

# THE BELEAGUERED BURROW



A Small Locale Suitable for  
Characters of Levels 1-3

**Labyrinth Lord**  
Compatible Product





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# The Beleaguered Burrow

A remote hill meant to be a happy home for a family of gnomes is now the site of a terrible tragedy and a power struggle between orcs and goblins.

The Beleaguered Burrow is a small fantasy locale intended for characters of levels 1 to 3.

## Possible Story Hook

Local law enforcement desires to cull the local monster population and is offering a bounty on monster trophies. There are rumors of goblin sightings east of town about half-day's walk. Look for a big hill with boulders and trees on top.

### WANTED!

**Goblin Heads = 50 gp each**

**Orc Heads = 100 gp each**

**Other Monsters = Rewards for All Kinds!**

**The more dangerous it is,  
the more it is worth!**

## The Hill

The hill has a summit of 40' and is roughly 250' at the widest part of its base. The hillside is covered with tall yellow grass with a few rocky areas and an occasional tree. The summit is crowned with several very large boulders, a greater abundance of trees and brush, a garden, and a gnome-size gazebo.

## The Burrow

A number of nicely laid stone steps travel downward between several very large, 10'-tall boulders into a shadowed front porch that sits below ground level. The porch is a paved stone floor with the destroyed remains of a wooden roof and support beams around it. The porch leads to a doorway set into the hill.

The doorway is low for a human, but just the right height for a dwarf, halfling, or gnome. The door has been smashed open, and pieces of it are scattered about. The rank musky smell of a wild animal is strong in the air.

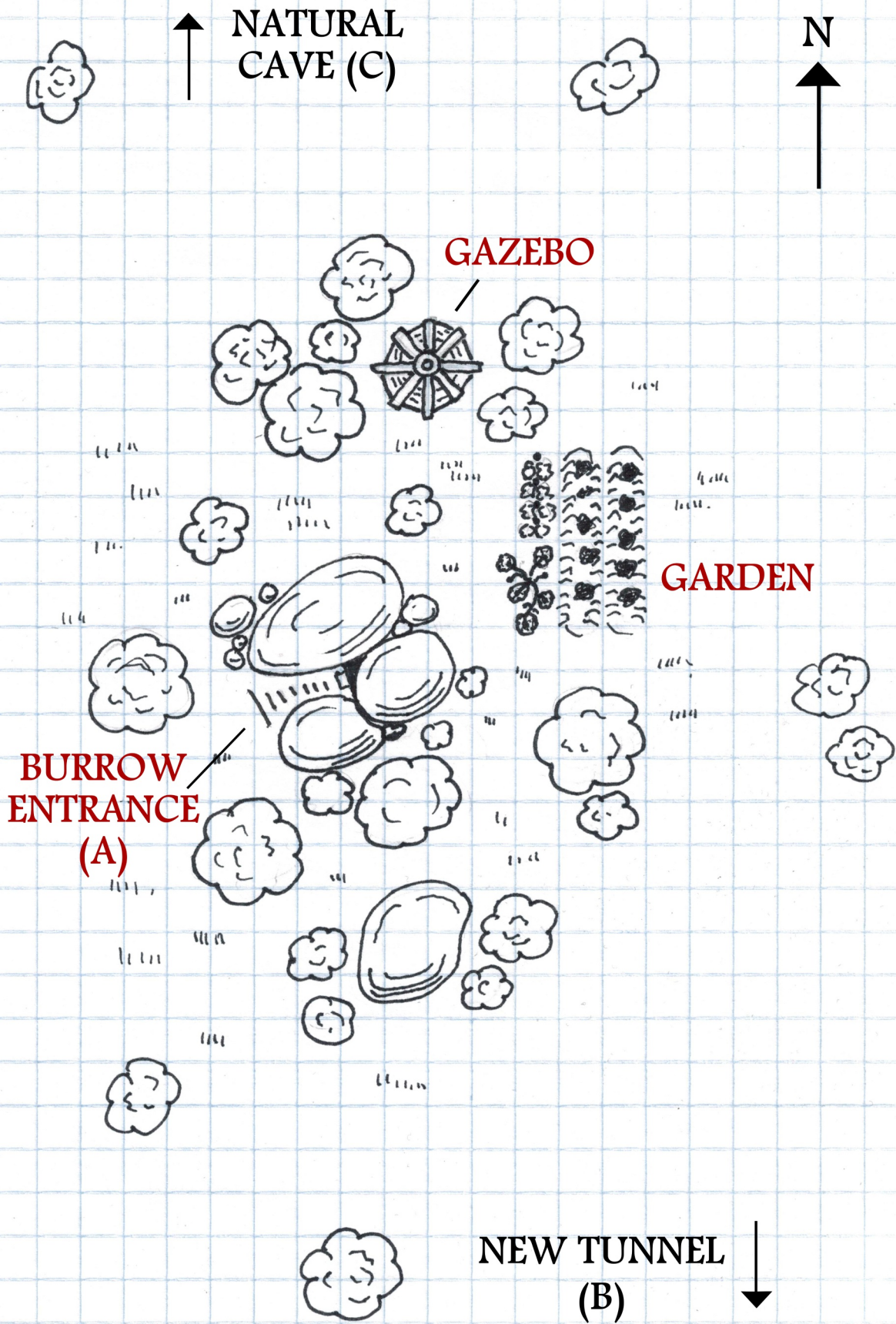
## The Owlbear

The family of gnomes who were constructing a burrow in this hill foolishly brought an owlbear's egg into their home. (It was placed near the door by scheming goblins.) The momma owlbear tracked her egg down and attacked the gnomes, killing most of them. The owlbear has made a nest in one of the rooms and is aggressively protective of her territory. She is always home during the day, but at night there is a 1-3 chance on a d6 that she is out hunting.

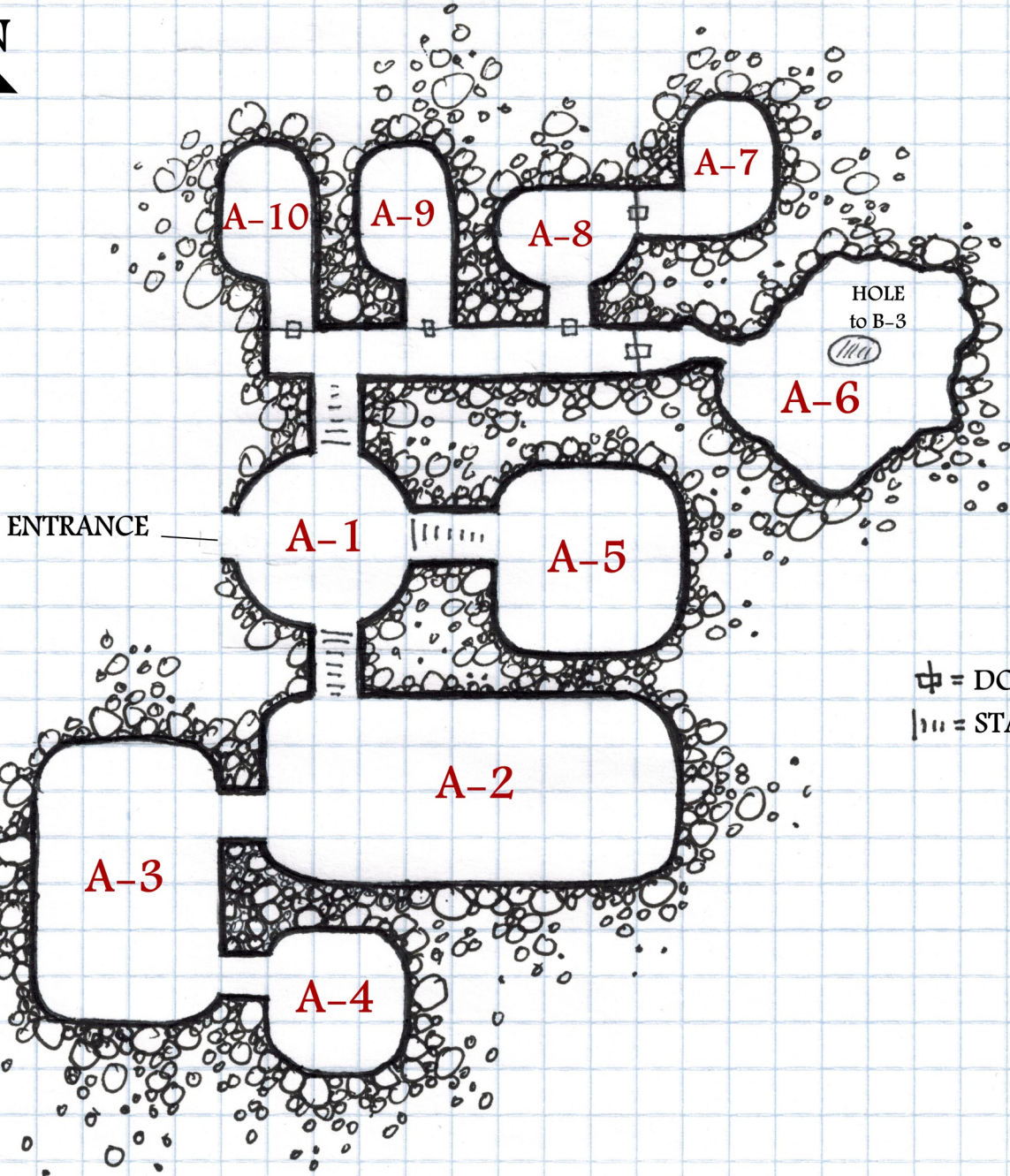
Unless the characters are keeping quiet and moving silently while in the burrow, the owlbear will hear them and attack if she is home. If the characters encounter the owlbear, impress upon them the size and ferocity of the creature. Perhaps they have even heard legends about how dangerous this grizzly-sized creature is. You might consider giving them ample opportunity to flee when encountering this creature for the first time. The owlbear is much more than a typical party of low-level characters can directly handle and is the deadliest "trap" in the game. With cunning and luck, the characters may possibly defeat or outwit it and steal its egg (worth 1,000 gp) and the treasure hidden in its nest.











ENTRANCE

HOLE  
to B-3

⊕ = DOOR  
| | | = STAIRS

### **A-1: Foyer**

Wooden fragments of the front door are strewn about, and debris has blown in from outside. Anyone searching will find four small caps and three small jackets hanging on wooden pegs set high on the right wall next to the door, three pairs of small wooden clogs in a small side cabinet, four dirty umbrellas in a knocked-over tin bucket, a mildewing rug on the floor, and some large dried scat (from the owlbear). The musky animal smell is much stronger here than on the porch.

### **A-2: Owlbear Nest**

An owlbear has made a nest here. She has dragged tree boughs into a pile and has stripped whatever furniture she can find into wood chips to provide bedding. A number of bones and partially eaten carcasses litter the rest of the floor. The musky animal smell is exceptionally pungent in this room.

If the owlbear is home, she most likely will have already attacked any intruders she heard. But if the intruder is able to move silently and catch her off-guard, they will find her sitting in the nest, crooning to the large blue-green mottled egg kept warm beneath her. If she discovers an intruder approaching her nest, she will attack and fight to the death. (Don't make a morale roll for the owlbear while it is in the gnome burrow.) If the owlbear is out hunting at night, the egg will be left unattended in the nest.

Should a character have the opportunity to search the nest, they will also find a locked metal box buried next to the nest material. (It was already in the room when the owlbear made her nest here.) The box contains:

- a leather pouch holding 10 cp, 1 sp, 4 ep, and 6 cut gemstones (opal [10 gp], diamond [500 gp], onyx [10 gp], diamond [750 gp], malachite [25 gp], and amber [75 gp])
- a small rectangle rosewood box containing a necklace worth 1,000 gp
- a small square velvet covered box containing a wedding ring worth 1,200 gp
- a potion of flying
- a magic-user scroll of dispel magic
- an enchanted ring that allows the wearer to speak with burrowing animals

**Owbear (1)** AL N, MV 120' (40'), AC 5 (14), HD 5, #AT 3 (2 claws, 1 bite), DG 1D8/1D8/1D8, SV F3, ML 9, XP 350

### **A-3: Kitchen**

The door to this room has been smashed open. Inside is an overturned wooden table partially shredded apart, a number of copper and iron pans and pots hanging from hooks attached to the ceiling, a cast-iron wood cooking stove with a smokestack attached to the ceiling, and a number of cooking utensils and knives that are scattered across the floor.

Anyone searching this room will find that the smashed table is covered in dried blood, and there is an area of dried blood and brains on one of the walls (the remains of a gnome killed by the owlbear).

### **A-4: Larder**

The wooden door to this room is intact but not locked. This is the gnomes' larder, and it contains three barrels of oats, four barrels of flour, eight small kegs of wine, seven small kegs of ale, ten pounds of dried meat, five pounds of black tea in a large tin, 32 glass jars of vegetable and fruit preserves, a tub of butter, a tub of lard, three 5-pound bags of sugar, and a small soured can of cream.

### **A-5: Building Supplies and Tools**

The door to this room has been smashed open. Inside is a pile of timbers, a pile of stone blocks, a barrel of nails, carpentry tools, and mining tools. Anyone searching the room will easily find a small skeleton against the back wall holding a broken pickaxe. The wall and floor around the skeleton are covered in dried blood.

### **A-6: Natural Cavern**

A natural limestone tunnel connects to the well-crafted block walls of the burrow's hallway and leads back to a natural cavern. In the cavern floor is a 5' x 10' hole that drops 30' down to the floor of room B-3. The cavern is empty except for a few cut timbers and a pickaxe. If anyone in this room makes noise louder than a normal speaking volume, the stirges in room B-3 will fly out of the hole that connects the rooms and attack.

### **A-7: Alchemy Lab**

The wooden door to this room is locked. The walls of this room are lined with mostly bare wooden shelves. A number of bottles containing dried herbs and other alchemy components sit on the lower shelves, and a large round wooden table dominates the room. On the table are various alchemy tools like glass beakers, a pestle and mortar, an alembic, a half-used candle, and an assortment of spoons and mixing utensils. The alchemy



tools are in good shape and have a combined value of 150 gp. The dried herbs and other ingredients are worth a combined total of 50 gp.

There are six completed potions on the shelves. The gnome practicing alchemy was a beginner, so some of the potions did not turn out right. The potions are Extra-healing, Sweet Water, Animal Control, Poison (+2 vs save or die), Poison (save or vomiting sickness for 1d4 days), and one potion that permanently turns the imbiber's skin bright blue.

### A-8: Bedroom

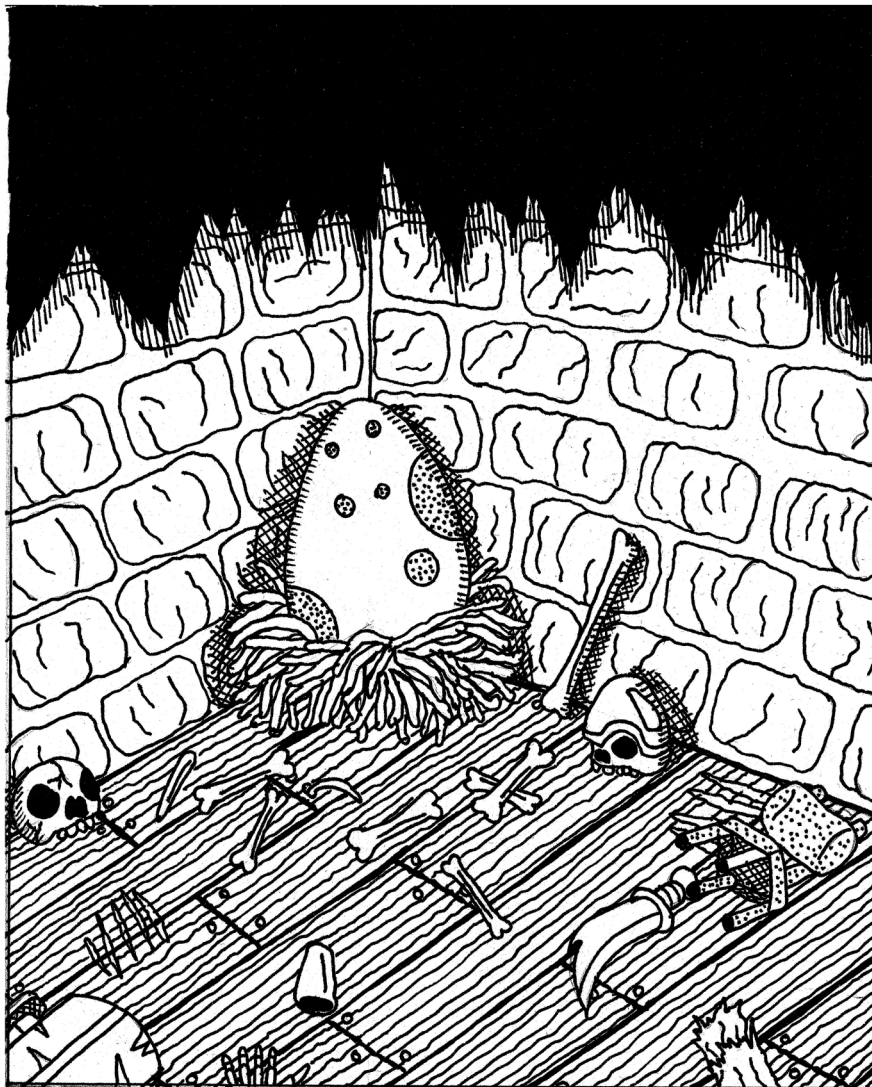
The wooden door to this room is unlocked. There is a small bed, dresser, wash table with ceramic bowl on it, and wardrobe. The dresser and wardrobe are stuffed with small outfits, small underpants, and small stockings. Searching the room reveals nothing else.

### A-9: Bedroom

The wooden door to this room is unlocked. There is a small bed, dresser, wash table with ceramic bowl on it, and wardrobe. The dresser and wardrobe are stuffed with small outfits, small underpants, and small stockings. Searching the room reveals a book stuffed under the mattress. The book contains a series of charcoal drawings illustrating gnome women in skimpy swimwear. This is worth 5 gp to collectors or horny gnomes.

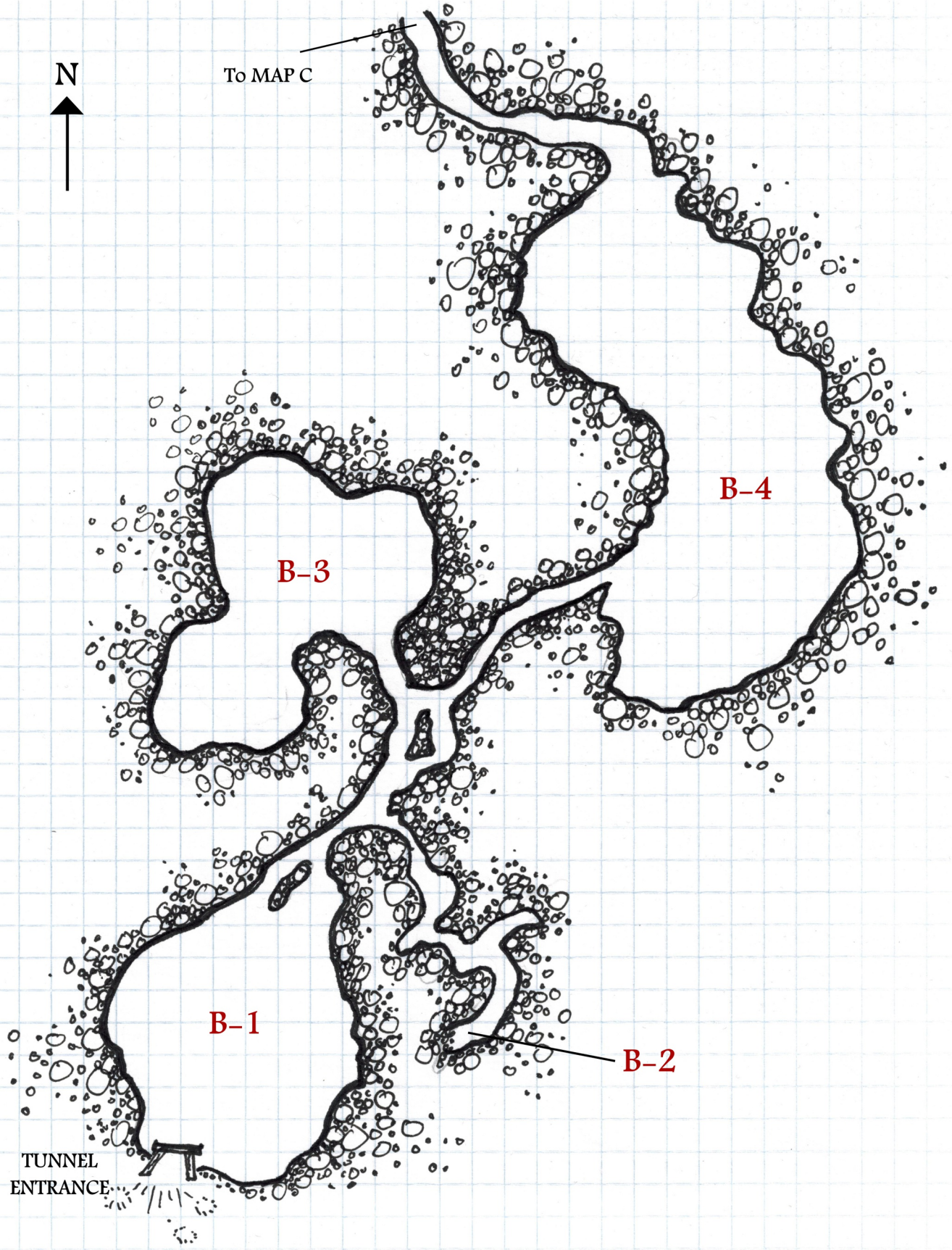
### A-10: Bedroom

The wooden door to this room is unlocked. There is a small bed, dresser, wash table with ceramic bowl on it, and wardrobe. The dresser and wardrobe are stuffed with small outfits, small underpants, and small stockings. Searching the room reveals a small fancy purple hat with a jaunty yellow feather sitting on top of the wardrobe. It is worth 50 sp.





To MAP C



TUNNEL  
ENTRANCE

B-1

B-2

B-3

B-4



# South Tunnel

A tunnel has been dug into the side of the hill. Large mounds of dirt only a few days old are piled nearby, and the wooden timbers supporting the 3' x 5' entrance look new. A shovel is sticking out of one of the piles of dirt.

## B-1: Orcs

There are 6 orcs in this cavern. If it is daytime, they are resting and can be surprised on 1-3 on a d6. If it is nighttime, they are keeping an eye out for the goblins and can only be surprised on a 1 on a d6. The orcs will fight intruders, but may be convinced to bring the characters to the orc leader for parley if the characters demand it through a show of force. The orcs were promised great treasure by Fisteldur the gnome (see area B-6) and will be more open to making deals than normal.

**Orcs (6)** AL C, MV 120' (40'), AC 6 (13), HD 1, #AT 1 (rusty short swords), DG 1d6, SV F1, ML 8 (6 if leader is killed), XP 10

*Treasure:* Each orc has 4d6 cp worth of ornaments on them.

## B-2: Falling Rocks

This tunnel is very likely to collapse at any time. Anyone searching the end of the tunnel will find a skeleton with a smashed skull and a large rock sitting next to the skull. Old rotting leather armor and an old leather pouch are on the skeleton. The pouch contains a rabbit's foot, a dried four-leaf clover, a horseshoe, and 500 sp. On a roll of 1-2 on a d6, large rocks fall from the ceiling and inflict 1d6 damage on anyone in the tunnel.

## B-3: Stirges

This cavern is home to a small colony of stirges who live up in the ceiling crevices. The stirges will attack to feed on anyone entering the area. The stirges were released in this cavern by the goblins as a means of harassing the gnomes some time before the owlbear arrived.

Examining the cavern will reveal a tunnel leading up through the ceiling (20' high ceiling) to A-6, and the walls will sparkle if a source of light is employed in the search of the cavern. Taking additional time to examine the walls will reveal gemstone deposits. Mining the gems will yield four rough sapphire gems worth 10 gp, 10 gp, 75 gp, and 500 gp.

**Stirges (8)** AL N, MV 30' (10'), AC 6 (13), HD 1, #AT 1, DG 1d3, SV F2, ML 9, XP 16

## B-4: Fisteldur and the Orcs

In this cavern are six orcs and a gnome. They are planning their next attack against the goblins in areas C-5 and C-6. They will not appreciate intruders who have killed or captured their orc companions in B-2 and will fight the characters if that is the case. If the characters have parleyed with the orcs in B-2 for a chance to talk to the orc leader, the leader will hear the characters out before deciding whether or not to attack them.

The gnome is named Fisteldur, and he is the last living member of the gnome family who once lived in the hill. Goblins had been harassing his family for weeks and had finally tricked Fisteldur's young daughter into bringing an owlbear egg into the burrow. The owlbear tracked down the egg and killed his family. After escaping from the owlbear, Fisteldur was captured by this group of orcs. He promised them a great treasure in exchange for his life. He has convinced the orcs that the goblins have this great treasure, and the orcs are willing to look into the matter just in case Fisteldur is telling the truth. (Fisteldur doesn't know it, but the orcs have orders to find a powerful artifact rumored to be in the area.)

The orcs are willing to work with the characters against the goblins, but in the end they will betray them when they find out what they are looking for is not here.

**Fisteldur the Gnome (1)** AL N, MV 60' (20'), AC 5 (14), HD 1, #AT 1 (short sword, "Troll Sticker", +1/+3 vs regenerating creatures or Wand of Paralyzation), DG 1d6+1 short sword, SV D1, ML 8, XP 13

*Treasure:* "Troll Sticker" short sword, Wand of Paralyzation

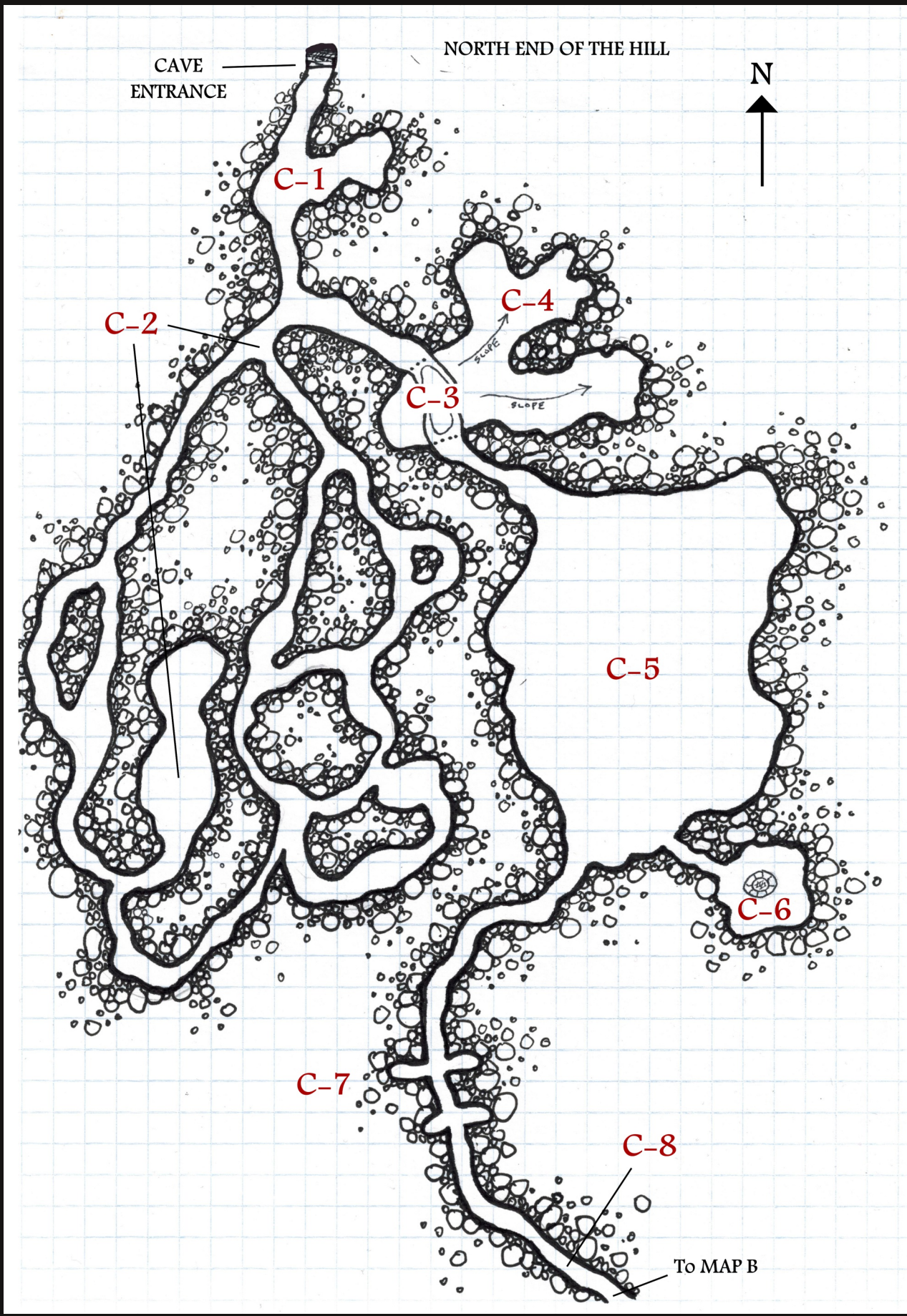
*Personality:* Grieving, death-wish, revenge, ragged high voice, insane glint of goblin-hate in his large gnomish eyes.

**Orcs (5)** AL C, MV 120' (40'), AC 6 (13), HD 1, #AT 1 (rusty short swords), DG 1d6, SV F1, ML 8 (6 if leader is killed), XP 10

*Treasure:* Each orc has 4d6 cp worth of ornaments on them.

**Orc Leader (1)** AL C, MV 120' (40'), AC 6 (13), HD 1, #AT 1 (battle axe, +1 to hit as leader), DG 1d6 or 1d8 battle axe, SV F1, ML 8, XP 13

*Treasure:* Wearing ornaments worth 40 sp.



CAVE  
ENTRANCE

NORTH END OF THE HILL



C-1

C-2

C-4

C-3

SLOPE

SLOPE

C-5

C-6

C-7

C-8

To MAP B



# North Cave

This cave entrance and initial tunnel is only a couple of feet wide. Even small humanoids have to crawl in. This has made it strategically impossible for the orcs to mount an attack from this direction. To make the cave even more difficult to enter, the goblins have blocked up the inside of the tunnel with rocks. It will take a good hour to remove them, and doing so will alert the goblins to the intrusion.

## C-1: Green Slime

This side tunnel is home to a green slime living on the ceiling. It will, of course, attempt to drop down and do its thing.

**Green Slime (1)** AL N, MV 3' (1'), AC n/a, HD 2, #AT 1, DG special, SV F1, ML 12, XP 38

## C-2: Giant Black Widow

These tunnels are covered in thick haphazardly woven webs. Walking into a web will entrap a character until they can make a successful Strength check to break free. Using a tool or weapon to break the webs requires 2d4 turns and a successful Strength check. Failing this roll means the tool or weapon becomes stuck in the web. An additional Strength roll is required to get it free. Webs can be cleared by burning with fire at a rate of 10' per 1d4 turns.

**Giant Black Widow (1)** AL N, MV 60' (20')/web 120' (60'), AC 6 (13), HD 3, #AT 1 (bite), DG 2d6 and poison, SV F2, ML 8, XP 80

*Poison:* save vs. poison or die after 1 turn

*Treasure:* 60 cp worth of ornaments on a desiccated goblin corpse (previous goblin leader)

## C-3: Pit Trap

A 10' long and 10' deep hidden pit trap was dug in this tunnel to stop anyone coming from the direction of the tunnel opening. It is easy to detect (a simple search will reveal it) but anyone who walks across the boards must make a Dexterity check or will fall in the pit. This causes a lot of racket and does 1d6 damage to the person who falls in.

## C-4: Giant Rats

This area is infested with giant rats that the goblins brought into the cave and are feeding as pets. Anyone searching the southern cavern will find a small humanoid

skeleton, and searching the skeleton will reveal a leather pouch containing 3,000 ep. (The goblins captured and tortured the gnome who coming to visit Fisteldur's family. They then fed the corpse to the rats. The goblins did not search the body first.) The rats will not harm the goblins.

**Giant Rats (6)** AL N, MV 120' (40'), AC 7 (12), HD 1d4 hp, #AT 1 (bite), DG 1d3 and disease, SV F1, ML 8, XP 6  
There is a 5% chance of contracting a disease if bitten; save vs poison or die from plague 1d6 days later. Success means there is still a 25% chance of death.

## C-5: Goblins

These goblins are members of a tribe who have been pushed out of their previous home by human expansion. They found this cave and then found the gnomes building a burrow in it. After watching the gnomes for some time and making an occasional raid on them, the goblins devised a crafty plan. They left an owlbear egg where one of the gnome children would find it and then drew the owlbear to the burrow.

The plan worked, but then the orcs showed up and things have gone bad ever since. The goblins will attack intruders, but it is possible to convince them to work with the characters against the orcs if the players have a mind to parley. The goblins will remain suspicious, but will work with the characters. However, they will kill the gnome on sight if he is with them.

The goblins are currently planning their next move against the orcs. They will be alerted to intruders if the traps in C-3, or C-8 are tripped. Otherwise, normal surprise checks are made.

**Goblins (6)** AL C, MV 60' (20'), AC 6 (13), HD 1-1, #AT 1 (short spear), DG 1d6, SV 0-level human, ML 7, XP 5  
*Treasure:* Each goblin has a 1d10+1 ep worth of ornaments on them.



## C-6: Well

There is a 3'-wide hole here with a bucket and rope sitting next to it. The hole is 25' deep, and there is water available to draw up. The goblins have fouled the water by using the well as a latrine.

## C-7: Goblins

These goblins are hiding in the side caves waiting to ambush intruders. They are surprised on a 1 on a d6 and will surprise intruders on a 1-4 on a d6. They will be alerted to intruders if the traps in C-3, C-7, or B-7 are tripped.

**Goblins (5)** AL C, MV 60' (20'), AC 6 (13), HD 1-1, #AT 1 (short spear), DG 1d6, SV 0-level human, ML 7, XP 5  
*Treasure:* Each goblin has a 1d10+1 ep worth of ornaments on them.

## C-8: Timber Trap

The orcs have placed a trap in this tunnel to warn them of any goblins coming through. There is a tripwire across the tunnel that, if tripped, will cause a loose timber to crash down on the victim. This makes a loud noise and does 2d6 damage to anyone who trips it on a roll of 1-3 on a d6.

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