hold person** and will use this one first, which makes her a nasty opponent. Then she will use an **Axe + 1**, which she stole from a dwarf when she was living, after eating him. She also keeps a key for the grid of the altar in room **65**. The shaman has a treasure of 298 gp, 812 ep and 861 sp. This money is hidden in a bag, one foot under the ground, so it needs a careful search to find it.

1 Gnoll Ghoul AL C, MV 90' (30'), AC 6, HD 2 (turn as 3 HD), hp 12, #AT 3 (2 claws, bite), DG 1d3/1d3/1d3 + see below, SV F2, ML 9, XP 47 each

63 The Old Baboons: The door of this cave was destroyed during the raid, and now it's inhabited by 6 old baboons. They live apart of the main tribe, sitting around a tiny fire. For sure, they're unable to start a fire, but they stole a burning piece of wood from the orcs and learned to keep the fire going. Old baboons consider it their most precious gift and will fight to protect the fire first. They don't even want to leave the cave if the tribe decides to leave, as they argue on how to bring the fire.

Among them is a rare creature, a two-headed baboon shaman. She was a pet in a temple of Chaos long time ago, because of her mutation which was considered as a blessing. Stronger than the others one (12 hp), she's able to bite twice a round (DG 1d6), and also to cast the following spells: *sleep*, *charm person* and *phantasmal force*. She also possess a magic ring she always keeps on her hand as her treasure. She stole it from the temple while she was escaping from this sanctuary burned by Lawful clerics and fighters. This ring works a **ring of weakness** for Lawful and Neutral characters, but as a **ring of protection from fire** for Chaotic ones. It looks like a salamander with a

small ruby.

Many goblin and gnoll skeletons lie on the floor of this cave. Most are very old, but there's also a more or less fresh one (a goblin kid) which was eaten by the old baboons.

1 Two-headed Baboon Shaman AL N, MV 120' (40'), AC 6, HD 3rd level Magic User, hp 12, #AT 2 (bites), DG 1d6/1d6, SV F2, ML 8, XP 65

6 Baboons AL N, MV 120' (40'), AC 6, HD 2, hp 8 each, #AT 2 (bite, club), DG 1d3/1d6, SV F2, ML 8, XP 120 (20 each)

64 The Last Hope: This door was also broken during the raid, as this was the last pocket of resistance. Goblins raiders used a lot of burning oil throw at it, a tactic they learned fighting against adventurers. The cave (which was once filled with animal skins) is completely burned out, and so were the gnoll skeletons.

The characters will probably suspect the presence of undead. Unless you roll for wandering monsters, which would be zombies as in all locked areas, there's not resident monster here, but let them worry a bit about it. Among the ashes they can find 112 gp and 226 sp and 148 cp, but it will take a lot of time to find them all.

65 The Woolly Idol: This door was broken, but the raiders were frightened by what they saw and didn't go inside. The gnolls (coming from a nomadic tribe) trapped no less than a woolly rhinoceros! They captured it as a baby and he grew up here, being blind from the darkness and just able to turn around. This was their living idol, waiting to be sacrificed when the shaman died. He was never sacrificed, and died from hunger in this cell.

His hate of anything living turned him into a undead woolly rhinoceros. He has the statistics of a normal rhinoceros, and the same resistance to spells and poisons as undead. He's unable to follow the

characters when they retreat, nor is he really bright enough to thwart them when they try to trick him, but he's still a really impressive beast.

In the western part, there's a strong iron grid which protects the Chaos altar dedicated to a Gnoll demon. It's locked (the key in room **62**, with the dead witch). Behind the grid, the characters will see a standing monstrous Gnoll, wearing chainmail, an helmet that looks like a monkey face with horns, a shield and a monstrous axe. It wears an incredible number of jewels.

The idol is made of crude wood and leather, but looks better with the armor. It fights as a gargoyle, but can't fly and will use the axe (+2 to damage for strength). The chainmail and the shield are magical (+1 each ; the monkey-face helmet is part of the armor), but the axe is normal. It will follow the characters if they retreat, but not out of the caves. It's able to use tricks as if it's a thinking, evil foe.

A lot of offerings are on the demon idol: no less than 10 jewels, for a total worth of 1450 gp. For each successful hit on the creature, one jewel will be broken (10% of the value), unless the characters find a way to attack carefully.

1 Undead Woolly Rhino AL N, MV 120' (40'), AC 4, HD 8, hp 32, #AT 1 (butt or trample), DG 2d6 or 2d12, SV F4, ML 6, XP 1060

1 Demon Idol Gargoyle AL C, MV 90' (30') Fly: 150' (50'), AC 5, HD 4, hp 16, #AT 4 (2 claws, bite, horn), DG 1d3/1d3/1d6/1d4, SV F8, ML 11, XP 500

66 The Main Tribe: 18 + 2d6 baboons are here at any time. Half of them are youngsters or lesser members of the tribe, with only 1 HD. The biggest one has the stats of an Albino ape and he's a monstrous, tall baboon with incredible mandibles. He will always fight to protect his tribe. As long as he lives, the baboons have +2 to morale. He

will himself roll for morale only if he's the last one alive or fighting.

They know how to make the best use of the geography of the double cave. If they know intruders are coming, 2d6 bigger one will attract the intruders in the north-east part, while the lesser ones hide in the second cave, the passage between them being protected by all the remaining bigger ones. As soon as the fight starts, the lesser ones will run out toward the tunnel and then the wilderness, followed by the bigger ones, who will cover the retreat.

If the tribe escapes, they will wait 1d6 days to come back, then send in an expedition to see if the cave is safe. Or they will settle in another cave if a different one has been cleared by the adventurers.

The skull of a cloud giant stands in the

west of the second cave. It has been there for centuries and is caught in the stone, with stalagmites slowly growing upon it. A giant centipede lives in the skull and will attack any hand searching the holes of the eyes or nose. Inside the skull is hidden a former Gnoll treasure: 821 gp, 45 pp, 1501 sp and a **potion of climbing**.

1 Baboon Leader AL N, MV 120' (40'), AC 6, HD 4, hp 16, #AT 2 (bite, club), DG 1d3/1d6, SV F4, ML 10, XP 80

10 - 15 Baboons AL N, MV 120' (40'), AC 6, HD 2, hp 8 each, #AT 2 (bite, club), DG 1d3/1d6, SV F2, ML 10 (8), XP 200 - 300 (20 each)

10 - 15 Young Baboons AL N, MV 120' (40'), AC 6, HD 1, hp 4 each, #AT 2 (bite, club), DG 1d3/1d6, SV F2, ML 10 (8), XP 100 - 150 (10 each)

G: The Orc Clan

Contributer: bathwizard

67 RUBBISH DUMP: This room contains a pile of waste generated by the orcs, including animal and humanoid bodies. There are 6 giant rats here. They are not very hungry but are territorial: they will squeak loudly if the PCs enter, but will not attack if the PCs leave quickly. If the PCs stay or try to investigate, the rats attack. They have no treasure.

The orcs will let their pet ferrets hunt the rats. The rats can come and go out of the lair as they please.

6 Giant Rats Mv 120', AI N, AC 7, HD 1/2 (1d4 hp), hp 4, 3, 3, 2, 2, 2, #AT 1 bite for 1d3 + possible disease, Save F1, MI 8, XP 6 each (36 xp total)

a) First alcove contains 2 giant ferrets domesticated by the orcs. These ferrets will rush out and attack any non-orc who

passes by. They will fear and usually obey the ferret-handler orc in **c**) below (morale check needed - success for obedience, failure means rebellion). They are also smart enough to avoid the pit (**b**, below). They have no treasure.

2 Giant Ferrets Mv 150', AI N, AC 5, HD 1+1, hp 6, 7, #AT 1 bite for 1d8, Save F1, MI 8, XP 15 each, 30 xp total.

b) Hidden pit, 10' deep and with a 1' wide gap between the pit and the wall on the west side which the orcs walk along to bypass the pit. Falling into the pit causes 1d6 damage.

c) 1 orc (the ferret-handler) + 2 giant ferrets. The orc can partially control the ferrets (order them to attack or stay, but can't house-train them or get them to stop attacking an enemy) and the ferrets

will not attack him (out of fear rather than love). The orc has a 20' length of rope that he uses both as a leash, and also to help clumsy orcs out of the pit. If he notices the ferrets in area (a) fighting with intruders, he will shout a challenge across the pit, hoping to tempt the enemy into falling in. If the intruders are sufficiently weakened he will join in, or if they are too strong he will get help.

Orc (1): Mv 120', Al C, AC 6, HD 1, hp 6, #AT 1 weapon for 1d6, Save F1, MI 8, XP 10, Treasure 15 sp + 2 gp

Giant Ferret (2): Mv 150', Al N, AC 5, HD 1+1, hp 6, 4, #AT 1 bite for 1d8, Save F1, MI 8, XP 30 (15 each)

68 THE FAMILY ROOM: 5 orcs, 5 female orcs, 8 whelps. The male orcs will attack without hesitation. The female orcs will defend themselves if attacked. The whelps are incapable of combat and will not put up a fight (AC 9, hp 1). Questions of ethics and alignment may well arise once the male orcs have been dealt with.

Orcs (5): Mv 120', Al C, AC 6, HD 1, hp 7, 5, 5, 4, 3, #AT 1 weapon for 1d6, Save F1, MI 8, Treasure 3d6 sp each, XP 50 (10 each)

Female Orcs (5): Mv 120', Al C, AC 6, HD 1/2 (1d4 hp), hp 3, 3, 2, 2, 1, #AT 1 weapon for 1d3, Save F0, MI 8, Treasure 2d6 cp each, XP 25 xp (5 each)

d) This back room has large amounts of bedding and smells of sweat and old food. There is nothing of interest or value here.

69 THE STORE ROOM/KITCHEN is guarded by 2 orcs. There are also 2 female orcs here who are busy preparing a meal over a fire that has filled the room with wood smoke. There are a number of barrels against the walls:

Barrel #1 holds various chunks of salted

meat, including some pieces that look suspiciously humanoid.

Barrel #2 holds various root vegetables including turnips, onions and potatoes. However, at the bottom of this barrel one of the females has hidden her prize treasure, a silver ring worth 25 gp, which she will pull out and offer to PCs if she needs to negotiate for her life.

Barrel #3 holds a weak but drinkable beer (actually watered-down dwarven ale looted off some traders some months ago).

Barrel #4 holds 6 spears of mediocre quality, but functional and sharp.

Barrel #5 holds 3 maces and 3 short swords, all of shoddy workmanship but usable in the hands of the orcs.

Against the wall there are 4 shields and 4 suits of leather armour of orcish workmanship.

Orcs (2): Mv 120', Al C, AC 6, HD 1, hp 4, 5, #AT 1 weapon for 1d6, Save F1, MI 8, Treasure 9 sp + 13 sp, XP 20 (10 each)

Female Orcs (2): Mv 120', Al C, AC 6, HD 1/2 (1d4 hp), hp 2, 1, #AT 1 weapon for 1d3, Save F0, MI 8, Treasure 10 cp each, XP 10 (5 each)

70 THE FERRET LAIR is filled with straw and contains 3 giant ferrets and 3 ferret pups. The adult ferrets will attack any non-orc immediately and may attack even orcs (50% chance) unless the ferret handler (from area c) is present. The pups are non-combatant (AC 9, 1 hp each).

Giant Ferret (3): Mv 150', Al N, AC 5, HD 1+1, hp 7, 5, 3, #AT 1 bite for 1d8, Save F1, MI 8, XP 45 (15 each)

71 THE WAR ROOM is where the orcs practice their weapon skills. There are 4 orcs here, alert and equipped, practicing on a dead goblin strung up from the ceiling.

Orcs (4): Mv 120', Al C, AC 6, HD 1, hp 6, 4, 5, 3, #AT 1 weapon for 1d6, Save F1, MI 8, XP 40 (10 each), Treasure 9 sp, 13 sp, 10 sp, 15 sp

72 THE ORC CHIEF'S ROOM: There are 4 orcs here, all with 8 hp each and extra-strong (+1 to damage), plus the "orc chief" who is in fact a doppelganger who has taken the chief's place.

The orcs have noticed that their chief has changed but do not suspect what has happened. The doppelganger plays dumb to keep up appearances, but if the PCs seem to be winning, he will try to negotiate by claiming he knows the location of a treasure trove somewhere else in the **Chaotic Caves**. If the PCs are greedy and foolish enough to take him prisoner, he will try the old doppelganger tactic of isolate, kill and impersonate.

There is a chest that is locked in a corner

of the room. The doppelganger holds the key to it. It holds 2660 sp, 950 gp, a **scroll of Warding Against Petrification** and 3 gems (2 pieces of jade and an amber) worth 120 gp, 150 gp and 200 gp.

Orcs (4): Mv 120', Al C, AC 6, HD 1, hp 8, 8, 8, 8, #AT 1 weapon for 1d6+1, MI 9, XP 60 (15 each as if 1+1 HD), Treasure 20 sp each, XP 15 each

Doppelganger (1): Mv 90', Al C, AC 5, HD 4, 20, #AT 1 for 1d12, Save F10, MI 10, XP 135

New Item: Scroll of Warding Against Petrification: When read out aloud this scroll protects all within 10' radius of the reader from any attack that would turn the targets to stone, such as the gaze of a medusa or basilisk, breath of a gorgon etc. The warding lasts for 6 turns and follows the reader around. The scroll can only be used once.

H: The Goblin King

Contributer: Blood Axe

The Goblin King is a crazy Throgrin. The Goblins have recently raided a Merchants wagon, capturing the Merchant and his two guards. The Goblin tribe is allied to a pack of wolves.

6 All Hail the King!! The King and his 4 bodyguard are on a mission. The King is angry and looking to smash some heads!

Wandering Monsters for this Cave

- 1** 1-4 Giant rats attracted to the mess
- 2** 1 Wolf looking for a hand-out from the Goblins
- 3** 2 female Goblins either going for/ or bringing food. They will attempt to flee and sound the alarm.
- 4** 1 wandering Goblin Warrior trying to avoid any work
- 5** patrol 3 Goblin Warriors

73 THE ENTRANCE: Numerous trails lead to this cave entrance. It is not a normal cave opening as one would expect, but rather a yawning crack leading down into the darkness. A musty animal smell greets you as you get closer.

(Those who check carefully will notice paw prints (wolves) and small booted prints (goblins).)

This cave has all the look of some wild animal's lair. Gnawed bones litter the floor

and a chewed leather jerkin is in the center of the room.

This is the lair of a pack of wolves that are friendly with the Goblins. The only wolf here now is a female with her litter of 4 pups (non-combatants).

She will defend the pups fiercely and reckless abandon (+2 damage -2 AC).

Wolf AL N, M 180' (60'), HD 2+2, HP 10, AC 7, D 1-8, Save F1, ML unbreakable, XP 35

A gnawed belt on the floor has a hidden compartment with a gem worth 50 gp.

73T PIT TRAP: This pit is covered by a piece of grey canvas and can be detected on 1-2 out of 6. It can be crossed safely at the edges as there is a 1 foot ledge on the sides. The pit is 10 feet deep and contains nothing but a small puddle of stagnant water. All the Goblins know about the pit.

74 GUARD ROOM: Even as you approach this room you can hear yelling and cheering (in goblin of course). There are 2 Goblins brawling in the center of this room with the 7 others cheering them on.

There is a crude table, sleeping pallet and several chair along the walls of this room (pushed aside to make room for the fight!)

There is also a barrel holding 14 spears in a corner.

The Goblins have crude bits of armor and various weapons (spiked clubs, hand axes, short swords).

9 Goblins AL C, M 60' (20'), AC 7, HD 1-1, HP 4, D 1-6, Save 0 level, ML 7, XP 45 (5 each)

Each goblin has 1-8 sp in a pouch at his waist.

Under the barrel is a small sack with 27 gp, 49 sp.

In the sleeping pallet is a silver dagger (25 gp).

If the party approaches quietly they will automatically gain surprise the first round.

75 KITCHEN. This room is obviously some kind of kitchen, several female Goblins go about their business cooking. Food and drink is scattered messily all over the room. Sacks of flour, bags of potatoes, pans, etc. A small fire pit and a boiling cauldron are in the center of this room.

Huddling in fear is a badly beaten human merchant, dreading what is next on the menu. He is bound and gagged (0 level human Hp-2(5)). If rescued and returned to safety he will gladly reward the party with 100 gp.

The female Goblins will attempt to flee and sound the alarm, but will fight if they must. There are several large knives and cleavers in the room (treat as daggers).

7 Female Goblins AL C, M 60' (20'), AC 9, HD 1-1, HP 3, Save 0 level, ML 6, XP 28 (4 each)

If this room is searched a small cask of fine wine (50 gp) can be found, along with 3 tarnished silver goblets (20 gp each). There is also a large quantity of poor quality food and drink. Some of it actually fit for consumption (barely).

76 STORE ROOM. This door is sturdy, but unlocked. Boxes, sacks, barrels, weapons and armor are scattered around this room. The barrels contain water or vinegary wine. The sacks have flour, wheat and other foods. The boxes hold old clothes, iron rations, and assorted weapons/armor.

It will take a few turns to search through the mess in this room, but there are some useful items. Along with the junk and broken weapons are...

a 50' coil of rope
a keg of oil (20 flasks worth)
a shortbow
2 quivers of 20 arrows

4 helmets
2 daggers
a battle axe
a two-handed sword with a jeweled hilt (60 gp)
a damaged suit of human sized plate mail (can be repaired for 50 gp)
2 shields
12 spears

If the party lingers here or makes too much noise, they will learn they are not alone! There is a drunken Goblin passed out among the junk. He snuck off from guard duty and sampled one of the barrels.

He will attack if woken (liquid courage!!)

Drunk Goblin -2 hit rolls, AL C, M 60' (20'), AC 7, HD 1-1, HP 5, Save 0 level, ML unbreakable, XP 5

He has a short sword and 8 sp in his pouch.

77 COMMON ROOM: A scene of complete chaos greets your eye. Female Goblins and Imps (young Goblins) are scattered all over this room, along with assorted junk and crude furniture.

There is nothing of value in this room. The females will attempt to flee and get help, but will fight to defend their young. Imps will flee.

9 female Goblins AL C, M 60' (20'), AC 9, HD 1-1, HP 3, Save 0 level, ML 6, XP 36 (4 each), dagger

21 Goblin Imps- non-combatant young

78 Barracks. This room slightly resembles a barracks. Crude wooden sleeping pallets stuffed with straw are scattered about. A few poorly made tables and stools also fill the room.

Lounging around this room are 7 Goblins. Their weapons are close at hand, but they will lose initiative to a stealthy party. One Goblin is the leader: he is larger and

stronger than the rest. He actually has a nice suit of chainmail and fights with a longsword.

In the North-west corner of the room are 2 Men-at-arms, bound and gagged. Laying a few feet away is Wolf, keeping guard on the prisoners.

Goblin Leader AL C, MV 60' (20'), AC 5, HD 1-1, Hp 7, Save 0, level ML 7, XP 6

chainmail, longsword, 27 sp, silver buckle-10 gp

6 Goblins AL C, MV 60' (20'), AC 7, HD 1-1, Hp 4, Save 0 level, ML 7, XP 5

shortswords, 1-8 sp each

Wolf AL N, MV 180' (60'), AC 7, HD 2+2, Hp 11, Save F1, ML 8, XP 35

2 Men-at-arms AL L, MV 90' (30'), AC 9, HD 1, HP 3(7), Save F1, XP 20 (10 each)

The Men-at-arms were the Merchants guards and will help a party fight if given weapons, but they will mainly want to return to safety. They might become Henchmen/Hirelings if treated well.

79T Pit Trap. This pit is much better than the other pit. It was constructed by a Dwarf prisoner, long since killed and eaten. It actually has a camouflaged cover and is difficult to detect (1 in 6 if searching). Two torch brackets on the wall, on either side of the pit can lock/unlock the pit trap, by twisting them.

Pit: 10 feet deep a few bones litter the bottom. Inside 1 skull is a gem worth 50 gp.

79 Guardroom. This is the great Goblin King's bodyguard. 4 large mean Goblins are in this room. They are sitting at a table playing cards but will get up and look as the party opens the door.

They will quickly grab their axes and attack.

On the table is a set of dirty playing cards

and several piles of coins: 112 cp, 87 sp, 44 gp. Also on the table is a small bottle that the Goblins think is liquor, but is actually a Potion of Healing.

A dirty but still valuable tapestry hangs on the wall (value 50 gp).

4 Goblin Bodyguard AL C, MV 60' (20'), AC 5, HD 2, HP 8, Save F2, ML 9, XP 20 (5 each)

chainmail, battle axe, dagger, 15 sp, 5 gp in pouch

80 Throne Room. This room has tapestries on the wall and even a crude bed piled high with furs. What really dominates the room is a throne made entirely of bone and the huge Goblin sitting on it.

The Goblin King is quite insane, if the party grovels and gives gifts, he might listen and not attack immediately. But sooner or later something will set him off and he'll call his pet to attack with him.

The "Goblin King" is not even a Goblin at all, but a Throgrin !!

There are 4 tapestries on the wall, but

they are dirty and in bad shape (25 gp each). A gold cup lies near the throne (50 gp) and a small chest is hidden under the seat. The key is around the King's neck. Inside are 411 cp, 257 sp, 112 gp, and a pouch with 3 25 gp gems.

A nicely made longbow hangs on the wall with a quiver of arrows (17 normal, 3 arrows are **magical +1**). Two longswords and two battle axes also hang from the walls.

The "pile of furs" on the bed is actually the King's pet Wolf.

Goblin King/Throgrin AL C, Mv 120/40, AC 6, HD 3, HP 18, Save F3, ML 10, XP 80

He attacks with the royal sceptre (as mace +1 for his strength) unknown to the King it is a **Rod of Cancellation**. His crown is a broken silver bowl (25 gp).

He has the paralyzing touch as Ghoul if he uses his claw attack and regenerates 1 hp/round as a Troll.

Wolf AL N, M 180' (60'), AC 7, HD 2+2, Hp 14 Save F1, ML 8, XP 35

I : Bugbear Lair

Contributer: JD Neal

NOTE: I put "I" on the map last and didn't notice how the room numbers are a bit off compared to the other lairs. JD Neal.

On each side of entrance are looming reliefs of bugbears with mouths open wide as if trying to swallow viewer. Caves inside will mostly be solid stone.

A bugbear stands guard on each side of the entrance, bored. Another bugbear sweats over a crude forge twenty feet away from the entrance, using bellows and hammer. It is working on bent picks, chisels and other

items.

A crude wooden cart emerges from the entrance, pushed by two dwarves, a kobold, and three humans. They are all chained up and a surly bugbear stands watch, whipping them constantly. The slaves are "normal" members of their species and broken by abuse. They would have to rest for days to recover normal health.

It is piled with rock. If allowed to, they will stop at a heap of fresh cut stone, tip it up and spill rock out. Then lift out the rest. They

will then push it back inside. If the player characters do not interfere, they will at some point encounter the slaves either mining at the end of 24 or pushing the cart back and forth.

3 bugbears (guards and smith) AL C, MV 90' (30'), AC 5, HD 3 + 1, hp 14, #AT 1 (weapon), DG 2d4, or weapon + 1, SV F3, ML 9, XP 300 (100 each)

1 bugbear slave overseer AL C, MV 90' (30'), AC 5, HD 3 + 1, hp 14, #AT 1 (weapon), DG 2d4, or weapon + 1, SV F3, ML 9, XP 100

24. Mine Work. The bugbears are eagerly driving slaves to mine through the hard stone of their lair towards the gnoll lair. Eventually they will hit the softer ground the gnolls found. The slaves and overseer are detailed in the description of the entrance.

Nothing interesting here, beyond hard used metal tools, broken rocks. A wooden bucket with a label contains water and another is for bathroom breaks.

25 Storage. For tools and other items. Chained to the wall are a human, two orcs and a gnoll. All having collapsed from exhaustion. They are physically broken and would require days of rest and good food to bring them back to health.

26. Guard Room. Three bugbears reside here amid wooden tables, chairs and bunks. There are six double-height bunks of wood, with straw pallets and crude cloth or hide blankets. A bag containing 1,000 cp is hung on a wooden peg on one wall.

3 bugbears AL C, MV 90' (30'), AC 5, HD 3 + 1, hp 14, 14, 14, #AT 1 (weapon), DG 2d4, or weapon + 1, SV F3, ML 9, XP 300 (100 each)

27. Storage Room. Piles of roots and vegetables; bags of grain stolen it seems from farmers; hanging smoked meat (much of it humanoid shaped). Barrels of cheap wine and water.

28. Lieutenants Room. Lieutenant bugbear and three cronies. The lieutenant has a bag with 200 gp, 300 sp and 100 cp stashed in a hole under a hide in one corner.

1 bugbear lieutenant AL C, MV 90' (30'), AC 5, HD 4 + 1, hp 18, #AT 1 (weapon +2), DG 2d4+1, or weapon + 2, SV F4, ML 9, XP 215

3 bugbear cronies AL C, MV 90' (30'), AC 5, HD 3 + 1, hp 14, #AT 1 (weapon), DG 2d4, or weapon + 1, SV F3, ML 9, XP 300 (100 each)

29. Chief's Room. Bugbear chief attended by two guards.

A throne, dining table, chairs and bed. Prominent on a pedestal behind the throne is a golden statue weighing 10 pounds (worth 100 gp raw, perhaps 200 to a collector) of the chief himself. The chief wears a fur trimmed, silk cape worth 300 gp and has a pouch with 20 pp, 50 gp, 100 sp and 20 cp.

If the chief is cowed, he will try to negotiate by offering five rawhide bags he claims are full of gold coins (hitting each gives a loud metallic clank). They are sitting against the wall. he opens one to prove his faith: there is a layer of gold and silver coins on top (50 gold and 100 silver) but under that is 350 copper coins. The other four it contain 500 cp each (he avoids letting anyone open them).

Lining one wall are skulls hung on pegs driven into chiseled holes: 1 bugbear, 3 goblin, 1 gnoll, 2 human, and 1 orc. Each has a unique bugbear rune on it (the name of a great foe who was defeated). Under the bugbear skull is a gem worth 100 gp stuck to the wall via gummy sap.

A well is sunk down through stone in one corner, providing water (a bucket and rope hang on a crude block and tackle affair). It is also a secret escape route; there is a 5' diameter hole towards the bottom (about 20' down) and above the water line. It leads southeast for some 30 feet before emerging at a very cleverly hidden face cliff, grown up with natural brush and further obscured by the chief. The chief and lieutenant know of this, but

no others. Just inside the entrance in the well is a leather pouch with a sword, 200 gp, 125 sp and 56 cp, and some hunks of well preserved meat.

1 bugbear chief AL C, MV 90' (30'), AC 5, HD 5 + 1, hp 21, #AT 1 (weapon +3), DG 2d4+2, or weapon + 3, SV F5, ML 9, XP 460

2 bugbear guards AL C, MV 90' (30'), AC 5, HD 3 + 1, hp 14, #AT 1 (weapon), DG 2d4, or weapon + 1, SV F3, ML 9, XP 200 (100 each)

Appendix : New Items, etc.

New Items

Cursed Necklace of Blinding. As soon as this necklace is adorned the wearer must save with a penalty of -4 vs. magic or become blind. The blindness will last, even after the necklace is removed, until a **Remove Curse** spell is cast upon the victim.

Potions of Lesser Healing: Appear to a non-chemist to be an ordinary Potion of Healing. They taste, smell, and look very similar, but Potions of Lesser Healing only heal 1-2 hit points.

Ring of Insect Control: This ring is similar in function to a ring of animal command. It allows the wielder to command up to 10 hit dice of giant insect, spider, scorpion or centipede as if it were charmed. The wielder may control more than one insect so long as the total Hit dice do not exceed 10. The controlled insect (or other arthropod) is allowed a saving throw at the start of every day.

Scroll of Warding Against Petrification: When read out aloud this scroll protects all within 10' radius of the reader from any attack that would turn the targets to stone, such as the gaze of a medusa or basilisk, breath of a gorgon etc. The warding lasts for 6 turns and follows the reader around. The scroll can only be used once.

Wand of Necromancy. By expending one charge the wielder may **Animate Dead** as a 7th level Magic User. By expending 3 charges the wielder may **Control Undead** similarly to a **Potion of Control Undead**.

New Monsters

Hyena

No. Enc.: 1d8 (2d6)

Alignment: Neutral
Movement: 180' (60')
Armor Class: 7
Hit Dice: 3
Attacks: 1
Damage: 1d6
Save: F3
Morale: 8
Hoard Class: Nil
XP Value: 65

A quick stab at hyena stat's.

Rot Vulture

No. Enc.: 1d12 (nil)
Alignment: Neutral
Movement: 30' (10')
Fly: 180' (60')
Armor Class: 7
Hit Dice: 2
Attacks: 1
Damage: 1d3
Save: F1
Morale: 12
Hoard Class: Nil
XP: 29 (38 with special characteristic)

Rot vultures are undead carrion birds who have feasted on diseased and cursed corpses on a battlefield, becoming ravenous ghoul-like carnivores. They resemble flying zombie birds, feathers missing, oozing death, and missing bits and pieces of their anatomy.

They turn as ghouls. Victims hit in combat must save versus paralysis (with a +2 bonus) or be paralyzed per a ghoul (this power only works for 1 attack per day, unlike ghouls).

Rot vultures can come in many different types. Some may not be unusual, but the LL can create flocks of the same type or varied

types. Examples include:

1. Explodes when slain, hurling detritus in a 10 foot circle, engulfing everyone who fails a save versus wands. They must wash up or every carnivore within a mile will smell them and come running. Even after washing, stealth is almost impossible for 1d6 days.
2. Victims hit in combat must save versus poison or be inflicted by rot grubs (this only happens once per victim no matter how many hits).
3. Rather than attack, it pauses to emit a gaseous cloud. Everyone within 10 feet of it must save versus poison or suffer gagging and retching for 1d6 rounds, during which they suffer a -2 penalty to hit and foes get a +2 bonus to hit them. It can only do this once per day.
4. It is extremely hard to kill and has a bonus of 2 to armor class and 8 extra hit points in addition to the normal roll. It gets a +2 bonus to its attack and does

an extra point of damage (1d3+1 = 2-4).

5. It flies overhead then dives at foes, attempting to smash into them. It will of course take damage (2d6 per hit die it has) but also inflict double damage on a hit. Its body is full of sharp, broken bones.
6. It emits a continuous piercing squawking that will attract any known nearby monsters within a 120 yards or so; the LL should also roll for wandering monsters (once per combat, only).

Glossary

Alembic. A still of glass or other materials used in alchemy.

Cairn. Pile of stone, often as a marker, such as a grave site or important battle field.

Sutler. Someone with a contract to supply a military post or outfit with everyday goods like food and clothing.

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