

FOUR VIEWS OF GRIZZLY EYE CAVE



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***FOUR BRIEF SCENARIOS FOR
LOW-LEVEL CHARACTERS***

***COMPATIBLE WITH SWORDS & WIZARDRY
AND OTHER OLD-SCHOOL RULES-LITE RPGS***

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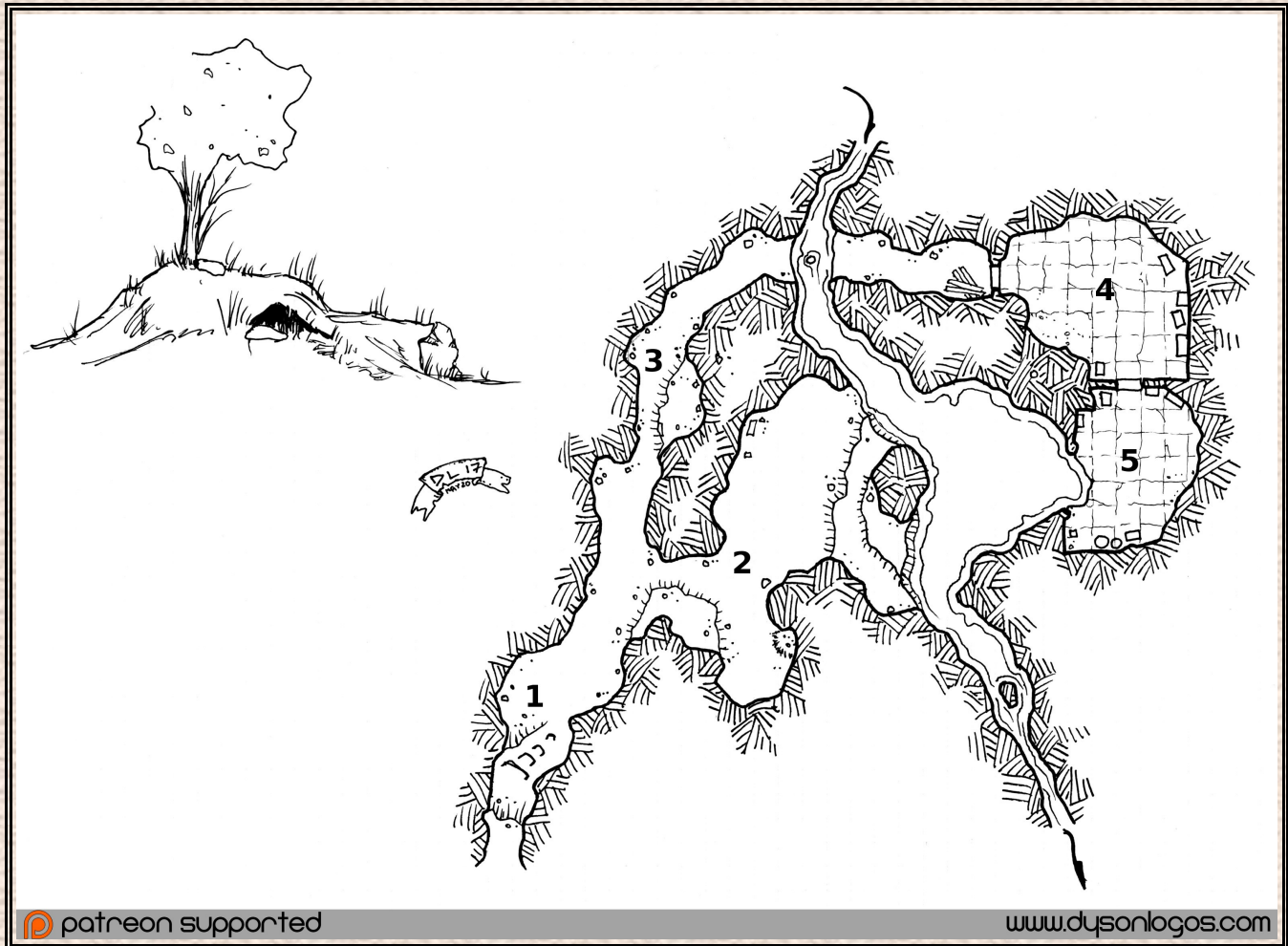
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Antoine Louis Barye, *Mississippi Bear*, 1836

ALE'S WELL THAT ENDS WELL

The dwarven tavern-keeper Marnhulda Frostbrow has discovered that her beer-cellar has been cleaned out! Several casks of ale have gone missing, and a tunnel into the cellar indicates someone or something burrowed in to effect the heist. Footprints and a threadbare stocking cap found in the cellar hints at the culprits – feral halflings! Frostbrow offers the PCs 25 gp per cask recovered, plus a pig roast in their honor, if they can root out the thieves.



Anyone with modest tracking skills may follow drag-marks from the tunnel entrance east into the hills outside the settlement. The marks lead to a cave known locally as Grizzly Eye Cave.

Feral halflings: 1HD; AC 7[12]; Atk sling and dagger (1d4 ea) or short sword (1d6); Save 15; Move 9; AL N; CL/XP 2/30; Special: +2 if firing missile weapons

while drunk (4 in 6 chance) otherwise -1,+4 on saving throws against magic.

1. Steps: A **feral halfling** guard (sling and dagger) watches for intruders in a slovenly fashion (3 in 6 chance to be surprised). If he isn't subdued or otherwise eliminated, he will retreat down the corridor to raise an alarm.

2. Large Cave: A broken, empty ale cask and remains of several roast chickens are scattered about, indicating that the halflings celebrated their heist here before retreating farther underground. Anyone exploring to the east end of the cave may hear the halflings in the south cave bickering and singing. If their guard has been able to warn them, the sounds may be slightly more frantic as they attempt to imbibe enough ale to become battle-ready. Attempting to cross the subterranean pool here will attract the attention of a [monstrous crayfish](#). It will attack the first PC into the water, attempting to drag them under. The halflings are not aware of the creature, although it did surreptitiously make off with one of their inebriated brethren.

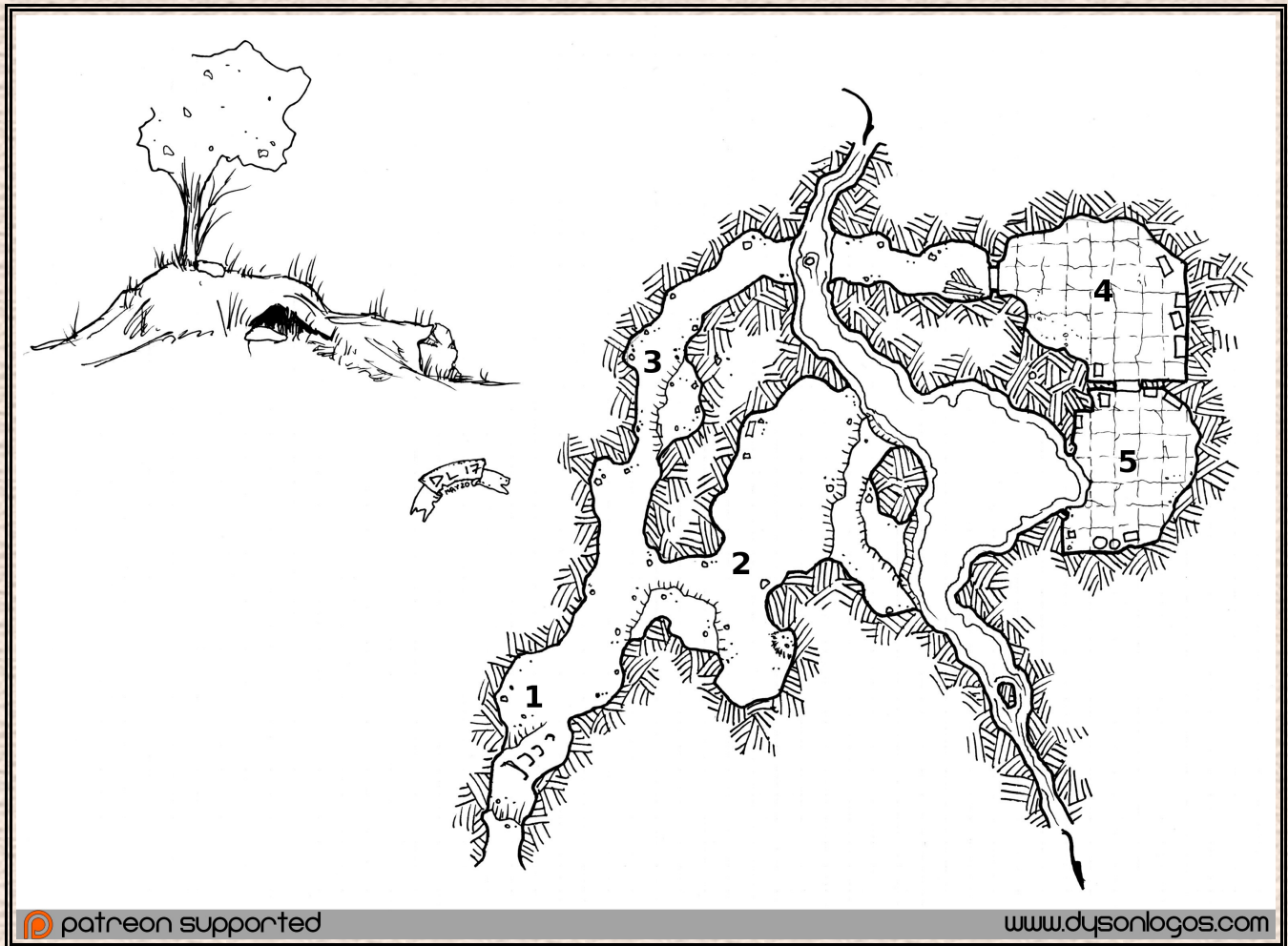
3. Corridor: A crossbow trap has been set up approximately halfway down the corridor at a wide spot. The halflings avoid the tripwire by skirting it to the right along a low ledge. Careful observation may note their footprints, otherwise tripping the trap will deal 1d4+1 dmg to the lead PC.

4. North Room: Four **halflings** (five, if the guard has retreated) are in the north cave. If they have been warned, two will fire sling stones at anyone crossing the underground stream for two rounds before retreating. They will barricade the door in a slipshod fashion, dragging in some boards that have been stashed by the door. The exterior door, however, is rotten, requiring only a combined strength of 15 or better to break down. The little buggers will put up a surprisingly stiff, desperate resistance, dodging and skirmishing around the room and using empty barrels and crates as cover (-2 to hit).

5. South Room: The remaining **halflings** (three) will emerge to join battle after 2-4 rounds. The group will surrender if their total number is reduced by two-thirds. Frostbrow's ale kegs will be found here. 1d4+2 will be remaining. The halflings have little else of value besides their tankards and various cooking utensils. They have been attempting to set up bread ovens, but haven't been able to engineer sufficient ventilation in the caverns.

NEMAR'S TRUANCY

Prince Nemar has retreated to a hidden family shrine to meditate and avoid his dutiful responsibilities, specifically being the next in the order of succession to his uncle's throne. Although he is required back in the capital to take his place as the titular head of state, the majority of governmental duties have been quietly maintained by a cadre of advisers for a generation. The royalty has been a figurehead since Nemar's great-uncle Ombel passed away. Regardless, Nemar doesn't want to have much of a part of it. The general public is not aware of his royal truancy, and news of his absence could give the court's enemies the will to make a move. The party is tasked with discreetly contacting him and retrieving him safely to the palace, by force, if necessary... The family shrine lies within the Grizzly Eye Cave, many leagues from the palace.



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The Prince's adviser Kelryn warns that the Prince is accompanied by his loyal manservant, Cedric, and his pet, Zazu, a bear that the prince raised from a cub. The bear is now grown, although loyal and well trained. The adviser warns that any harm to

the bear will be unacceptable and will increase the Prince's resistance to return to the palace. Any steps to neutralize the bear will require much caution. The bear only responds to commands in Elvish, a peculiarity of the Prince's.

1. Steps: The entrance to the cavern shows recent passage, and brush surrounding it has recently been cleared.

2. Large Cave: Zazu has a nest here, made of straw and several old blankets (**Black Bear:** HD3; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; AL N; CL/XP 4/120; Special: Hug (1d8)). The bear will be asleep, but comes snuffling out at the sound and scent of intruders. If the bear does not recognize the party, any 2d6 reaction roll will be made at -2. Simple one-word commands in Elvish will improve the reaction roll by +1. The command, if successful, will be effective for one combat round, giving characters time to attempt to subdue her. The party may attempt to snare, net, bribe with gourmet food, attempt to sedate with massive amounts of alcohol, *sleep* spell, etc... The bear is strong, but soft from her luxurious life. The combined strength of any three PCs (equipped with ropes, chains, etc.) will subdue the bear.

3. Corridor: The corridor shows human and bear tracks to the underground stream. The stream may be crossed easily on a number of stepping stones. Upon crossing the creek, several broken supply crates are seen outside of the shrine door, evidence of provisioning at the cavern. The unlocked door is decorated with the family crest

and motto, "*Love of the people, strength of the nation.*"

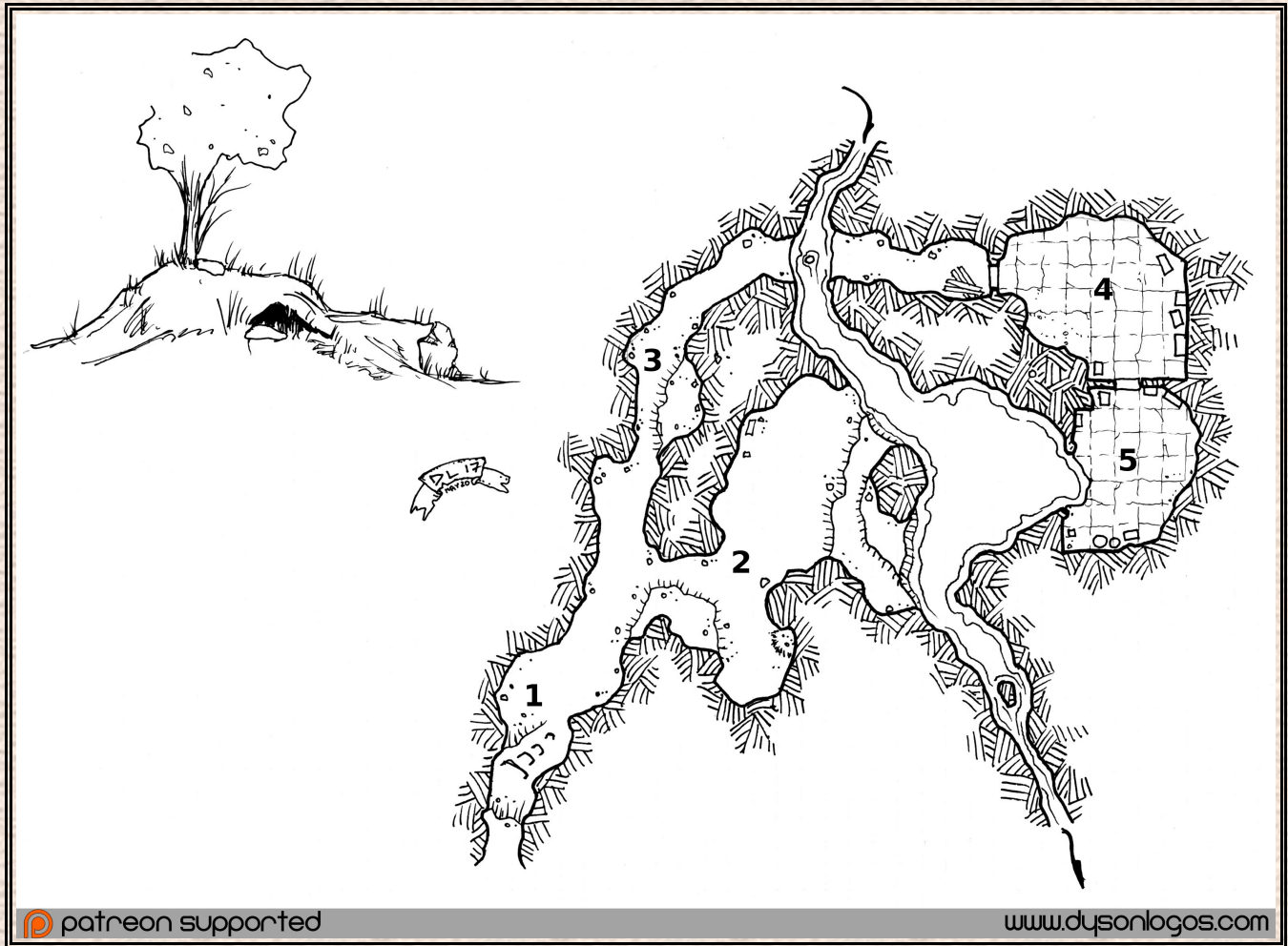
4. North room: The prince's manservant Cedric will be found here, sorting supplies and sighing about this misguided "pilgrimage" away from the Capital. He will not put up much resistance, although if attacked, he will defend himself. Likewise, if he perceives the Prince to be in mortal danger he will rush to defend his ward as best he can (0-level human, 4 hp, AC9[10], cleaver (as dagger)).

5. South room: Prince Nemar is holed up in the south room, meditating and smoking an ornate pipe. He has been studying the arcane arts, and if a disturbance is heard, will cast *hold portal* on the door to delay/deter any assault. He will respond to negotiations through the door, and a compelling argument for responsibility and assurances that his bear is safe will role-play towards success. If the door fails prior to convincing the Prince, he may attempt to *charm* the lead PC, as well as cast *invisibility* on himself in an attempt to escape (Prince Nemar, 3rd level MU, 8hp, AC8[11], dagger, +1 *ring of protection*, *Spells: Charm, shield, hold portal, invisibility*).

(Ed note: Sneaking the Prince (and his bear) back to the Capital may well turn into its own adventure...)

SAND TRAP

Bandits led by Enric Magrané kidnapped the merchant Trofonio Aduritz and his daughter Abieta and retreated to their hideout to await ransom. The sheriff sent men to attempt a rescue but they did not return. More hearty adventurers are called to flush out the bandit gang and rescue the pair! A reward of 100 gp each for safe return of Trofonio and Abieta is offered, as well as an additional 25 gp per bandit, dead or alive...



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1. Steps: The entrance to the cave is unguarded, as the bandits rely on the creature in the adjacent cavern to deter intruders. Two intact buckets filled with water and a broken bucket will be found within the tunnel near the entrance.

2. Large Cave: The sand covering the cave floor appears to shift and whisper. The floor is infested with several immature **sandlings**, harmless

amorphous earth-type elemental creatures that rustle and slither through the sand. Their older sibling is much less harmless. An adolescent **sandling** lurks in the cave (HD3; AC 3[16]; Atk: 1d6+2 (smash); Save 14; Move 12; AL N; CL/XP 4/120; Special: immune to *sleep/hold/charm*, other mind influence spells, throwing two gallons or more of water on a sandling affects it as a *slow*

spell for one round). Territorial, it will attack anyone entering the cave, surprising on a 3 in 6 chance. The bandits avoid the creature, sneaking past the mouth of the cavern. If they hear the sandling approaching, they employ the flung buckets of water to impede it and make their way to safety. The sandling was also the doom of the would-be rescuers, and the remains of the three sheriff's men will be found here (1: leather, spear, 33 sp in pouch, two pair of manacles (2gp); 2: chainmail, longsword, potion of *cure light wounds*; 3: leather, shield, shortbow, short sword, 50' silk rope (10gp)).

3. Corridor: The corridor is empty, although if the sandling has been disturbed, it will pursue intruders halfway down the corridor length before retreating back to its lair. Two more buckets have been left by the underground creek. The creek may be crossed on foot, but there is a 1d6 chance to step into a hole (save or drop one held item). The bandits have stashed several planks on the far side to make an impromptu walkway over the water.

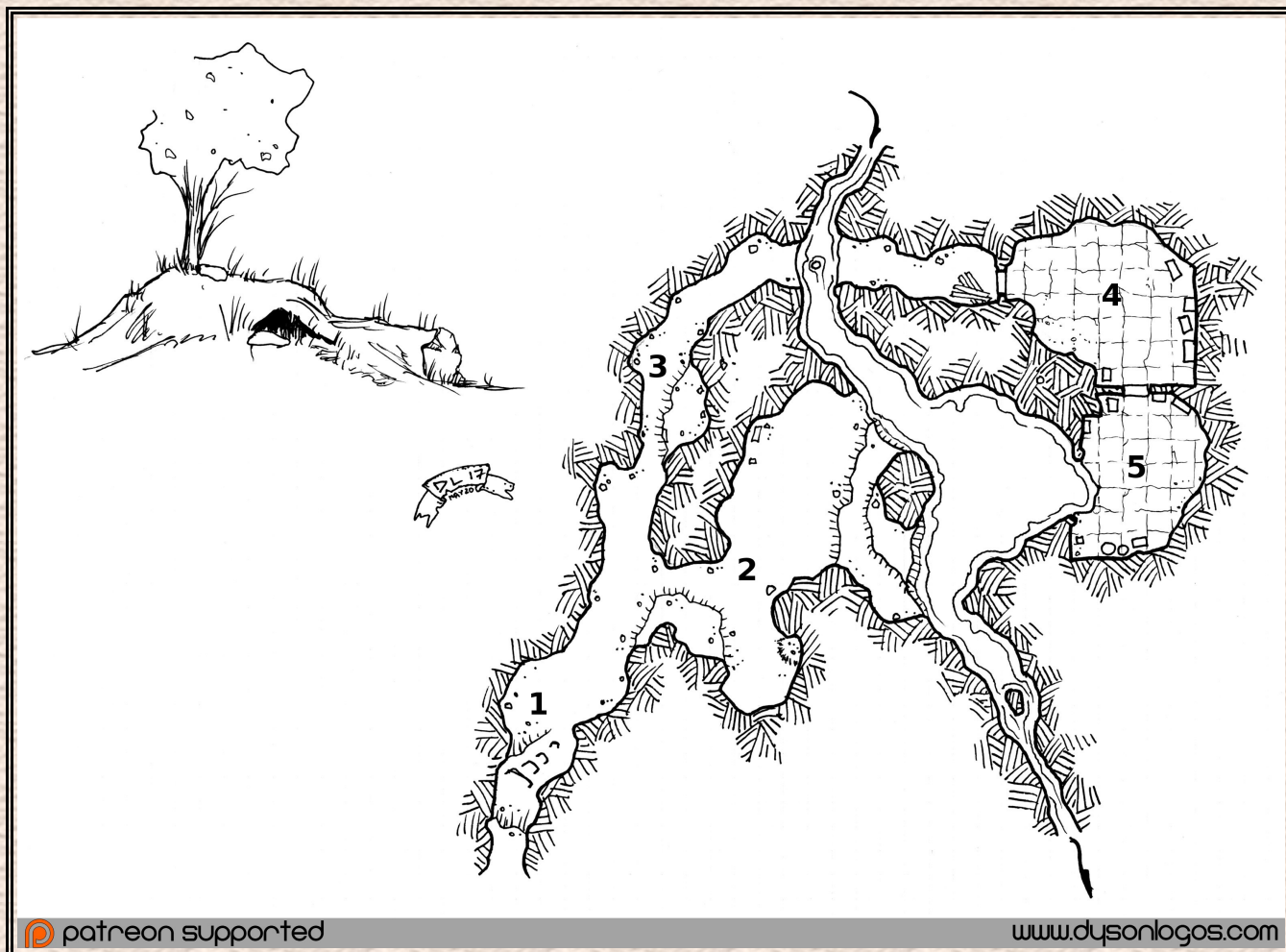
4. North Room: Approaching quietly, the party may hear arguing behind the door of the north cave. The door is not locked, and anyone bursting in will

surprise **three bandits** arguing over loot shares (1st level thieves, AC 7[12], short sword, 41gp, 48sp, and a red garnet (12gp) between them). Part of the gang's ill-gotten goods is stashed in crates along the west wall, including: Two sets of courtier's clothing (30gp ea), a brass gong (100gp), good rug (10gp), small cask of tobacco (2gp), 12 bottles of spiced wine (2gp ea), a box of rare spices (25gp), and a bolt of linen (5gp).

5. South Room: The door is bolted, requiring a combined strength of 20 to break down. Bursting in, characters will find Magrané, the **bandit leader** (2nd level fighter, 8hp, AC5[14], longsword, 256gp, potion of *diminution*) and **two guards** (1st level fighters, AC6[13], light crossbow, mace, 50gp, 36sp, vial of exotic perfume (40gp) between them). They are guarding the merchant and his daughter, who are sitting at a rough table at the south end of the room. If combat occurs, Abieta, who has become smitten with the dashing bandit, will leap to his aid, throwing glassware and attempting to interpose herself between Magrané and his attackers. Subduing her will be necessary to fight "safely" as missed attacks have a 30% chance to strike her (0-level human, 4 hp, AC 8[11] (DEX), Atk 1d2).

TRAKOHR'S BATH

An ogre has been raiding the area, and the PCs have been sent to flush the menace out. The local trackers indicate that the brute is holed up in an abandoned shrine deep in a cave in the foothills known as Grizzly Eye Cave, but so far, no one has had the steel to confront him...



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1. Step: The entrance is empty and unguarded. Rough stone steps descend into the musty cavern.

2. Large Cave: The cavern to the right is, likewise, empty, other than a few rotted wood chests and detritus, evidence of past camps set up in the cave. Torch or lantern light will reveal cave paintings from time immemorial on the walls and ceiling, showing hunting scenes and odd pastorals with unrecognized plant-like beings. If the ogre (below) is bathing, guttural singing will be heard in the

cavern. The pool is approximately ten feet deep, requiring swimming. The ogre will likely hear any intruders attempting to swim across, and lumber out and back to his cave to arm himself, as well as pelt anyone attempting to cross the pool with thrown rocks (1d6+1 dmg).

3. Corridor: The ogre trapped the entry to the corridor with a falling-rocks deadfall. Careful observation will spot the rope-netting holding the stones and debris, and a 10' pole or similar can

safely release the trap (otherwise, 1d6+1 dmg to all caught in 10' diameter area, save reduces damage to 2 hp)

4. North Room: The subterranean creek is ankle-deep at this point, before spreading to a deeper pool downstream. Planking to replace the shrine's door has been stockpiled on the far side, but the shrine adherents left long ago and never completed their work. The door is unlocked and can be carefully opened. The cave is partly filled with the ogre's loot. Among the mostly worthless goods will be found: a cask of common wine (5gp), 15 bottles of good wine (1gp ea), a chest with 1 gross arrows (25gp) and a rolled-up tapestry showing a historic battle scene (50gp).

5. South Room: The **ogre** Trakohr is particularly fastidious for his kind, which explains his isolation from other tribes. The cave is neatly appointed with several hides and a fancy rug (50 gp) on the floor. Incense fills the air. A silver candelabra (50 gp) provides light from atop an empty wine cask. There is a 3 in 6 chance that Trakohr will be bathing in the subterranean pool, singing and playing with several carved wooden duck decoys. If he is encountered in the room, he will fight with his trusty club (1d8+2 dmg). Otherwise, the party will be confronted by an angry naked ogre armed with a wet towel (Towel snap: dmg 1d4+1, save or either lose shield or be disarmed). Scattered around the lair are: a suit of plate armor (100gp), three scrolls: *Cure Light Wounds*, *Locate Object*, *Levitate*, and a +1 short bow.

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