



VOBLEAVIRA HAVEN COMPLEX

THE VOBLEAVIRA HAVEN COMPLEX



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B/X ESSENTIALS
Compatible Product

General stats and critters, except where noted, compiled from [B/X Essentials](#), by Gavin Norman.

WHAT'S GOING ON HERE?

The subterranean stronghold of Vobleavira Haven was the redoubt of Pere Kochi and his companion Hasculf Dufay out in the borderlands past the Ring Road.

Some would call Dufay a thief or burglar, and why a man of the cloth such as Kochi would take company with a cutpurse was not so obvious to those who did not know them. Kochi caught Dufay attempting to pickpocket him, but rather than turning him over to the City's authorities for one of their more unpleasant penalties for petty theft, Kochi took Dufay into his employ on his "ministrations" to the Wilderness... Initially, Kochi considered Dufay little more than a porter, but eventually Kochi discovered Dufay's skills were beneficial in their explorations. Dufay, in exchange, tolerated Kochi's proselytizing with good humor and jibes. In time, they grew a mutual respect and recognition of one another's gifts and skills.

And could it really be considered burgling when the wealth was being redistributed from the forces of Chaos? After all, Pere Kochi's temple, the church of the Lebrante sect, appreciated the healthy tithes.

Looking to find a base and stronghold to ostensibly continue their work versus the incursions of Chaos, Kochi and Dufay appropriated and expanded a compact cavern network formerly held by a bugbear warlord and his tribes/minions, renaming it Vobleavira Haven after Pere Kochi's distant home town.

Each man put their personal touch on the complex: Kochi with places of meditation and study; Dufay with numerous boltholes, secret tunnels, and trapped locations.

Then came the Ghorza horde, and Kochi and Dufay mustered their forces to join a nearby Duke's militia to push back what they believed to be yet another minor incursion. Little did they know that the Ghorza had brought a pair of chimera.

The forces were routed and Kochi, Dufay, and many of their entourage,

perished in the conflagration.

Without their leadership, the remaining followers of Kochi and Dufay abandoned the tentative border situation in the now-contested lands. The horde, as was its nature, swept on, leaving Vobleavira Haven ripe for intrepid explorers to investigate and perhaps exploit...

Interior Notes:

Hallways within the complex are approximately five feet wide, eight to ten feet tall, and are of hewn stone. Rooms are approximately ten feet tall, with the exception of the Temple (Room 8). Doors are typically stout iron-bound wood. Selected doors have peepholes and other features. Tunnels in the complex are typically four to five feet wide and five feet tall, requiring human-sized explorers to crouch.

Rumors About the Caverns:

1. Kochi held a chained demon in his quarters (F)
2. Kochi lined his room with powerful divine sigils (T)
3. Dufay filled the place with traps (T)
4. The complex is riddled with secret passages (T)
5. The complex has been re-occupied by a necromancer (F)
6. Dufay hid the spoils of a royal heist in his chambers (F)
7. Access to deeper caverns may be found at the south end of the complex (F)
8. Kochi and Dufay survived and have secretly returned to the complex (F)
9. Kochi has a relic of great power secreted within the temple (Partial T)
10. The dead guard the place (T)
11. Kochi left a curse against anyone looting the temple (F)
12. A room has been rigged to flood (T)

Random Encounter Table:

(Re-roll any 'unique' encounter if that critter has already been encountered.)

1. Goblins (1d3+1)
2. Hobgoblin with two goblins

3. Carcass Crawler (unique)
4. Skeletons (1d6)
5. Ghouls (1d2)
6. Green Slime (unique)
7. Snake (2HD, AC6/13): (1-4) Constrictor (atk: 1hp + 1d4 constriction/round); (5-6) Venomous (atk: 1d3hp + venom (+2 save vs poison or die in 1d10 turns))
8. Crab Spider (2HD)
9. Stirges (1d3+1)
10. Chaotic party (unique) roll 1d4+4 for composition:
 - a. Mage (3rd level, 9 hp, AC8/11, unarmored/DEX, +1 *dagger*, scroll w/ 1d2 random spells)
 - b. Fighter (3rd level, 13 hp, AC4/15, +1 *chain mail*, sword, shortbow)
 - c. Cleric (1st level, 4 hp, AC7/12, leather, mace)
 - d. Man-at-arms (0 level, 4 hp, AC7/12, leather, short sword)
 - e. Man-at-arms (0 level, 6 hp, AC4/15 chainmail/DEX, spear)
 - f. Thief (1st level, 3 hp, AC6/13, leather/DEX, short sword)
 - g. Man-at-arms (0 level, 3 hp, AC5/14, chain mail, hand axe)
 - h. Dwarf (2nd level, 12 hp, AC5/14, chain mail, battle axe, shortbow)



Entrance – A now-overgrown pathway leads to a natural cavern along the north face of a cliff. Explorers may make a number of false starts, as the cliff band is pocketed with shallow caves in the vicinity.

1. Guard Post - Formerly a guard post and small barrack, this room is secured with an iron-bound wooden door with a peephole. The room has been stripped of most useful items and material, but for a broken bunkbed and some bent cookpots. A hobgoblin and pair of goblins lurk here, picking in the trash while they are supposed to be keeping watch for compatriots who are scavenging further into the complex. There is a 1 in 3 chance that one of them will be keeping watch at the peephole. Otherwise, they are squabbling over some garbage or betting on cockroach races. The three know the general layout of Rooms 2-6, but have no other useful information if questioned. They are not aware of the tunnels (10 gp, 86 sp, 28 cp, Rose Quartz necklace (50 gp), bullseye lantern (12 gp)).

2. Barracks - A barracks room, the room has been similarly raided. Hidden beneath a collapsed bed is a trapdoor to a tunnel leading to Room 14. The tunnel is one of several in the complex, designed by Dufay to quickly move forces for flanking in the event of an incursion, for storage, or as escape passages.

3. Storeroom – This room held an overflow of supplies for the kitchen and elsewhere. Barrels have been split and spilled, and sacks cut open, spilling and ruining their contents. Although the room has been partially looted and its shelves stripped, it still contains a collection of tools and mundane equipment, including:

1. Four bags of 10 iron spikes
2. Thirteen bags of iron nails
3. Six boxes of 20 candles
4. Three clay pitchers
5. Large chest
6. Four barrels, empty
7. Three large sacks
8. Two sickles

9. Crowbar
10. Four bow saws
11. Five whetstones
12. Pole (10')
13. Two two-person tents

The trapdoor to the tunnel leading to Room 5 is hidden beneath a spilled bag of beans. An overloaded shelf has been rigged to collapse on someone tampering with the trapdoor (1d8, dodge/save for half). The tunnel between Rooms 3 and 5 is lined with casks of dried and otherwise preserved stored foodstuffs for emergencies, making for difficult passage. Most have been spoiled, water-damaged or rat-chewed, but two casks of good distilled spirits are still intact (25 gp each). Stuffed into a bag of moldy flour is a ceremonial poniard with an opal hilt in a fine leather sheath (30 gp).

4. Main Hall – Two long dark wood tables in a 'T' arrangement dominate the room. The walls are lined with tapestries (now water-damaged) and a few commissioned paintings displaying classic scenes of heroism (three in good condition, 50-75 gp each). Kochi's piety would not allow him to display presentations of the group's actions, but he did allow symbolic representations. He also allowed a modest display of captured trophies, and hanging on the walls are several banners and standards of chaos forces defeated by the pair. Other than as curiosities, only one is of value (Silk pennant trimmed with ermine (300 gp)).

5. Kitchen/Mess – The complex's kitchen is dusty, and like most other areas, has been picked of most useful salvage. The oven is filled with several mummified rats. An empty apple barrel hides the trapdoor to the tunnel to Room 3.

6. Pantry – The pantry and main store for the kitchen has also been cleared out but for few spoiled remains on the shelves. A very green, very rancid side of bacon hangs from a hook. A small, simple earthenware bowl sits on a shelf below the bacon. The bowl is filled with salt and a few copper pieces. It is a private shrine to a minor god

of kitchens and larders, left by the former cook. If the shrine is disturbed or broken, there is a 30% chance that a Poliusus of the Larder* will manifest from the rancid bacon and random kitchen implements, enraged at the desecration.

7. Temple Aumbry - Behind a stout locked door is a storeroom for temple vestments. The room is protected by a gas trap (10 foot radius, save +2 or die) for anyone attempting to open the door without the proper key (located in Room 18), or failing a lockpicking attempt. Within the room are several ceremonial robes of the Lebrante sect, a vintage copy of the Lebrante Scriptures (worth a boon or favor from a priest of the church upon its return, otherwise 175-225 gp to a collector). There is a collection of six silver candlesticks (25 gp each), a pair of censers (50 gp), and a cedar box containing sacred incense (57 gp). Hidden in one of the robes is a silver and gold inlaid ebony tube. The tube is a reliquary, holding a few locks of hair of Saint Balkin, a patron of the sect. The reliquary will allow a cleric to *turn undead* at +1 once per day.

8. Temple – Kochi's temple of Lebrante is built in the traditional “stacked circles” form of the religion, signifying the expansion of consciousness with enlightenment. The ceiling is domed and painted in fantastical nighttime scenes, including a comet-riding Saint Balkin. The acoustics in the room are such that speaking in a tone louder than a whisper seems almost deafening. The benches and pews have been toppled and broken, and the altar has been stripped of valuable metal and gems.

9. Muster Point – The doors are reinforced and equipped with arrow slits as a 'hard point' for mustering and defense, if needed, as well as a direct path to Dufay's quarters via Room 23. The room is empty, and the trapdoor here is visible in the southwest corner. The trapdoor is rigged to explode if a tripwire is not disconnected before opening (2d6 damage, dodge/save for half).

10. Armory – The armory was mostly cleared out during the final campaign, with most remnant materiel scavenged soon after. What

remains in the room is primarily broken or partial and of little utility (e.g. broken sword, dented helmets, axe with missing handle). However, under a toppled equipment rack are one good steel shield, 2 spears, and a quiver with 7 normal arrows.

11. Commander's Quarters – Formerly the quarters of the complex's quartermaster, Esben Truelsen and guard commander, Captain Isaak Burhhelm. Like Kochi and Dufay, they never returned to the complex. The door to the room is still locked. The interior is as well-ordered as it was the day the men rode out. The beds are dusty, but perfectly made. Two wardrobes hold collections of clothing, both mundane and formal. Hidden in the hem of one cloak are ten small gems (Chalcedony, 10 gp each). A tidy desk used by Truelsen has a box of parchment and quills, as well as ledgers of the complex's supplies. On a stand is a suit of plate mail, and a high quality battle axe (non-magical, but +1 to-hit due to its excellent balance) is stuck in a wooden practice dummy between the beds. Under the pillow of Burnhelm's bed is a ribbon-tied bundle of love letters from Olivia Holygaze, a married noblewoman.

12. Barrack - A third small barrack, the room has been similarly raided. Beneath one of the bunks is a small sack containing 50 feet of rope, a grappling hook, a bag of 20 marbles, and a bottle of cheap wine.

13. Sleeper Room – The south door is rigged with a bottle of sleep gas above the lintel. If the bottle is not carefully removed before opening the door, it will fall and break (10' radius, save or sleep for 1d6 turns). Broken glass at the north door indicates a similar device tripped by an earlier party. Two bandits' corpses lie on the floor, victims after being sedated by the trap and felled by some other raider or creature. The bodies have been hastily stripped of armor and most useful items, however, whoever looted them dropped a small bag containing a malachite ring (12 gp), silver holy symbol (25 gp), small brass and silver ceremonial gong (50 gp) and a potion of cure light wounds.

14. Funerary - The room holds a workbench and woodworking tools for crafting coffins for the crypt (Room 16), as well as a stack of cedar lumber. Two large sacks of natron for preservation of the dead lie by

the door. The trapdoor here leads to the tunnel to Room 2. The hallway between Rooms 14 and 20 slopes beneath Room 15 before rising again.

15. Acolytes' Dormitory – The room has been overturned and looted by the party in Room 17, and the goblins left a rough crossbow trap (Ftr 3 equivalent to strike PC opening door, 1d6-1 dmg) as a nasty surprise for future scavengers. Beds are broken and mattresses slashed open. A fire built from liturgical books and texts still smolders in the center of the room. A two-handed maul (2d4 dmg) is propped next to the door. Anything else of value has been either stolen or despoiled.

16. Crypt – The final resting place for several of Kochi and Dufay's allies and followers, the crypt is lined with coffins and skeletons in catacombs. As if the dead sensed the fate of the complex's occupants, they seem to have become uneasy (or perhaps their rest has somehow been tampered with...). Several will arise to accost anyone entering the room. Arrayed through the room are six skeletons and three Skeletal Champions (as skeletons, except: 2HD, AC6/13, atk 1d8 dmg). In accordance with the tenets of the Lebrante sect, there is little of value here beyond a scattering of silver coins (36 sp) used to cover the eyes of the dead, which may be considered sacrilegious to loot.

17. Meeting Hall/Study – The room has several benches and tables, and was used for Kochi's teaching and meetings among the complex's leaders and staff. Two hobgoblins and three goblins are carrying their loot from Room 15 and other areas (43 gp, 154 sp, four silver candlesticks (12 gp each), three silver holy symbols (25 gp each), a belt decorated with moonstones (50 gp), a good mandolin (50 gp), an embroidered tapestry (50 gp), a brass scroll case with scroll of *protection from evil*, and potions of *cure light wounds* and *resist fire*).

18. Pere Kochi's Quarters – Although the room is as large as the Main Hall (Room 4), it is austere to a fault, holding only a simple bed and desk and several unadorned lanterns and sconces. Affixed to the bottom of the desk is the key to Room 7. The desk also contains Pere Kochi's personal letters and journals. The journals include several

references to potential exploration areas and features, as well as general information on the types and disposition of Chaos forces known in the region. The correspondences also give insight into Kochi's sedate and meditative character, a contrast to his public persona as a zealous crusader. These journals would be of value to his church hierarchy, some of whom have been jostling for Kochi's beatification. Wrapped in a handkerchief within the pages is a *+1 ring of protection*. Tucked into the back of the desk drawer is a pouch with 110 gp and a large blue-green gemstone (Chyrsocolla, 160 gp). The most remarkable feature of the room are seven large circles with a combination of divine and arcane sigils painted onto the floor. Close examination will show that the paints are composed of rare tints, with powdered gems or metals giving them luster. Divine or arcane characters may decipher the sigils and runes as affording certain protections and enhancements, while others are of more mysterious purpose. Each circle may be activated once by stepping into it:

1. *"Cure"* - Has the effect of *cure light wounds* (Roll restored hp with advantage) (Any class);
2. *"Protect"* - Grants +2 benefit to protection from evil spells, and increases the radius of *protection from evil*, 10' radius to 15 feet for a period of one year (CI/MU/E only). Any chaotic being stepping into the ring will take 2d6 damage;
3. *"Find"* - Doubles the range and effective time of any *detection* or *find* spells for a period of one year (CI/MU/E only);
4. *"Resist"* - A PC stepping into the sigil takes 1d6 hp cold damage or heat damage (50/50), but is granted resistance (+2 to saves or half damage) to that type of damage for a period of one year (Any class).
5. *"Familiar"* - Nothing appears to happen, but within 24 hours a necromantic familiar** manifests itself, granting its benefits to that character. Unfortunately, the presence of such a creature will grant a -2 to reaction rolls (Any class).
6. *"Message"* - A disembodied voice (that of Saint Balkin) intones, "It is not because things are difficult that we dare not venture.

It is because we dare not venture that they are difficult.***” No other effect (Any class).

7. “*Future*” - A incorporeal form manifests, asking “What is it you seek?” and provides one answer (equivalent to an *augury* spell) (Any class).

19. Pere Kochi's Library – Kochi's private library held well over twenty books at one time, a wealth of knowledge out on the fringe of the Wilderness. One bookcase is intact, and contains five books: Two on the life and teachings of Saint Balkin, a collection of religious poetry and hymns, a forbidden study of necromancy, and a plant identification guide. The religious books and plant guide are worth 12-50 gp each to collectors. The manual of necromancy would be worth up to 200 gp to a discreet buyer, although its possession would be considered a serious criminal offense by most secular and religious law-keepers. Kochi secretly studied the necromantic arts out here in the Wilderness, away from the prying eyes of the orthodoxy. His notes hidden in the pages describe his intent to combine both divine and death magic to find more direct and powerful means to communicate with the dead. His ultimate goal was to speak to Saint Balkin, confirm religious precedents, and gain influence in the sect. So far his success had been limited. The second bookcase has been knocked over, its books scattered, torn and are now worthless. Disturbing them will cause two nesting giant centipedes to attack.

20. Southwest Junction Room - The room is empty and unadorned, connecting the southern and western halls of the complex. The hall between Rooms 14 and 20 slopes beneath Room 15 before rising again.

21. Flooding Room - A dim green light shines in the ceiling. It is a small glass gem, cast with a weak *continual light* spell (candle equivalent) as a curiosity or bait. The doors will close on intruders, causing the room to flood in two turns. In order to escape, a trapped party must turn both doorknobs counter-clockwise simultaneously.

22. West Junction Room - The room is empty and unadorned. The door is reinforced and equipped with an arrow slit, similar to Room 9.

23. Dufay's Bolt-Hole – The room was occupied by Dufay's personal guard and could be used by Dufay to quickly access the center of the complex at Room 9 in the event of an emergency while avoiding hallways. Other than a pair of neat beds and two chests with travel clothing and bedding, it is empty. The trapdoor here is visible in the southeast corner. Like Room 9, the trapdoor is rigged to explode if a tripwire is not disconnected before opening (2d6 damage, dodge/save for half).

24. Hasculf Dufay's Quarters – Behind a locked and trapped door (poison needle in lock, +2 save or die) is Dufay's private room. In contrast to Kochi's lodgings, Dufay's are opulent and excessive for out here in the Wilderness. The floor is covered in large, common rugs (bulky, nominal value). The north end of the room is dominated by a huge canopy bed with several framed paintings on the walls surrounding it (six paintings, 50-75 gp each). What appears to be a book of Saint Balkin's writings, a gift from Kochi, lies on the bed stand. Anyone examining the book will discover that the cover has been swapped onto a book of elven erotic poetry and etchings (worth 75-100 gp to a collector of such things). Fastened under the bed stand is a packet of love letters, also from Olivia Holygaze. On the opposite side of the bed is a cabinet with a pouch with 140 gp, three bottles of good wine (15 gp each) and potions of *cure light wounds* and *neutralize poison*. There is also a book of Dufay's meticulous notes mapping out the tunnels and associated traps in the complex. Dufay kept his martial skills up and alcoves in the east and west walls of the room contain multiple targets and training dummies. Stuck into the various targets are two hand axes (one is a +1 *hand axe*) and three daggers.

* *Polisus of the Larder* from [Expanded Petty Gods](#), ed. by New Big Dragon Games

** *Summon Familiar* from [Theorums and Thaumaturgy](#), by Gavin Norman:
“This spell works in basically the same way as the [magic-user spell](#), with several differences. The same types of creatures may respond to the spell, but in the case of a necromancer they are often reanimated corpses – an undead cat or raven, for example. Necromancers casting this spell may also summon creatures such as an unusually large spider or centipede. The probability of a special familiar remains at 5%, but only an imp or quasit will respond to this spell.”

*** *Saint Balkin* quote from *Seneca* (ca. 4 BC – 65 AD)



PRE-GENERATED CHARACTERS

Need some warm bodies for the players? Let them roll for their preferred race/class, or just let them pick their favorite name from the list before revealing their ready-made hero!

General stats/gear spun up using <http://character.totalpartykill.ca/basic/>
 B1-inspired names assisted by <https://www.fantasynamengenerators.com>
 Random magic armor/weapons based on 5% chance per level.

Clerics

Level	HP	Str	Int	Wis	Dex	Con	Cha	AC	Armor	Weapon
1. Basil of the House of Serenity										
2	12	13	9	15	12	13	10	2/17	Plate/shield	Mace
2. Lexa, Steward of Salvation										
3	11	13	9	15	8	9	10	5/14	Chain/shield	+1 Warhammer
3. Simon the Angelic										
3	9	9	9	13	9	5	15	4/15	Chain/shield	Warhammer
4. The Prophetess Of Nula										
1	8	6	11	14	14	16	7	6/13	Leather	Staff
5. Radiant Tomas										
1	8	7	10	15	12	17	10	6/13	Leather/shield	Club
6. Monolithe Intemporel										
3	11	12	15	16	8	10	6	5/14	Chain/shield	Mace

Dwarves, Fighters, and Halflings

Level	HP	Str	Int	Wis	Dex	Con	Cha	AC	Armor	Weapon
1. Dwoddoth Anvilgranite (Dwarf)										
1	8	13	10	10	10	13	17	3/16	Plate	Battle axe/heavy crossbow
2. Kara Grumblefoot (Dwarf)										
3	15	9	6	11	10	15	9	4/15	Chain/shield	+1 Sword/shortbow
3. Gundrid Leadsunder (Dwarf)										
2	12	17	11	10	8	17	11	6/13	Chain	Spear/dagger
4. Gwenneth Saivarsdottir (Fighter)										
1	8	12	12	9	12	13	7	2/17	Plate/shield	Sword/light crossbow
5. Walid of the Cold Wastes (Fighter)										
2	10	15	12	5	9	5	11	5/14	Chain	+1 Spear/light crossbow
6. Jocelin Twoblood (Fighter)										
2	11	11	7	8	7	9	17	7/12	Leather/shield	Hand axe/dagger
7. "Bright Rage" (Fighter)										
3	16	16	8	7	12	7	13	3/16	Plate	Battle axe/shortbow (6 +1 arrows)
8. Elanor Brushgather (Halfling)										
1	6	14	7	11	10	11	15	4/15	Chain/shield	Mace/shortbow
9. Eldon Tosscombe (Halfling)										
3	12	13	11	11	13	10	8	1/18	Plate/shield	Sword/3 javelins
10. Pinpernell Tealeaf (Halfling)										
2	9	9	10	12	15	9	12	5/14	Leather/shield	Sword/sling

Elves and Magic Users (10% chance per level of scroll with 1d2 random spells)

Level	HP	Str	Int	Wis	Dex	Con	Cha	AC	Armor	Weapon
1. Lavender Mooneye (Elf)										
1	4	10	15	10	9	5	8	6/13	Leather/shield	Sword/sling
2. Ethereal Wind (Elf)										
3	14	15	12	12	12	13	10	3/16	Plate	Two-handed sword/dagger
3. Elmoira Birchbark (Elf)										
3	16	8	13	12	11	11	17	5/14	Chain	Spear/longbow
4. Nesterin Norjeon (Elf)										
2	11	9	16	10	15	13	7	4/15	Chain	Hand axe/light crossbow
5. Galan Bifaren (Elf)										
1	4	11	12	10	10	9	10	6/13	Leather/shield	Spear/3 javelins
6. Onerick Villanen (Magic User)										
3	8	9	14	10	13	14	11	8/11	Unarmored	+1 <i>Dagger</i>
7. Ashan of the Lost School (Magic User)										
1	3	12	16	9	9	7	8	9/10	Unarmored	Dagger
8. Theqor the Blue (Magic User)										
3	10	10	12	12	12	14	12	8/11	+1 <i>Ring of Protection</i>	Dagger
9. "Doc" Owyn (Magic User)										
2	6	7	14	10	10	9	11	9/10	Unarmored	Dagger
10. Uzor Marasović (Magic User)										
1	4	11	14	14	8	11	13	10/9	Unarmored	Dagger

Thieves

Level	HP	Str	Int	Wis	Dex	Con	Cha	AC	Armor	Weapon
1. Daring Simon										
3	7	6	12	10	13	10	13	5/14	Leather +1	Sword/sling
2. "Mad Dog" Petra										
2	8	13	4	9	15	14	13	6/13	Leather	Short sword/shortbow
3. Tamsin the Devious										
2	7	10	6	8	13	12	14	6/13	Leather	Short sword/light crossbow
4. "Snake"										
1	4	14	12	10	17	12	15	5/14	Leather	Hand axe/3 daggers
5. Pierre Richtalon III										
2	5	9	9	10	17	8	11	5/14	Leather	Sword/dagger
6. "Four Fingers" Ridley										
3	10	11	10	5	16	14	14	5/14	Leather	Sword/shortbow

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