



Lost Man's Trail



Bob Bledsaw



Judges Guild JG1290

The Lost Man's Trail

by

Bob Bledsaw



"The greatest treasures may not be the best guarded!"

- Dave Arneson in Bob Bledsaw's copy of First Fantasy Campaign.



Oriental Statue and Bob Bledsaw, 1976, Judges Guild's First Year.

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Credits:

Written by **Bob Bledsaw**

Editing by Bob Bledsaw II and Bob Bledsaw III

Artwork by Erin McKee, Ed Perry and Ken Simpson

Covers by Bob Bledsaw II

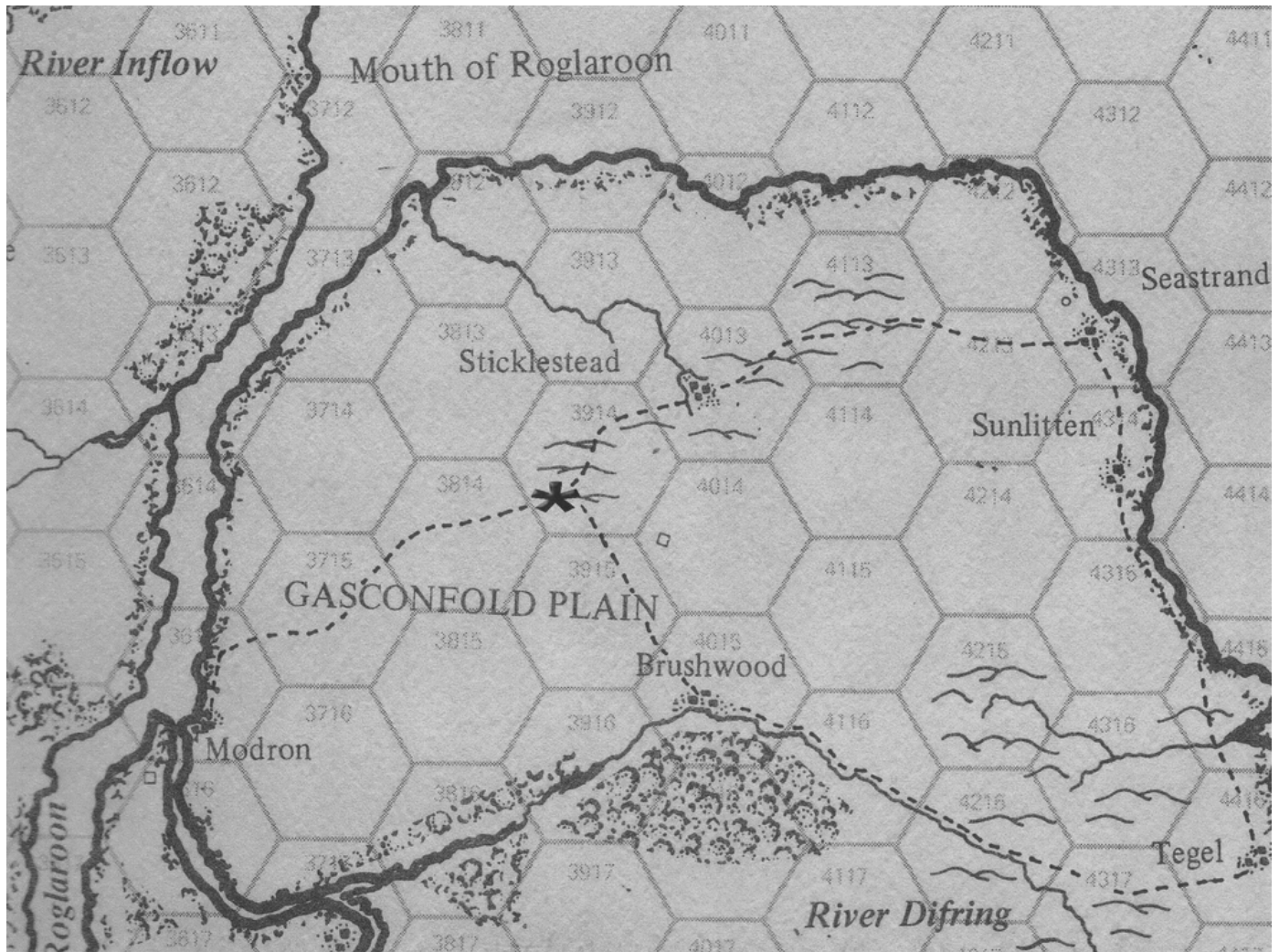
Word-processing by Lynn Rubyheart

Maps by Bob Bledsaw, Aaron Bledsaw, and Bob Bledsaw II

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Map showing the Trail with the Fat Deer Inn clearly marked.

Introduction

There are four general areas of discovery to this module: The tin-mining area of Moorshead Stannary, with its pitfalls and snares; the Fat Deer Inn and its odd assortment of characters; the hidden den of werewolves, with their stash of booty; and the underground community of dangerous cave-dwelling humanoids, who have usurped, or evolved from, an ancient race forgotten and long dead.

The stretch of narrow road, between Modron on the Roglaroon and Seastrand on the eastern coast, is referred to now by locals as the Lost Man's Trail. People (usually individuals or small groups) have disappeared while travelling this trail, and so the locals of the Gasconfold region try to only venture to Modron in groups of ten or more (and preferably armed). The trail winds through a desolate and almost uninhabited area of moors, marshy flatlands with a few low grey hills, and occasional clumps of dense thickets or copse of trees. The skies of there are often overcast, with a drizzle of rain most days of the year, making this a dark and dismal place to journey. The evenings are given to sudden mists and dense fogs. No one knows what has become of the unfortunates who have disappeared, but many are willing to give you their opinions.

Roll (d12)	Rumors about the disappearances	Truth
1	"Packs of wolves have been seen in the moors."	TRUE
2	"It's a ghost of a drowned miner who leads people into the bogs."	FALSE
3	"People have seen wolf-headed monsters stalking the moors."	TRUE
4	"It's a Dragon I tell you! A Dragon!" Upon further conversation with this individual it can be inferred that everything bad will be blamed on a Dragon; e.g. "My cow's gone missing; it must have been eaten by a Dragon!", "I have grown an ingrown toenail; I must have been cursed by a Dragon!"	FALSE
5	"My second cousin twice removed once said he saw a giant bear in one of the woods near the trail."	TRUE
6	"There is a crazy old miner-hermit who comes into town once every couple years to sell his tin and buy supplies. He dresses in rags and smells like he never bathes. Last time I saw him, I saw bugs living in his matted tangled beard. If he isn't behind the disappearances, he must know something about them!"	TRUE
7	"Caravans of twenty merchants, guarded by over fifty swordsmen, were last seen walking into a fog; They never came out again."	FALSE
8	"If you can make it to the Fat Deer Inn," (the only inhabited place along the trail), "you'll be safe for the night."	TRUE
9	"Be careful when you are off the trail. The tin miners left a lot of holes and pits scattered about; a careless man could break a leg in one."	TRUE
10	"One of the old miners' huts is supposed to contain a small fortune of gold."	FALSE
11	"Two months ago a couple men riding the trail were ambushed by Goblins. One was pulled off his horse, and the other managed to ride off with an arrow in his back."	TRUE
12	"You're only in danger if you travel the road alone."	FALSE



X. The Moorshead Stannary

The Moorshead Stannary (alluvial tin-mining area) was based around mining the deposits of tin found in the gravels of the stream beds that crisscrossed the area. Individual miners, small groups, and individual workers claims scattered around the moors, and marsh. At one point it was rumored that truesilver had been found mixed in an especially rich tin vein, and for a while, the area was overrun with fortune-seekers, trying to find a living there. This brittle and light silver metal, which turned out to be aluminum, was in small quantities, and deemed valueless, for lack of applicable uses. It was a harsh life of backbreaking labor in a miserably damp climate, but did allow each miner a lot of independence. Because of the high water table, there were no deep mines. Instead, there were a large number of holes and pits dug throughout the region. Eventually, the deposits of tin grew played out. Richer tin strikes were found elsewhere, and the Stannary was abandoned (except for a few small time miners who preferred their independence over better pay elsewhere). In the last decade, most of those who remained have disappeared, leaving Edward the Stanner as the only person of note to continue the local trade. If you are traveling off the Lost Man's Trail in the boggy, marshy, or moorland area (Hex 3914 - NE of the Inn), in addition to other encounter checks, there is a 10% per hour of having an encounter on the following chart.

Mud and Pits of the Moors (1d10)

1. Deep Mud. CR1/3; no attack roll necessary, STR save (DC 20) to get unstuck, Search DC 20, 20% chance per boot or shoe of it being pulled off by the mud (STR save (DC20) to get the boot or shoe out).
2. Deep Mud. CR1/2; or attack roll necessary, STR save (DC 20) to get unstuck, Search DC 20, 20% chance per boot or shoe of it being pulled off by the mud (STR save (DC20) to get the boot or shoe out). While stuck four Stirges have been waiting to attack something stuck in the mud attack (+2 to the Stirges attack vs. the person stuck in the mud).
3. Covered Pit 10 foot deep. CR1; no attack roll necessary (1d6), AGL save (DC 20), Search DC20
4. Covered Pit 10 foot deep with mud floor. CR1; no attack roll necessary (1d6 subdual), AGL save (DC 20), Search DC 20
5. Covered Pit 20 foot deep. CR1; no attack roll necessary (2d6), AGL save (DC 20), Search DC 20
6. Covered Pit 15 foot deep - mud at bottom. CR1; no attack roll necessary (1d6 subdual and 1d6 regular damage), AGL save (DC 20), Search DC 20
7. Covered Pit 20 foot deep - 10 foot of water at the bottom. CR1; no attack roll necessary (no damage but must swim), AGL save (DC 20), Search DC 20
8. Covered Pit 25 foot deep. CR1; no attack roll necessary (3d6), AGL save (DC 20), Search DC 20
9. Covered Pit 30 foot deep - mud at bottom. CR1; no attack roll necessary (1d6 subdual and 2d6 regular damage), AGL save (DC 20), Search DC 20
10. Covered Pit 30 foot deep - 10 foot of water at the bottom. CR1; no attack roll necessary (no damage but must swim), AGL save (DC 20), Search DC 20

Stirge		CEX			
LVL	1.1	STR	3.1	AGL	15.5
HTK	1d10	DEX	16.4	WIS	11.0
SPD	10', 40'	CON	10.0	CHA	4
WPN	+2 Bite	ACL	16	HP	5, 4, 6, 6
SPC	Darkvision, Low-light vision, Blood drain				



X. Edward the Tin Miner

Possibly the last of the tin-miners in the Moorshead Stannery (others have fled or fallen prey to werewolves); Edward knows much of what is going on about the disappearances, but his bad-tempered, unsociable, churlish personality has kept him from passing this information on. He lives in a moorstone hut, which the players will find surrounded by a row of scattered stakes (some mounted with wolf and goblin skulls). There is roughly 30 feet of distance between the row of stakes and his hut. All of the stakes have crudely written signs (DC10 to read) on them that say stay on the path. Those who approach the hut, without staying on the path may fall in one of the six pits surrounding the hut (Covered Pit 30 foot deep. CR1; no attack roll necessary (3d6), AGL save (DC 20), +10 Melee (1d4+2 damage for successful hits); Search DC20, DC 20 to disable) or trigger a sound trap (Sound trap; CR1; Search DC 20; no damage, it just makes a sound to alert Edward and his dog).

If you approach the hut on the path, (at a distance of 20 feet) the dog will start barking and the door to the hut will be throw open. Edward will be standing with a heavy crossbow pointed at the visitors (DC 15 to detect the bolt on the crossbow in silver tipped). Edward will yell out at the visitors to “Get the *blank* off my *blanking* land, you *blankers*” (fill in the blanks with appropriate cuss words). Getting Edward to talk about anything at a distance will be difficult (DC21), but he does know that werewolves and goblins are stalking the moors. He knows where the goblins are lairing. He also suspects that the owner of the Fat Deer Inn has something to do with the disappearing travelers, and knows of one secret entrance into the Fat Deer Inn. He will be difficult to convince to join



the party (DC 24). If he does join them, they can avoid the special encounter table (Mud and Pits on the Moors) because he knows the moors well. They will have to deal with his rough manner, foul body odor, and constant cursing. "Dawg" will be left behind to protect his hut if he joins the party.

<u>Edward the Stanner</u>		<u>Fighter</u>		<u>CGN</u>	
LVL	11.1	STR	15.4	INT	9.8
HTK	87	DEX	7.7	WIS	11.8
SPD	30'	CON	15.5	CHA	7.4
ARM	+2 Chain Mail		ACL	15	
WPN	+1 Longsword, Heavy Crossbow 22 Bolts, 5 Silver Bolts				

<u>Dawg</u>				<u>LGN</u>	
LVL	5.1	STR	17.6	INT	7.1
HTK	46	DEX	16.5	WIS	10.2
SPD	40'	CON	12.3	CHA	8.7
WPN	+2 Bite		ACL	15	

If you approach other than on the path, Edward will presume the party is an enemy and attack. He will hold up in his stoutly built stone hut. He will fire out with his heavy crossbow through the loopholes on the windows that look out on all parts of his "land." The door is wooden, strong, and locked (DC 23) and the roof is made of slate (making it very hard to burn him out). If the door is forced he will defend himself with a longsword and "Dawg" will then attack. The hut contains rough furniture, blankets, 50 days of rations, mining tools, smelting tools, two wolf pelts, a small wooden locked box (DC 20) containing 12 GP, 15 SP, and 4 CP, and 112 GP worth of roughly processed tin.

Goblin Band

The original tribe of Goblins, that this band of eight come from, drove them out for supporting a losing challenger during one of the tribe's periodic internal fights for supremacy. Driven from their tribe, they wandered into this area two years ago and have been preying on animals, travelers, and the occasional isolated farmstead. Once there were fifteen Goblins, but a run-in with the werewolves cost them dearly. They currently inhabit an old abandoned stone windowless two-room miners hut. (Location of the Goblins Lair in Hex 3914 is the Judge's call - suggested direction South of Edward's Hut) There is a 20% chance (40% at night) that instead of being there, they will be out hunting. If so, at the hut two Goblins will be standing guard just inside the main room to the hut, keeping a watch on the covered pit and what they can see of the surrounding countryside. If they see intruders, one Goblin will fire its shortbow while the other runs to alert the band. Because of the lack of windows in the hut, they will aggressively move outside to attack.

<u>Goblins</u>				<u>CEX</u>	
LVL	2.1	STR	12.1	INT	8.1
HTK	2d8+2	DEX	11.0	WIS	10.2
SPD	30'	CON	11.2	CHA	6.1
ARM	Chain Mail		ACL	15	
WPN	Short bow or Battleaxe				

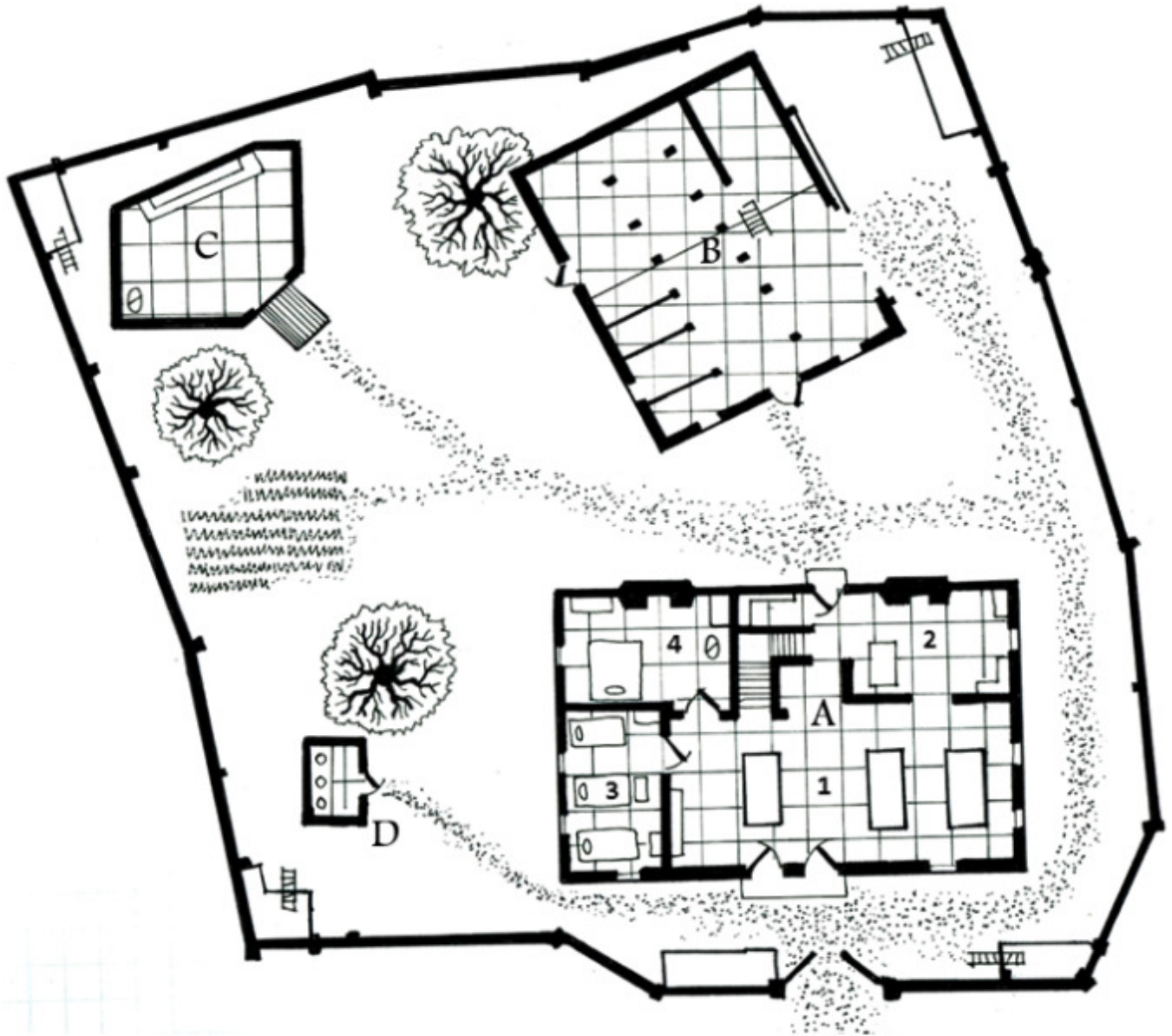
While fighting, they will wail and yell "Friends! Friends! Don't eat us! I pay gold! Don't eat us!" Obviously, these are words they have learned from their past human victims. They will also mock anything said and throw stones as a diversionary tactic. There is a 1 on a d6 chance that the noise will bring random monster in four turns. Suggested encounters for Hex 3914 are Giant Bushmaster, Roc, Gargoyle, Hippogriff, Griffon, and Cave Troll.

A search of the goblin's hut will reveal fifthly blankets, vermin ridden furs, a large supply of dried meat (DC5 to identify that much of it comes from humans and/or other intelligent humanoids), four hand-axes, a longsword, twenty arrows, a leather purse of lock-tools (belonging to victim Jasper Titwillow), a crude anvil with hammer, 38 gold coins, 10 silver coins, 63 copper pieces, and two necklaces (one worth 90 GP, the other an obvious fake (DC10 to spot) only worth 6 SP). A check of the arrows and anvil (DC 15) will show that the Goblins have been turning silver pieces into crude arrowheads (ten of the arrows have silver heads).

Outside the door to the hut, under a heavy wooden cover held down with several large rocks, is a pit containing Jasper Titwillow. Jasper is the sole survivor (mainly because they haven't gotten around to eating him yet) of a small party of travelers, raided by the Goblins four days ago. He is a skilled locksmith (5th level expert) from Sunlitten, who normally travels to and from villages that are too small to support their own locksmith. He has suffered torture at the hands of the Goblins (he is covered with burns, cuts, and he has had two fingers crudely amputated from his left hand) and has seen the bloody, slow, and painful death of two of his traveling companions. This has left him more than a little mentally damaged. Even after being freed from the pit, he will have a massive nervous tick. He will regularly burst into tears and he will constantly talk about what the Goblins did to him. If the party takes Jasper with them, he will slow them down by 10% because of his hesitant method of walking (unless put on a horse, wagon, or a pack animal). If the party is attacked, he will go into a fetal position and yell, "Don't hurt me, don't hurt me!" over and over again. He is unable to take care of himself and the party will need to get him to someone who can take care of him until he recovers from the terrible tortures brought upon him by the Goblins. He has ventured to Merrod's Fat Deer Inn to trade in the past, but will say that mostly he only ventures East to the village of Sticklestead, as it is a shorter road.

Jasper Titwillow		Thief		CGX
LVL	5.1	STR	10.6	INT 13.2
HTK	31	DEX	17.7	WIS 7.2
SPD	25'	CON	15.3	CHA 8.6
ARM	Clothes		ACL	13

The Fat Deer Inn – Grounds and Main Floor



The Fat Deer Inn

Fat Deer Inn is the commoner's place to stop on the trail between Modron, Seastrand, and Brushwood (and most people think that it is safe). The owner, Merrod Elkhart, known as Merrod the Bearded, is in fact the leader of a pack of werewolves (and other wolves) who prey upon lone travelers and small groups that venture through the area. Usually werewolf packs can't control their lust for blood and flesh, and are quickly found out and hunted down. To avoid this, Merrod has been very careful in his selection of victims; no one too powerful, too well known locally, or too important. He also tries to avoid making too many kills in too short of a time period. What goods he gets from his victims are stored in the secret basement beneath the Inn and then are sold to merchants who are traveling far from the area. Any item that is too identifiable is disposed of in the marshes or, if jewelry, melted down for the metal. The staff of the Inn has no idea what is going on, and if they seem to be at all suspicious that something is wrong, they are "sent home" (killed). If Merrod is confronted boldly or attacked in the Inn, he will stay in human form and his duped staff (and probably the guests as well) will fight to defend him.

Merrod the Bearded

A sly-looking, unusually-hairy, man who hides his mail shirt under his coat (hooded jacket). He smiles constantly, greeting all in a loud, booming voice. He is always encouraging his guests to drink up (a hung-over or drunk person is an easier victim). He takes great interest in all who stay at the inn and urges his guests (and

Merrod the Bearded			Fighter - Werewolf			LEX	
LVL	3.4	STR	10.6/17.8	INT	13.2	AGL	12.2/15.4
HTK	49/82	DEX	17.7/20.8	WIS	7.2	PSL	2.2
SPD	30'/40'	CON	15.3/16.2	CHA	8.6	ACL	17/19
WPN	+3 Dagger, +2 Claw, +3 Bite			ARM	Chain Tunic, Natural		
SPC	Alternate Form - Lycanthrope, Wolf Empathy, Low-light Vision, Scent, Ring of Mind Shielding						

possible victims) to talk about themselves and their troubles, truck, or trade, so he can size up who would be a good target. Even though he has been careful, enough people have disappeared that suspicions have been raised. If questioned about this, he will first claim that the rumors are just rumors and that no one has actually disappeared. If pressed, especially if the rumor about wolf-headed creatures is mentioned, he will look about, lean forward, and in a low conspiratorial voice claim that he has seen goblins in the area. He will then ask the questioner not to repeat this tale for he fears that such information would hurt his business. This he tends to follow with a few drinks on the house, which tends to have the desired effect of assuaging any worries.

A person making inquiries about the disappearances would be of great interest to him, and he will try to arrange that they are ambushed by the werewolves as soon as can be arranged (provided they don't look too powerful or have too many companions). He has a good thing with this setup at the Inn, and he will gladly sacrifice his Inn staff and anyone else he has to in order to keep it. If Merrod's secret is revealed or he is threatened with overwhelming force (more than he, in a human form, and his Inn guards can handle), he will flee to the secret basement beneath the Inn through the trapdoor in the Storage Shed or the trapdoor in his room in the main building. Merrod always wears light leather gloves to allow him to handle the silver coins he gets from his guests without discomfort.

The Inn and the Grounds

The buildings that make up the Inn are surrounded by a ten foot high wooden palisade with five firing steps built into it. The main gate is bound in iron (DC 30) and is kept closed and barred at night. An alarm bell hangs from the wall inside the gate. One of the three fighters employed by Merrod will always be standing guard at the gate. Travelers arriving between dusk and dawn must wait until Merrod and all three fighters are at the gate before being allowed to come in (and if Merrod doesn't like their looks, and there is a 20% chance of that, they



Rose Dorrager					LGX
LVL	3.2	STR	7.2	INT	6.7
HTK	17	DEX	10.1	WIS	6.3
SPD	30'	CON	12.0	CHA	16.4
ARM	Clothes			ACL	10

will have to wait until dawn). Bribes will be ignored, even in poor weather.

A. The Main Building

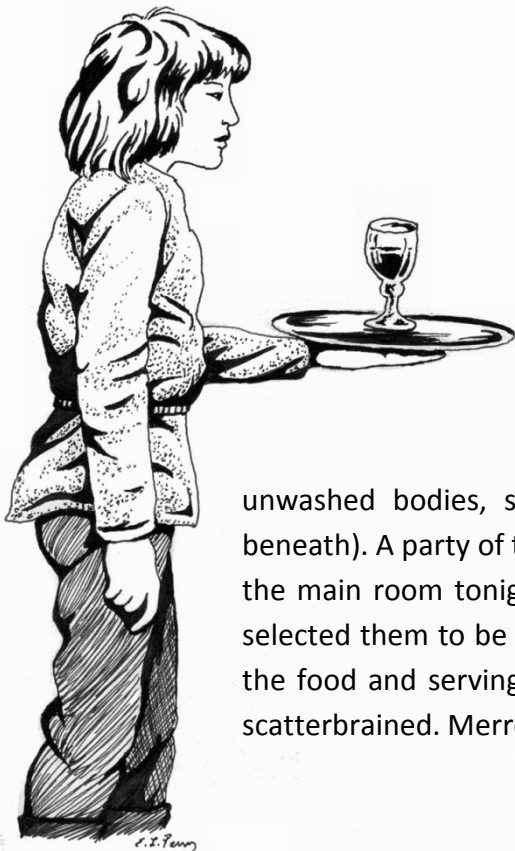
The main building is a two story, half-timbered building with a thatched roof, and whitewashed plastered walls set between blackened oak timbers. The windows and the main door into the building are left open in good weather, but at night or in bad weather are kept closed and barred (DC 23).

Lily Quells					LEX
LVL	2.2	STR	11.1	INT	13.8
HTK	14	DEX	16.8	WIS	13.3
SPD	30'	CON	10.2	CHA	15.3
ARM	Clothes			ACL	10
WPN	Dagger				

The First Floor

The first floor consists of the main room where food and drink is served (it doubles as sleeping quarters for the least wealthy guests for 2 SP per night including breakfast), Merrod's room, the sleeping quarters for the fighters Merrod has hired to guard the Inn, and the kitchen.

Room 1. The common room contains three large tables with a variety of crude but stout stools and benches located around them. At night the main room is lit by a half dozen cheap tallow candles in pottery holders and two hanging oil lamps. The rushes on the floor are changed every week and frequently have sweet smelling herbs mixed with them (to cover the odors of unwashed bodies, stale ale, spilled food, and the wolves and werewolves who live beneath). A party of ten (chapmen, petty traders, a tinker, and a juggler) will be sleeping in the main room tonight and will be moving towards Modron tomorrow (Merrod has not selected them to be his victims - too many and too poor). Merrod is assisted in preparing the food and serving the guests by two girls, Rose and Lily. Both are attractive if rather scatterbrained. Merrod does not like help that is too wise.



Maids of the Fat Deer Inn - Rose Dorrager and Lily Quells

Lily Quells is not all she seems, for she (as you can see by her stat box) is quite a bit smarter than she pretends. Her sister, Daisy, had been working at the Inn a year ago when she disappeared (killed by Merrod for catching on that something wasn't right at the Inn). When her father came looking for Daisy, Merrod claimed that Daisy had gone off into the moors to pick berries and hadn't returned. Merrod and his Inn guards helped in a search for Daisy as he feared she was dead (which she was, since Merrod had killed her himself). Merrod even claimed he had warned Daisy about going out to pick berries. Lily didn't believe the story her father brought home, and has taken a job at the Inn, under an assumed name, in order to find out what truly happened to her sister. If she overhears the party talking about the disappearances, she will talk to them about it, being careful not to let Merrod overhear her talking with them. She suspects Merrod of knowing what is going on, because of a recent event.

An Inn guard once told Lily that he saw several wolves disappear into a bush near the Inn, like they had a cave or burrow there. When the fighter mentioned this to some travelers in the main room of the Inn, Merrod over him and burst into a rage. He yelled at the guard and told him to never go outside the Inn's walls, unless Merrod ordered him to (the wolves and some werewolves in wolf form had gone out one night against Merrod's orders). Shortly thereafter, the guard allegedly "went home" (was killed by Merrod). Lily found it especially strange, since Rose had told her that she and the guard were supposed to meet later that evening, for some "fun" in the hayloft of the barn.

Room 2. The Kitchen has a stone fireplace in the north wall and it contains a variety of items, including: a keg of Ale, a barrel of cheap wine, drinking horns, pots, pans, skewers, cooking forks, cheap dishes and bowls, a locked wooden box (DC 20 to open) that contains 12 GP worth of spices and salt - no garlic), and enough food to make the days meals for the guests currently at the Inn (the rest of the food is kept in the Storage Shed). The room is kept quite clean, and until recently, a proper cook was employed. Presently, Rose prepares meals like Stew, Beef and Noodles, Chicken Pie, Roast Duck and Stuffed-Conies. She



makes use of the Fat Deer's herb and vegetable garden, and the customers are usually very satisfied.

Room 3. The Inn guard's room contains three beds (at least one guard is on watch at all times) and three locked wooden chests (DC 21 to open). All contain a variety of clothing and personal items belonging to the fighters. One box contains some clothes, 23 SP, 16 CP, and two very nice matching daggers with carved Ivory grips (worth 30 GP), the second contains clothes, 13

Druke Everwist			Fighter		LGX
LVL	1.2	STR	18.8	INT	12.2
HTK	10	DEX	10.5	WIS	14.0
SPD	30'	CON	8.1	CHA	15.2
ARM	Chainmail Tunic		ACL	14	
WPN	Longsword and Shortbow				

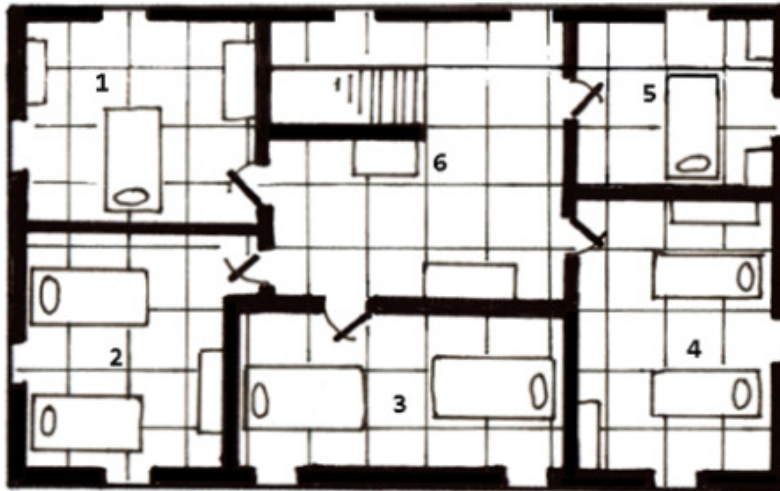
Jawber of Valon			Fighter		LGX
LVL	2.1	STR	16.2	INT	10.2
HTK	16	DEX	12.2	WIS	8.6
SPD	30'	CON	9.0	CHA	13.8
ARM	Chainmail Tunic		ACL	15	
WPN	Longsword and Shortbow				

Sethwick Boon			Fighter		CGX
LVL	4.1	STR	12.6	INT	15.5
HTK	31	DEX	13.0	WIS	12.0
SPD	30'	CON	11.8	CHA	11.2
ARM	Chainmail Tunic		ACL	15	
WPN	Longsword and Shortbow				

SP, 33 CP, and the third contains clothes, 25 SP and 12 GP. Thirty extra arrows are stored in a box under one bed. Usually, one fighter will be guarding the front gate, one will be in the main room (Room 1.) or wandering the grounds of the Inn, and one will be sleeping in this room. If awakened, the guard will insist on knowing your business, and will want to report it to Merrod.

Room 4. The stout wooden door to Merrod's room is always kept locked (DC 23). It contains a bed, two large wooden chests (one unlocked, one locked (DC 25)). The unlocked chest contains a good assortment of clothing in Merrod's size (including a crimson silk cloak worth 15 GP, while the locked chest contains more clothes, ten pairs of light leather gloves, five bottles of fine wine, 35 GP, 27 SP, and 73 CP). Near the east wall, under a rug is a locked (DC 20) trapdoor leading to the secret basement under the Inn. This trapdoor is well oiled with cloth-padded framing for silence.

Roll (d20)	Rumors from the Crew of the Fat Deer	Truth
1	"There are giant spiders about that can burrow in the dirt. I saw one jump up and throat a horse."	TRUE
2	"The Stannery is haunted by dead goblins that can frighten pack-animals to death."	FALSE
3	"Merrod comes from a wealthy family that built the docks of Modron."	FALSE
4	"Daisy was seen living in Tegel Village with her new baby and a longhunter husband named Gour."	FALSE
5	"I think that it is Merrod who keeps the pirates away. They used to come from the coast, and raid the wagons on the road. Merchants are much safer now."	FALSE
6	"I have heard strange noises under this inn at night. But, Merrod says it has no cellar."	TRUE
7	"Merrod once gave away an Emerald necklace to a stranger, as if it were nothing. He can be very generous. He takes care of us. This is the best job I've ever had."	TRUE
8	"A seer woman named Erzick of Modron said that the Gasconfold Plain was the ancient land of a long-dead race. The miners hereabouts have found their runes on the rocks."	TRUE
9	"I once saw a pile of cloths in the back in a wash tub that was soaked in blood."	TRUE
10	"I've seen dogs and horses acting very queer lately. Perhaps it is the weather. There are rocs in the sky."	TRUE
11	"I was told years ago to give this to a stranger who seemed good. Here, you take it." Gives a small idol worth 3gp inscribed with "Shadowcat;" magical charm +1 INT +1 WIS .	—
12	"Elves with red banners were seen on the Stannery fields last Spring; hunting goblins, no doubt."	TRUE
13	"I have an uncle in Brushwood who lost his family to the Skandics last year. He could do nothing."	TRUE
14	"It's an enchantress in white that calls men to fall to their dooms in the tin mine holes."	FALSE
15	"You good folk have nothing to fear; we are all a friendly lot here."	FALSE
16	"A giant bushmaster snake was seen in the Stannary last month by a trader visiting ol' Edward there."	TRUE
17	"Edward the Stanner is a thief and a liar! You cannot trust him."	FALSE
18	"Hunters have seen gnomes lurking in the northern-most fields of the Stannery."	TRUE
19	"An old lady in Brushwood used to say, 'There be folk underground that not be dead and not be man.' When she was a little girl she had been lost in the mines of the Tannery for a long time. No one knows how she survived alone, but that's all she would ever say."	TRUE
20	"Daisy, the girl that went missing a while back, was likely bitten by a snake, found unconscious, and taken by goblins."	FALSE



The Second Floor

The second floor consists of five semi-private rooms and the room for Rose and Lily.

Each semi-private room (2GP a night with breakfast) contains two beds and a large wooden chest. There are no locks on the chest or the door (simple wood door DC 15). There is a chamber pot under each bed. The rooms not being used will be kept locked (Merrod has the keys). Guests cannot lock their rooms, but can bolt them from the inside.

Room 1. This room is currently occupied by Barak. A medium-height, strongly-built, mercenary; Barak is resting at the Inn before continuing on to Modron (where he expects his talents at war to profit him greatly). A morose monosyllabic man, he will ask no questions and give short unfriendly answers. If asked about disappearances, he will give a short bark of a laugh and mutter

Barak	Fighter		LNX		
LVL	8.2	STR	17.4	INT	9.0
HTK	58	DEX	9.2	WIS	11.0
SPD	30'	CON	12.2	CHA	12.0
ARM	+1 Full Plate Mail			ACL	18
WPN	+2 Bastard Sword				

something under his breath about fools who come unprepared. If questioned about why he feels safe to travel alone, he will give a smile that looks more like a snarl and partially draw his bastard sword, just enough to show the magic runes and markings on the blade. He will be down in the main room, carefully nursing a mug of ale, until it's time for bed. He cares nothing for the local problems and will stay out of any fight, unless attacked. If a major fight breaks out at the Inn, he will go to the stables, saddle his horse, and ride off. Barak will leave for Modron in three days (also not a target of Merrod - far too dangerous).

There is a chance Barak can be hired by the party, but he will insist on being paid a double share of any loots taken, a wage of 10GP a week, and 12GP in advance. He will prove loyal unless he goes unpaid.

Room 2. This room is currently the residence of the Merchant Tem and his bodyguard and cousin, Eldhelm. Tem – who has stayed at the Inn twice before – mainly deals in bulk metals. He had traded a lot of tin before the miners on the moor started disappearing. This time, Tem is about to make the killing of a lifetime, by the purchase of some amber from some Skandic raiders. He has arranged to meet the raiders in two days time at the Inn. The four raiders will arrive on foot, go up to Tem's room with one iron box and leave with

another (and be ambushed by the werewolves that night for the 300 GP in the box). Tem also hopes to get on good terms with Varro, for better trade-relations with the Skandics, and in hope of marrying her someday.

The next day, Tem and Eldhelm will leave for Modron (and be ambushed by the werewolves for the 1,000 GP of amber he got from the Skandics). While Eldhelm will stay in the room guarding the gold, Tem spends his spare time drinking with his old friend, Merrod, in the main room (DC21 to notice that Merrod seems to be drinking very little while he plies Tem with drinks). If Tem is asked about the disappearances, he will, in a slurred voice and after getting unsteadily on his feet, insist that the area is safe to travel. His very good friend, Merrod, says it is so, and Merrod knows what he's talking about. Tem will then collapse unsteadily onto a bench, and after a nightcap, be helped by Merrod up to his room.

<u>Tem the Merchant</u>						<u>Eldhelm the Guard</u>					
			<u>Bard</u>	<u>LNX</u>						<u>Fighter</u>	<u>LGX</u>
LVL	8.4	STR	4.0	INT	14.8	LVL	4.1	STR	13.8	INT	8.0
HTK	34	DEX	11.3	WIS	7.7	HTK	37	DEX	9.2	WIS	9.3
SPD	30'	CON	6.4	CHA	17.9	SPD	30'	CON	11.2	CHA	10
ARM	Studded Leather		ACL	13		ARM	+1 Banded Mail		ACL	16	
WPN	Dirk					WPN	Halberd				

The Four Skandic Raiders

This small delivery band of Skandic Raiders is led by Varro, an Amazonian female. She is important to a local Skandic tribe, as she is a daughter of the local chieftain, Lassma, many days ride to the south. The Keeps are brothers and will fight to the death to save the other, or Varro. They distrust anyone not of their party.

<u>Varro daughter of Lassma</u>						<u>Argellan Keeps</u>					
			<u>Amazon</u>	<u>LNX</u>						<u>Assassin</u>	<u>LEX</u>
LVL	1.1	STR	7.8	INT	10.3	LVL	4.1	STR	13.4	INT	14.2
HTK	12	DEX	18.1	WIS	9.7	HTK	36	DEX	16.7	WIS	7.2
SPD	30'	CON	8.1	CHA	18.2	SPD	30'	CON	11.2	CHA	9.1
ARM	+1 Chain Mail		ACL	19		ARM	+2 Leather Armor		ACL	17	
WPN	Longsword					WPN	Shortsword				

<u>Shikpah Keeps</u>						<u>Orlo Jossammer</u>					
			<u>Fighter</u>	<u>LEX</u>						<u>Fighter-Thief</u>	<u>LEN</u>
LVL	3.2	STR	14.5	INT	10.0	LVL	4.2	STR	15.0	INT	9.1
HTK	31	DEX	11.3	WIS	6.1	HTK	38	DEX	14.2	WIS	13.0
SPD	30'	CON	17.5	CHA	8.2	SPD	30'	CON	16.4	CHA	11.2
ARM	Breastplate		ACL	15		ARM	+1 Hide Armor		ACL	16	
WPN	Shortsword					WPN	2 Daggers				

Rooms 3, 5, and 6 are not occupied. Room 6, is an upstairs foyer, containing only a large table and chest of cloths, sheets and clean rags. This room too, at busy times, can be used to sleep guests. In the direct center of the house, in Room 6, south of the stairwell, is a small sliding door to the attic. It contains only some straw insulating the ceilings of the second floor, and a few spare timbers.

Room 4. This room belongs to Lily and Rose. As per semi-private rooms as far as furniture and doors. The chest in the room contains a variety of women's clothing, a purse with 10 SP and 7 CP (Rose's), a purse with 5 SP and 3 CP (Lily's). On one bed is Rose's sketchbook of flowers and small animals.

In six days, a party of merchants from Modron will arrive at the Inn at nightfall on their way to Noltec. They are too numerous and too well armed to be of interest to Merrod. Three merchants, six helpers, and five guards (one is a 5th level fighter with Wereblood, a +1 sword); being strangers to the area, they know nothing of the disappearances. If asked for details about Noltec, they will avoid the topic. One of the merchants will tell of having been attacked recently by a robber-band of seven, with a leader by the name of Paul Peede. They held them off for two nights, and then outflanked them in fog, killing all but the leader, who ran off.

B. Stables.

Merrod’s two mules, the three riding horses belonging to Merchant Tem, and the medium warhorse belonging to Barak are currently stabled here. This building also serves as the sleeping quarter of Thom, the stable hand. Hidden under a pile of hay in the loft (which covers the northern-most half of the building) is a small wooden box with 5 CP (Thom’s personal stash of money). While the mules are calm, the horses (and any horses the party bring with them) will be nervous and skittish (they keep catching whiffs of odor of the wolves and werewolves under the inn). Thom is a strong, but rather simple-minded, young man with a goofy grin and a happy disposition. When dealing with horses and mules, he always gets a +2 to his DC rolls.

Thom	Animal Trainer				LGX
LVL	2.3	STR	17.1	INT	3.8
HTK	22	DEX	10.5	WIS	5.7
SPD	30'	CON	9.0	CHA	9.2
ARM	Clothes			ACL	10
WPN	Club				

C. Storage Shed.

The storehouse (locked door DC 23- Merrod has the key) contains various supplies and materials needed to keep the Inn running. Such as: bundles of candles, barrels of salted beef and fish, bags of flour and oats, wheels of cheese, eight kegs of ale, five barrels of cheap wine, 3 jars of good pipe-weed, and assorted tools (a hammer, two axes, a crowbar, shovels, etc.). The far wall has large shelves with bags of oats, grains and seed. Hidden near the south-west corner (under a large barrel of rags) is a trapdoor leading down to the secret underground basement of the Inn (DC 18 to find).

The door to the storehouse is a large hinged-door that drops down and serves as a loading ramp. This door is rigged with two large copper bells at top for security. Unfastening these rigged bells will require three turns. If rung, these will alert anyone in the stables, Merrod’s room of the inn or the kitchen area, and can be heard quite well over most of the inn's second floor.

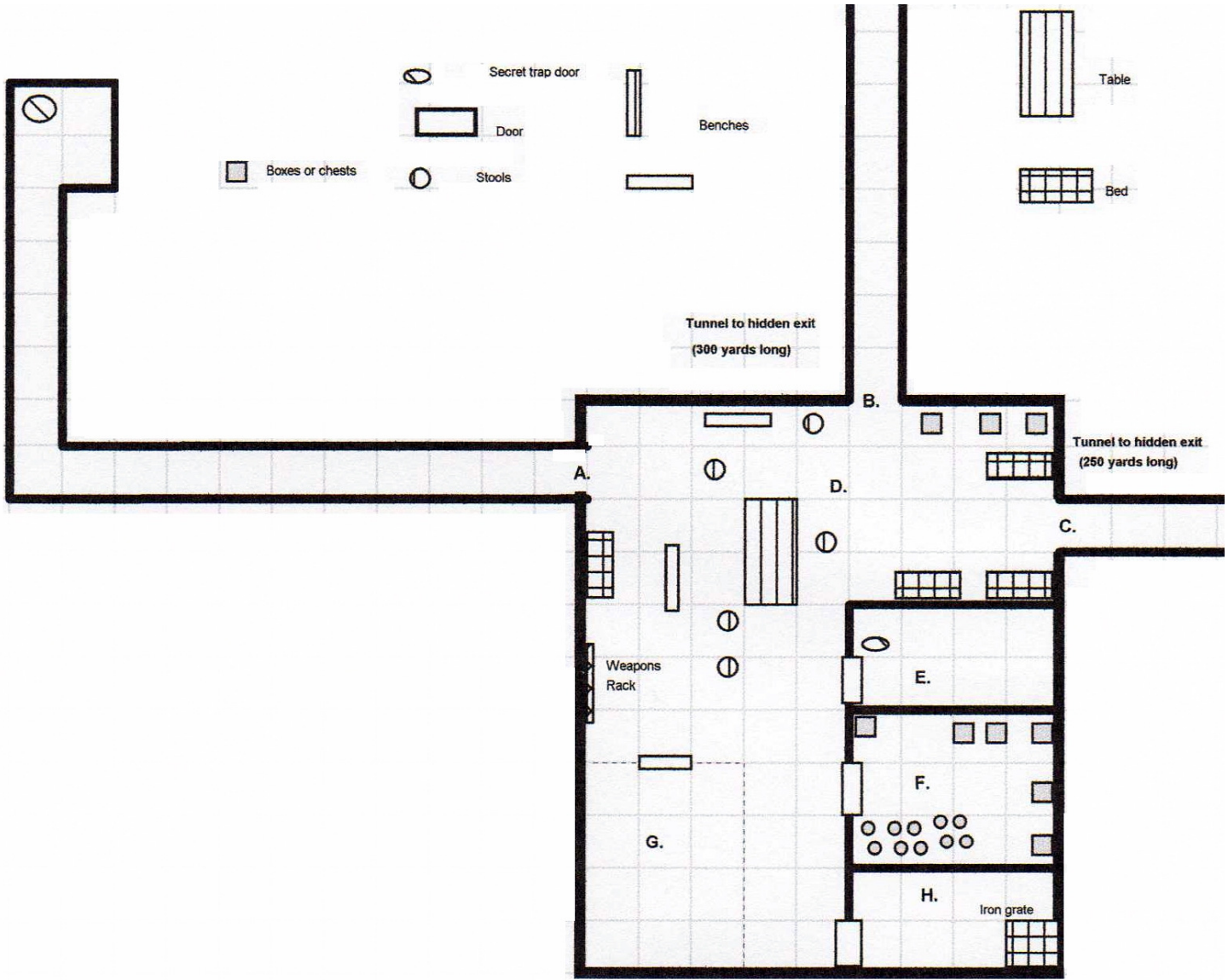
D. Outhouse.

Seating for three, it serves all employees, boarders, and guests of the inn. If someone braves to search the muck below, they may find a small leather purse containing 7 CP, and a small dagger with rotted handle (1GP) that had fallen between some loose boards. Previous visitors have carved various messages on the inside walls, of these it can be read "Verger is a bigger liar than Frank King," "Kethena Rules," and "My Pipe is Empty."

The only other thing of note within the Fat Deer's grounds is the vegetable and herb garden. It lays between two large trees, west of the inn's main building, and in spring and summer, may provide some aid to the party. Carrots, peas, rhubarb, sweet-potatoes, and cabbage is common, as is seasonings for the kitchen.

The Secret Basement

All the rooms on this level have flat-stone floors, moist with dewy droplets. Much of the ceilings are slatted and dry, here and there, packed with straw or cloth, to keep out water. The air is thick and humid.

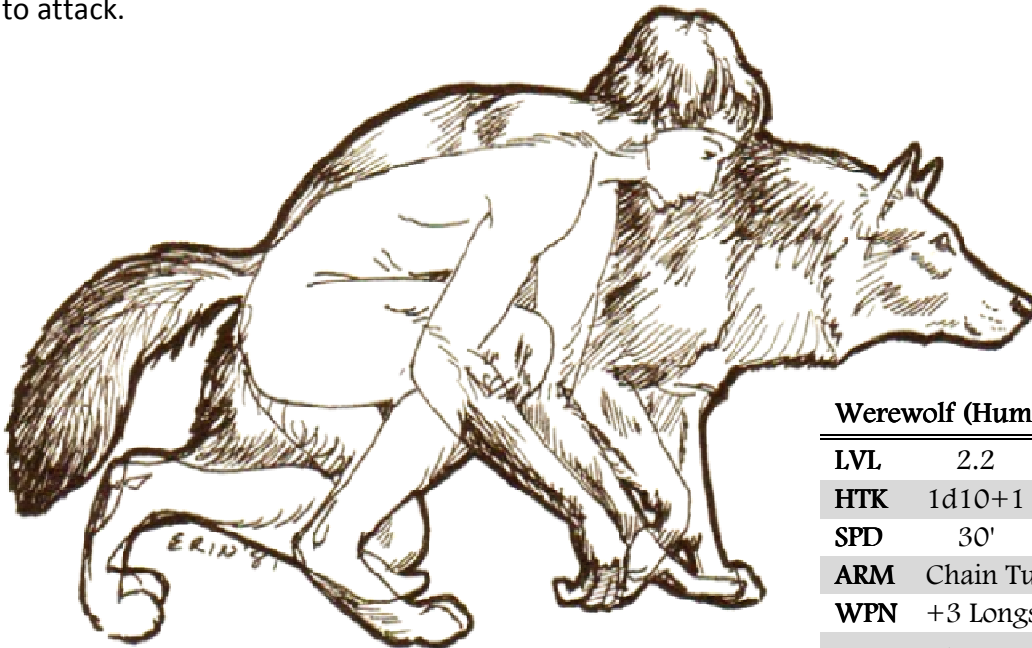


A. Tunnel to trapdoor in the Storage Shed. Although, dark and unlit, it has smooth walls that are plastered and, for the most part, dry. The floor is also paved with flat-stone.

B. and C. Tunnels around the Inn leading beyond the palisade. Both entrances outside the walls are well hidden (DC 25 to find). The flat-stone paving ends ten feet beyond room D, in both tunnels, giving way to moist dirt, gravel and mud. The walls beyond the pavement is roughly hewn, and the ceiling very low in some areas. This makes the going slower for larger party-members.

D. Main room.

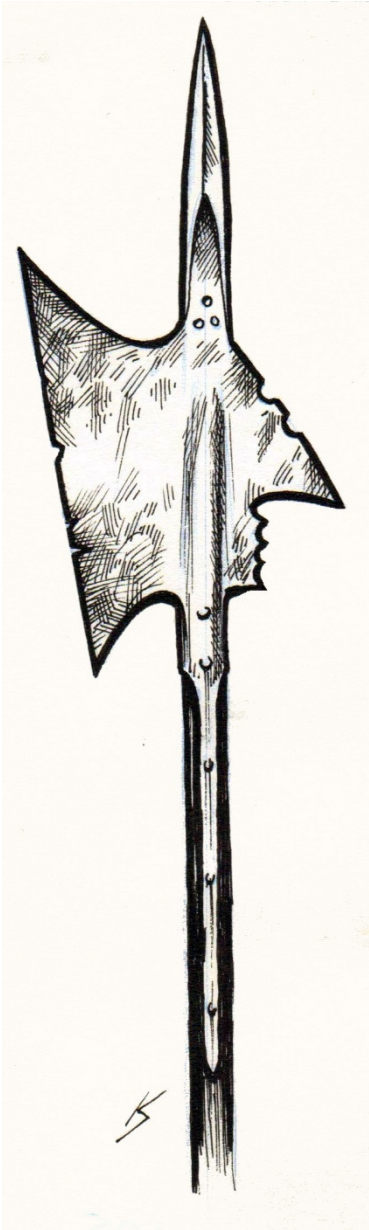
This room is the lair of three werewolves (who will usually be found in hybrid form). The room contains rough made beds, a table, stools, and benches. It is poorly lit by two small tallow candles in a cheap pottery candleholder on the table. Three wooden chests in the room contain various blankets and clothing (which smell strongly of wolf). A weapons rack (West side of the room) holds three mail shirts, four longswords, three steel skull caps, and a shortbow with a quiver of ten arrows. (The werewolves will only put on the armor and fight in human form if they are warned by Merrod that they face people armed with silver – otherwise they will fight in hybrid form). A small keg (five gallons) of good wine with four clay cups sits in the corner. If given time, the werewolves will unlock the cage (G.) that holds the five wolves that run with the werewolves (it takes two rounds to unlock the cage). There is a chance (3D20) that the cage is open for the wolves to be fed. If this is so, one of the werewolves will be tending to this, but will immediately free the five caged wolves to attack.



Werewolf (Human-Form)				Fighter		LEX
LVL	2.2	STR	12.5	INT	10.4	
HTK	1d10+1	DEX	14.5	WIS	8.6	
SPD	30'	CON	12.6	CHA	8.0	
ARM	Chain Tunic			ACL	16	
WPN	+3 Longsword			HP	20, 17, 16	
SPC	Alternate Form - Lycanthrope, Wolf Empathy, Low-light Vision, Scent					

Werewolf (Hybrid-Form)				CEX	
LVL	2.2	STR	14.6	INT	10.4
HTK	1d10+1d8+3	DEX	15.2	WIS	11.8
SPD	50'	CON	16.6	CHA	8.0
ARM	Chain Tunic			ACL	17
WPN	+3 Longsword, +2 Bite, +2 Claw			HP	29, 27, 27
SPC	Alternate Form - Lycanthrope, Wolf Empathy, Low-light Vision, Scent, Damage Reduction 10 unless Silver, Curse of Lycanthropy on Bite DC 10				

Werewolf (Wolf-Form)				CEX	
LVL	2.2	STR	18.6	INT	10.0
HTK	1d10+2d8+6	DEX	17.5	WIS	11.2
SPD	50'	CON	16.0	CHA	8.0
ARM	Natural			ACL	15
WPN	+4 Bite, +4 Claw			HP	45, 59, 48
SPC	Alternate Form - Lycanthrope, Wolf Empathy, Low-light Vision, Scent, Damage Reduction 15 unless Silver, Curse of Lycanthropy on Bite DC 10				



E. Room with trapdoor to Merrod's room.

The door to room D is a good wooden door that is bolted on the other side (DC 18) and contains the ladder up to the trapdoor to Merrod's room. Two rusty swords lay on the floor, near the center of the room, in a small pile of rags. On a peg, behind the door is a knotted cloth, containing 14 old keys. (They fit none of the locks about the Fat Deer Inn).

F. Storeroom.

This room contains the loot from the werewolves victims and is kept locked (DC 23 and Merrod has the only key). It currently contains three bear pelts (1 GP each), 13 beaver pelts (5 GP each), ten bolts of good grey woolen cloth (2 GP per bolt), 12 bolts of very good red woolen cloth (3 GP per bolt), two masterwork quality lutes (21 GP each), one masterwork quality flute (16 GP), an ornate water-clock with a picture of ships and city of Modron engraved in gold (42 GP), ten five-gallon kegs of good wine, two jars of pipe-weed, 26 ingots of roughly processed tin (110 GP total), a red wooden box, and five wooden chests.

The red wooden box contains a variety of colored dyes in 36 small bottles (230 GP). Below the bottles of dye, wrapped in a black cloth, is a silver bracelet with garnets (4 GP), one raw gold nugget (21 GP) and a small leather purse containing six pair of gold ear-rings (12GP). One pair is magical: in the shape of fish with emerald eyes, if worn by a female, gives +1 Listen, and adds +1 to CON.

Two of the chests are unlocked, and contain an assortment of very fine clothing in bright colors (silks, satins, and first-rate cotton worth 105 GP), some obviously minstrel-ware. Some leggings, caps, and scarves.

One locked chest (DC 20) contains a knotted bag of 397 SP, two silver candlesticks (12 GP each), a large engraved silver bowl (36 GP), and three silver plates (11 GP each). (The werewolves, not liking to handle silver, keep it separate).

One locked chest (DC 23) contains a large leather bag containing 244 GP and 29 CP. A bag containing two gold rings (20 GP each), a ruby ring (25 GP), a necklace of gold with amethyst gems (200 GP), and a gold arm-band made to resemble a serpent with a sapphire eye (120 GP).

The last locked chest (DC 23) contains a blue velvet bag and a box of three scrolls. The first scroll contains a Burning Hands spell, a Magic Armor spell, and a Feather-fall spell (all at 5th level). The second scroll contains a Darkvision spell, and a Bull's Strength spell (both at 7th level). The third scroll contains a Cure Moderate Wounds spell, and a Hold Animal (at 6th level). The velvet bag contains a Ring of Swimming and two Candles of Truth. The room is lit by an Ever-burning Torch (DC 16 to notice that it is not a normal torch).



G. Wolf Cage (containing Five Wolves)

In order to keep the five pack-wolves that the werewolves keep from prowling about the countryside (where they would eventually be seen, and draw attention) they are locked up in this cage. If given time, the werewolves will unlock the cage, so that the wolves can fight beside them. The key to the cage hangs on a hook beside the cage. The cage contains an assortment of well-chewed bones, rags, and a few broken human skulls. Hidden in this trash is a gold piece that the werewolves overlooked when throwing a body in for the wolves' supper (Note to Judge: You should not give the players experience for killing the wolves if they do it safely through the bars of the cage).

Wolf		CEN			
LVL	2.1	STR	12.1	AGL	15.5
HTK	1d8+2	DEX	15.4	WIS	13.4
SPD	50'	CON	10.0	CHA	9.0
ACL	13	HP	14, 20, 19, 13, 17		
WPN	+3 Bite, +2 Claw				
SPC	Trip, Low-light Vision, Scent				

H. The Room to the Caverns.

When Merrod had the main structure of the Inn built he made sure that the workmen who did the digging never made it home alive, so that no one would know about the basement and tunnels below. During construction, and flooring of these underground passages, the workmen by chance broke into some natural caverns that run beneath the area. The walls and floor of this room are made of stone and the door is made of iron. The door is barred and bolted from room D. (DC 28 if you are trying to break out from within room H). In the far corner, in the floor of this room, is a 5 ft-square hole sealed with a locked (Merrod has the only key) Iron Grate (DC 28).

If the party manages to capture Merrod or the werewolves (unlikely, given that they will fight to the death), and they are successfully interrogated, they will tell of a small maze of tunnels below, inhabited by shadowy creatures. Since people make easier prey, and because they do not care for the scents emanating from there, the werewolves have left this underground area alone.

Level One



First Level of Caverns

1 A. On the roof of this chamber is the grate from the basement of the Fat Deer Inn. The drop from the Gate to the floor below is 16 feet. Directly underneath the grate is a three-foot deep pile of waste, well-gnawed bones, bits of torn clothing, and other garbage from the werewolves in the basement. Lurking in ambush under the trash are two Medium Monstrous Centipedes. Hidden in the mound of trash is a silver ring (worth 1 GP) overlooked by the werewolves. The floor slopes gently downward to cavern C, as it is some three feet lower than cavern A.

Monstrous Centipede					CEX
LVL	3.1	STR	7.3	AGL	9.1
HTK	1d12+2	DEX	11.2	WIS	2.0
SPD	40'	CON	13.0	CHA	1.0
ACL	14	HP	29, 38		
WPN	+1 Bite				
SPC	Poison Sting, Darkvision, Scent				

1 B. This chamber, six feet lower than cavern C, contains several stalagmites and is the lair of three Medium Monstrous Spiders. They will suddenly attack together from the SE corner in a flanking manner. The eastern half of this cavern is sticky with thick webs. For each round, until half dead, there is a chance (5D20) of each spider using web attack. If hit, AGL and DEX is reduced by half, it takes one round to cut free of this web.

After defeating all three spiders, a careful search of the chamber (DC 20) will detect small vein of gold in the northern wall. This vein can be worked at with knives and daggers. Up to 60 GP worth can be pried out at a rate of 20 GP per day. To get the rest of this gold you will need picks, sledge hammers, wedges, or mining implements (such mining will double your chances of having an encounter). With proper mining equipment, it will take 7 days work to completely remove all of the gold. This time would be reduced by 3 days time, if Edward the Stanner, or another skilled miner, is assisting. The vein has a total yield of 211 GP. If one of the spiders is searched, gutted or burned, the abdomen will contain a gem-encrusted, ornate dagger worth 40 GP (DC 14 to find).

1 C. This cavern contains a shaft that leads down to the next level (30 feet of shaft) and two patches of fungus. The rough natural rock that make the walls of the shaft have numerous handholds and looks climbable (DC 15). The fungus patch on the east contains a variety of fungi; some harmless, some poisonous (WIS DC 25 to tell which is which, +4 for dwarves and gnomes).

The patch on the west also contains a Centipede Swarm, and a patch of eight of the very rare Blue Mushrooms (WIS DC 25, +4 for dwarves to spot). Blue Mushrooms have healing qualities (1d6 points healed per mushroom eaten but the person must be conscious to eat the mushroom). The swarm will attack with bites and stings. (dwarves and gnomes to gain double resistance).

The walls of the shaft to level two is damp and slick with slime, making the drop treacherous. Chance of falling DC 7.

Monstrous Spider					CEX
LVL	3.1	STR	15.7	AGL	15.5
HTK	2d8+3	DEX	14.2	WIS	5.1
SPD	50'	CON	13.0	CHA	2.0
ACL	16	HP	42, 51, 43		
WPN	+2 Bite	SPC	Poison Bite, Darkvision		

Centipede Swarm					CEX
LVL	3.1	STR	3.0	AGL	10.2
HTK	30	DEX	15.2	WIS	1.0
SPD	40'	CON	7.0	CHA	1.0
WPN	+3 Bite and Sting				ACL 15
SPC	Poison Sting, Darkvision, Scent				

1 D. The patch of fungus covers a rough dip in the floor of some 3 to 4 ft. It is home to two Giant Slugs (hp 8 and 9) and four Purple Fungi (hp 3, 4, 3 and 2). It also contains a variety of other fungi; some harmless, some poisonous (WIS DC 25 to tell which is which, +4 for dwarves and gnomes).

The slime that coats the Giant Slugs grants them 75% damage reduction versus normal weapons and also causes 1d4 corrosion damage per round to anything iron or steel unless salt is applied; water must then be used to rinse off the residue. The durability of the item contaminated is based on size; with tiny and small being 4 HP, medium being 8 HP, large being 12 HP. The ooze will cause a movement reduction of 75% while in it and a 50% movement reduction while out of it for 5 rounds.

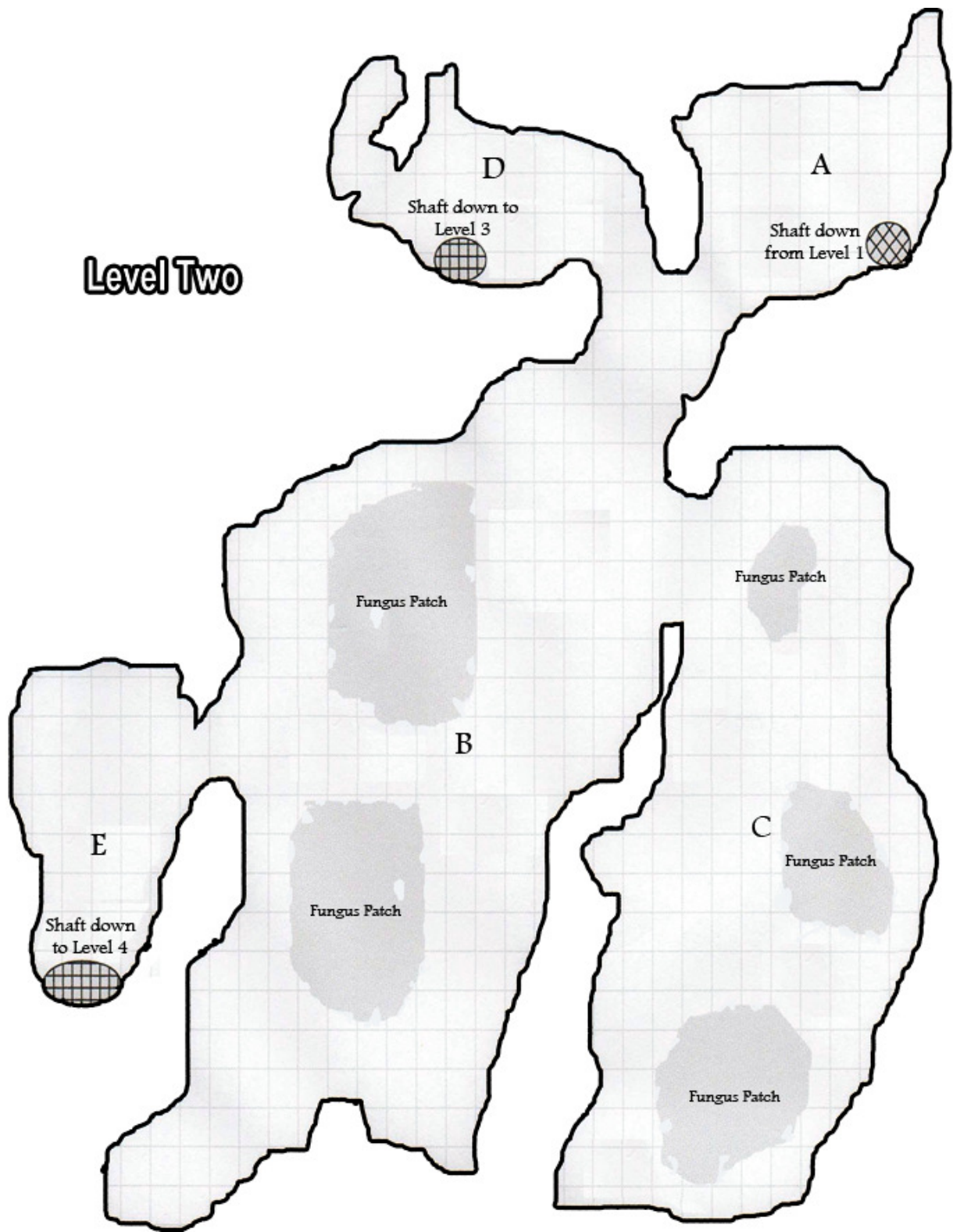
Roughly the size of a large pumpkin, these slow moving creatures emit a non-odorous gas which confuse, disorient, and weaken. The gas has no effect on Halflings or Amazons, and can last up to 6 rounds after the last Purple Fungi is killed, or upon retreating. If well-boiled, Purple Fungi may be eaten, and has some healing qualities.

Giant Slug				CNX	
LVL	4.1	STR	14.3	AGL	3.1
HTK	1d6+4	DEX	6.1	WIS	14.2
SPD	5'	CON	19.8	CHA	8.0
ACL	18	HP	9, 7		
SPC	Slime, Ooze, Weak vs Salt - takes 2d4 damage				

Purple Fungi				CEX	
LVL	1.1	STR	10.1	AGL	3.0
HTK	1d4+1	DEX	3.0	WIS	2.0
SPD	15'	CON	3.0	CHA	1.0
ACL	7	HP	3, 4, 3, 2		
SPC	Gas				



Level Two



Second Level of Caverns

2 A. This cavern contains the shaft to First level of caves. Anyone falling down the shaft will alert the Grymlochs in caverns B and C on this level. They will come to investigate, and immediately attack intruders.

2 B. This cavern contains two large patches of edible fungus and the eight Grymlochs who have been tending the patches. Attacking the Grymlochs in this chamber will attract the group in cavern C. If the Grymlochs find themselves losing the fight, one or two will break away from the battle and try to get reinforcements from the Grymlochs on level three by climbing down the shaft in cavern D (1 to 6 turns before reinforcements arrive).

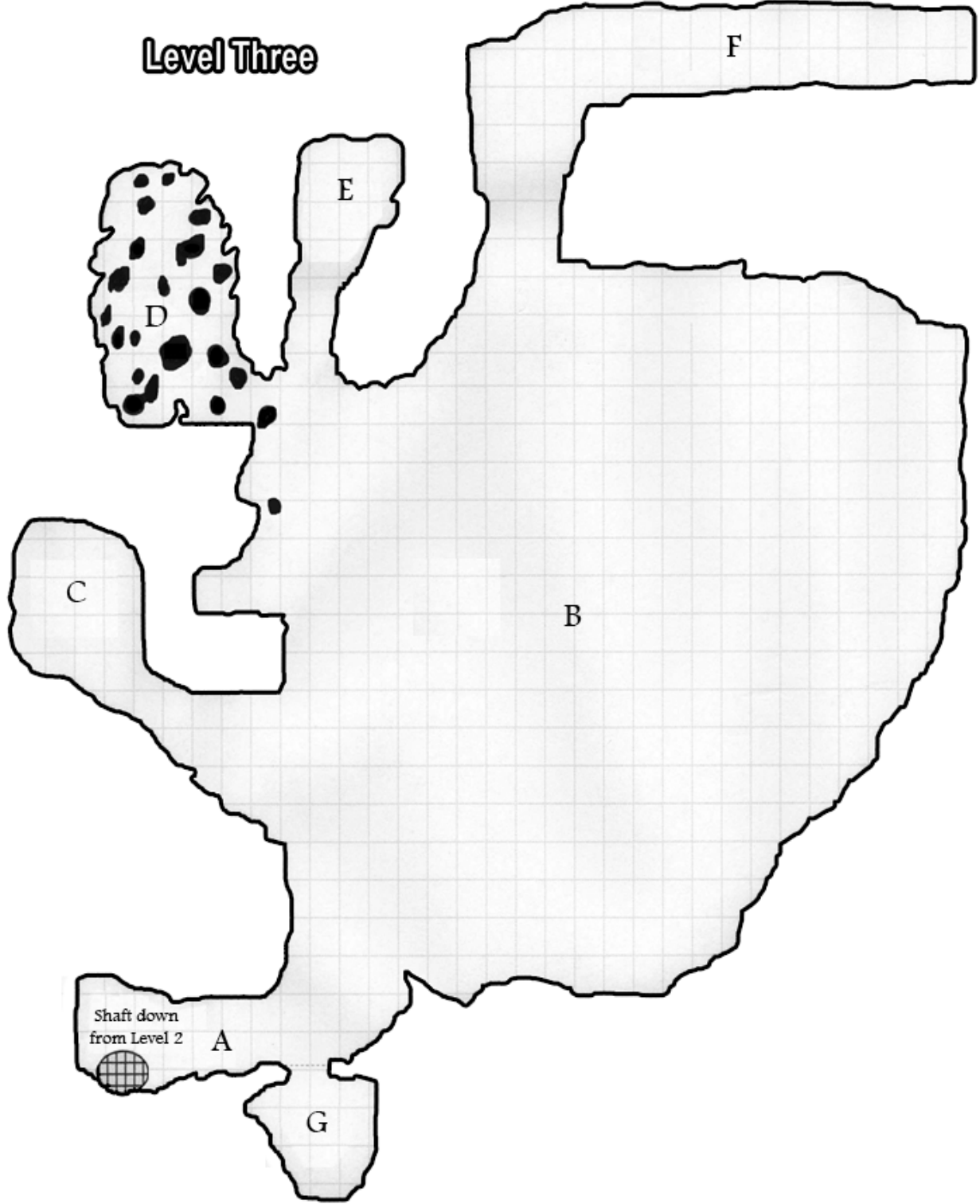
2 C. This chamber contains a Grymloch leader Granitehand, five regular Grymlochs, and three patches of fungus. Granitehand carries two Blue Mushrooms which he will leave combat to eat if badly wounded (and he can break free of combat). Two of the fungus patches just contain edible fungus, but the third also contains a patch of thirty-eight Blue Mushrooms (1d6 points healed per mushroom eaten but the person must be conscious to eat the mushroom). **Grymlochs with Granitehand hp 13, 14, 18, 16, and 11.**

Grymlochs		Barbarian		LEX	
LVL	2.2	STR	14.7	INT	3.0
HTK	2d10	DEX	13.1	WIS	14.4
SPD	30'	CON	13.5	CHA	6.0
ACL	16	HP	14, 12, 14, 9, 15, 12, 11, 13		
WPN	+2 Battleaxe				
SPC	Blindsight 40', Immune to Blind or Deaf effects, Scent, Hard Skin				

2 D. This cavern contains a shaft down to the third level (90 ft), a shattered human skull, some bones, and one Giant Slug (hp 7). The walls of the shaft have a rough ladder of rungs and handholds built into them (Climb DC 5).

2 E. The 220 ft deep shaft in this cavern leads down to the fourth level of the cave. The walls of this shaft are slick and lack regular handholds (DC 25).

Level Three



Third Level of Caverns

3 A. This cavern contains the shaft from level two. If no warning comes from the level above, it will contain two Grymlochs (hp 16, 18) standing guard. If these guards are not taken silently, they will alert the rest of the tribe in chamber B. If the Grymlochs on this level have already been alerted, about twenty Grymlochs from chamber B, with tribal leaders Rockhead and Toughflint, will ascend to the second level of the caves to fight the intruders. The rest will lie in wait for them in chamber B.

3 B. The majority of the Grymlochs in the tribe will be found in this chamber. It contains Grymloch leaders: Rockhead, Toughflint, Sharpedge, and Mot-Feldspar; 47 adult Grymlochs **hp 11, 10, 12, 14, 9, 8, 10, 12, 11, 4, 14, 13, 12, 10, 11, 15, 12, 11, 10, 10, 9, 12, 13, 13, 12, 11, 10, 12, 14, 9, 8, 10, 12, 11, 13, 14, 13, 12, 7, 11, 15, 12, 11, 10, 10, 8, 12**; 20 Juvenile Grymlochs **hp 3, 6, 4, 4, 3, 6, 2, 3, 4, 3, 3, 6, 5, 2, 5, 6, 2, 2, 4, 3**.

Rockhead			Barbarian			NEX
LVL	2.1	STR	16.5	INT	8.0	
HTK	33	DEX	13.0	WIS	7.4	
SPD	30'	CON	14.5	CHA	7.1	
ARM	Soft Leather			ACL	15	
WPN	+1 War Hammer					

Toughflint			Barbarian			NEX
LVL	3.1	STR	16.0	INT	7.3	
HTK	34	DEX	14.6	WIS	9.1	
SPD	30'	CON	11.4	CHA	5.4	
ARM	Hide Armor			ACL	18	
WPN	+1 Battleaxe					

Sharpedge			Barbarian			NEX
LVL	2.1	STR	17.6	INT	9.3	
HTK	26	DEX	15.2	WIS	8.1	
SPD	30'	CON	13.4	CHA	6.1	
ARM	Hide Armor			ACL	18	
WPN	+1 Battleaxe					

Mot-Feldspar			Barbarian			NEX
LVL	3.1	STR	16.2	INT	8.2	
HTK	36	DEX	13.2	WIS	7.4	
SPD	30'	CON	15.4	CHA	5.1	
ARM	Fur Armor			ACL	17	
WPN	+4 War Hammer					

Juvenile Grymlochs are not as brave or aggressive as adult Grymlochs (to survive, young Grymlochs avoid the adult ones as much as possible). While they fight intruders, each time a leader dies or is incapacitated, 1d10 of them will flee to cavern D.

Juvenile Grymloch			Barbarian			NEX
LVL	1.1	STR	8.6	INT	10.1	
HTK	2d4-1	DEX	13.2	WIS	8.0	
SPD	30'	CON	8.0	CHA	6.4	
ARM	None			ACL	14	
WPN	Bone Dagger					

Scattered around the cavern are cooking pots (many with dead insects and strange roots in them), stone headed battleaxes in various stages of construction, filthy furs and hides, and other objects of little or no value belonging to the Grymlochs. A careful search of these belongings will turn up 14 SP, 21 CP, four Blue Mushrooms of healing, and a 300 ft rope ladder made of Grymloch hair.

3 C. This cave chamber serves as the food storage chamber for their tribe. It contains edible fungus, a small pile of roots, along with dried and fresh meat (some of it evidently from Grymlochs or goblins). A few toads hop about, but the breed is poisonous to eat.

3 D. This chamber, which is full of holes, stalagmites, stalactites, and other features that small creatures can hide amongst, serves as the nursery for the Grymloch tribe. It is guarded by three adult Grymlochs (hp 16, 17, 17), six Juvenile Grymlochs (hp 4, 5, 3, 2, 3, 4), and any Juvenile Grymlochs who fled the battle in chamber B., and 30 to 40 Grymloch Whelps (all 1hp). The Adult Grymlochs will be +2 on attacks since they are defending their young. The Whelps will not attack but instead run and hide in many nooks and crannies of this chamber (+4 to hiding), only biting (1 hp of damage) if grappled. Grymloch Whelps can be sold as slaves for 5 GP each; the problem is that the only “people” who’d want to buy them are evil Psionics and Medusas (so good luck with arranging that transaction).

3 E. The lair of Mot-Feldspar, the leader of the Grymloch tribe (he will normally be found in chamber B.). It contains piles of stinking furs and hides, a battered wooden chest (taken in a raid on the surface), and three human-hide leather bags. The chest (which is unlocked) contains 110 GP, 203 SP, 25 CP, and two Gold rings (one still holding its previous owner’s finger) worth 20 GP. The leather bags each contain ten Blue Mushrooms of healing.

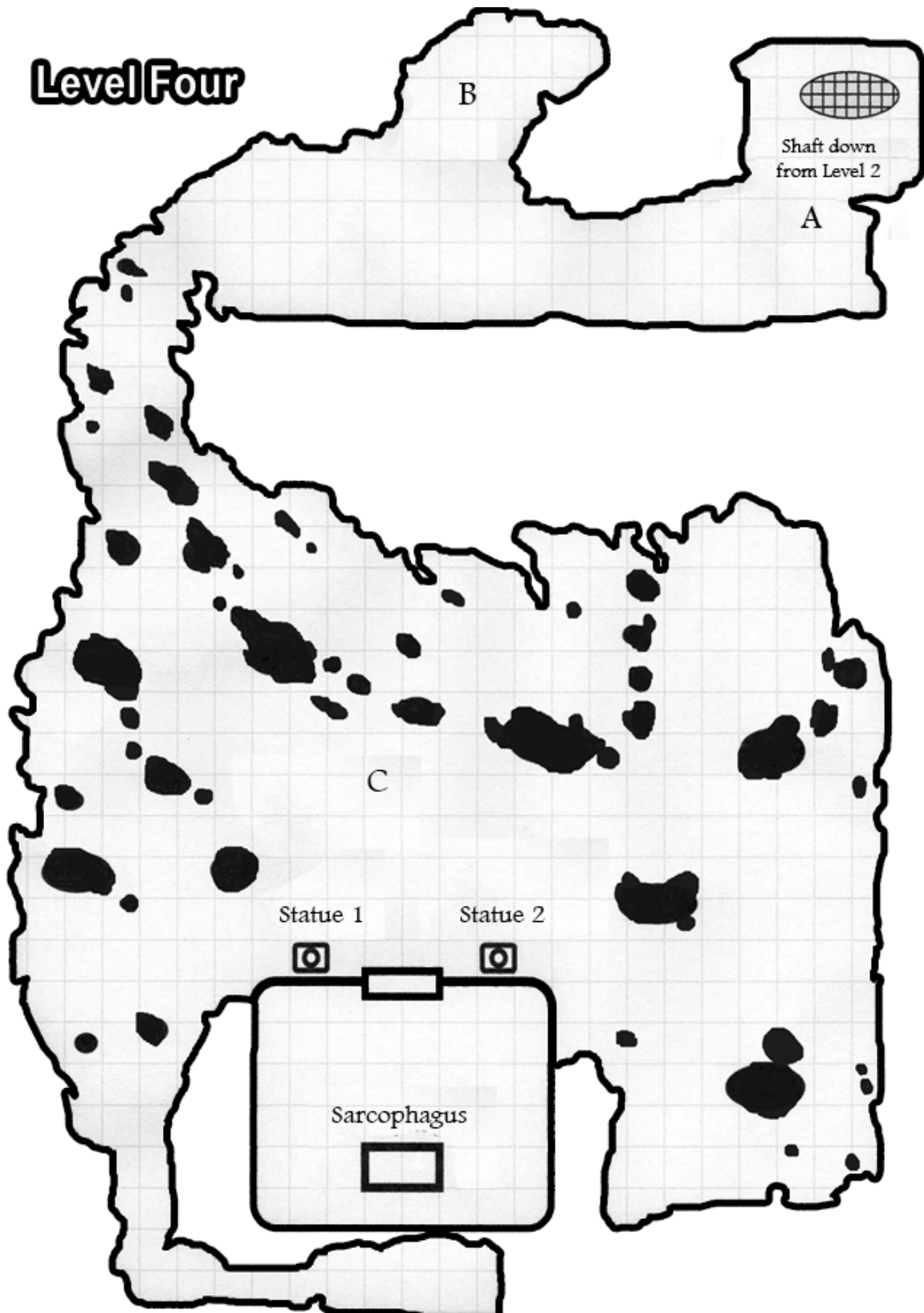
3 F. This tunnel will eventually lead to the surface, in approximately three miles. Five Grymlochs (hp 12, 16, 12, 14, 15) stand guard near where the tunnel surfaces. The tunnel is not deep underground and tends to be very wet in places with a low ceiling, causing the party to often stoop, and slosh through water.

Suggested Monster Encounters for the three mile tunnel starting at 3F : Snakes, Slimes, Jellies, Fungi and Molds. Nearer the final exit, Gnomes, Bats, and Spiders.

3 G. A crude cell where captives/food are held until dealt with. The holding door is made of tied ropes of Grymloch hair. Currently empty, there is a hidden message (DC 20 to find) scratched on a wall. The message says, “Emoth wills it.”



Level Four



Fourth Level of Caverns

4 A. This chamber contains the shaft from the second level. In a heap at the bottom of the shaft are hundreds of Grymloch skulls, some still with flesh attached. Grymlochs lower the skulls of their dead to the bottom of this shaft to "be with the gods" (they eat the bodies).

4 B. Lair of a Large **Monstrous Spider hp 56**. In addition to the spider, this chamber contains the husks of several Grymlochs who had journeyed down the shaft to visit the "gods," but instead found this spider.

4 C. This very large and wet chamber contains many columns formed when growing stalactites and stalagmites meet through. The ceiling is covered with stalactites and helictites, from which water steadily drops. In the Western end of this chamber is a heap of armor of various sorts. Simple inspection will show that much of these armaments are now fused with the living rock of the chamber's floor and that they were once host to various humanoids. Judging by the severely dented helms and armor plates, they had lost a battle long ago. Although bags and leathers have long gone to decay, the pile will yield small gems worth 28 GP, a small gold ring (12 GP), and 33 GP in coinage of unrecognizable and ancient make. Other free items in the heap (not broken) include a bronze helm with gold wings (42 GP), three bronze armbands (12 GP), a large amber (6 GP), a golden chain with six ancient keys which fit nothing in the area (17 GP, but worth considerably more to a wizard), two silver chain lengths (3GP each) and 22 stone arrow-points. Further prying with sword, axe, or dagger will yield an additional 20 GP in 8 turns but no more.

At the back of the chamber is a heavy squat stone structure. Flanking the very heavy stone door (DC 28) are two large broad stone statues, roughly humanoid (the Gods of the Grymlochs). In front of both are decomposed offerings of skulls and heads (human, dwarven, and what appears to be elvish). Deposits of calcium carbonate have formed layers of stone around the granite stone structure and Statue 1's legs. The learned in the party will realize that the structure and statues resemble that of no current culture and it would have taken thousands of years for the deposits to have formed around the structure. Suddenly, both statues will animate and attack. Statue 1 is stuck in the rock that has formed around it and can only attack those that come into reach. On the other hand, Statue 2 will pursue intruders throughout the level.

At the rear of the only room in the structure is a stone sarcophagus (DC 30 to remove the very heavy lid). The sarcophagus contains a small amount of damp ooze that may be the remains of a long vanished body, some massively corroded silver ornaments that crumble into dust at the touch, a massive gold ring set with crudely cut diamonds (200 GP but if the diamonds were removed and

cut properly, they would have been worth twice that), two gold bracelets sets with large emeralds (300 GP each), two gold armbands (120 GP each), a gold anklet (worth 110 GP), a gold neck torque (320 GP). The sarcophagus also contains a straight iron walking stick overlaid richly with gold, it has a mithril topper in the shape of a grinning mastiff's head (1200 GP), and wrapped in a black cloth, is a large red faintly-glowing

Stone Guardian				LEX	
LVL	7.1	STR	23.0	AGL	6.0
HTK	1d10+5	DEX	9.0	WIS	15.0
SPD	20'	CON	14.0	CHA	5.0
ACL	18	ATK	2d8+6	HP	80, 76
SPC	Construct, Lightning Damage Slows 50%, Half Damage vs Fire, +1 Weapons to hit				

dodecahedron (12 -sided) gem of unknown origin (roughly 5 inches wide). The person carrying the gem will get a +1d10 bonus to all fortitude saving throws involving magic, but whoever carries it will find himself or herself unable to cast spells (they may still use magic weapons and items). Once every 24 hours, if the word is spoken (Emoth) the bearer of the gem will gain 2-12 Strength for 10 turns. After 10 turns, the bearer must save on constitution (DC 20) or pass out for 1d6 turns. Finding this word of command (unless the players notice the message on the third level) will take 1d12 weeks of research in a well stocked library of magic and lore.

The Unexpected Party

Should prolonging the adventure be desired, or if the Judge feels the party has gotten off too lightly. The following attack-party may be encountered in the second level of the caverns at A, where they have just descended the shaft from the first level. The chance arrival of Merrod's brother, Gerrik (also a werewolf), he had come to see if he might be of assistance in moving some goods. He is accompanied by three human warriors of ill repute, Jutlow Coogie, Handler Krag, and Woot Deppel; the Mage-Merchant Gigar Moss of Noltec; Gigar's halfling assistant and bookkeeper Dandy Applecore; and Gigar's guard, a tough barbarian named Angbond. This party has no idea that Gerrik is a werewolf, and so he will not fight in wolf or hybrid form unless alone, or if all but the halfling are killed.

They have found the inn empty, and with signs of trouble about, they have well armed themselves and have been cautiously exploring to find what has become of Merrod and his people. Undoubtedly they have heard the party approaching, and are silently laying in wait for battle. They will be hiding in cavern A, and will rush from this area to attack SW as the party exits cavern E.

Gerrik wears padded leather armor, a short mail shirt, and steel skullcap. He wields both a cutlass and a whip simultaneously with equal skill. Under his mail is a pouch containing 4 GP, 3 CP, and a cut jade worth 5GP. Gigar wears a vest which has sown inner pockets containing various gems worth (65 GP). Angbond padded leather armor, bracers, and a steel helm. He wears a leather money-belt belonging to his master, Gigar Moss. It contains 42 GP and four gold ingots worth 70 GP each.

Gerrik Elkhart		Fighter – Werewolf				LEX	
LVL	2.2	STR	10.5/17.3	INT	11.7	AGL	13.5/19.7
HTK	36/57	DEX	14.3/18.9	WIS	9.4	PSL	2.2
SPD	30'/50'	CON	8.0/14.1	CHA	9.0	ACL	17/17
WPN	+1 Cutlass, Whip, +2 Claw, +3 Bite			ARM	Padded Armor, Chain Tunic, Steel Skullcap		
SPC	Alternate Form - Lycanthrope, Wolf Empathy, Low-light Vision, Scent, Ambidextrous						

Angbond		Barbarian			LNX	
LVL	4.1	STR	16.6	INT	11.0	
HTK	26	DEX	12.0	WIS	9.0	
SPD	30'	CON	7.4	CHA	15.5	
ARM	Padded Armor, +1 Bracers, Steel Helm			ACL	13	
WPN	+2 Two-Handed Sword					

<u>Jutlow Coogie</u>		<u>Fighter</u>		<u>CNX</u>	
LVL	5.3	STR	13.3	INT	7.1
HTK	46	DEX	11.0	WIS	7.6
SPD	30'	CON	8.1	CHA	11.2
ARM	+1 Chain Mail		ACL	16	
WPN	Longsword				

<u>Woot Deppel</u>		<u>Fighter-Thief</u>		<u>LEX</u>	
LVL	4.2	STR	12.8	INT	13.3
HTK	36	DEX	13.8	WIS	11.4
SPD	30'	CON	11.0	CHA	12.1
ARM	Studded Leather		ACL	14	
WPN	+2 Shortsword				

<u>Gigar Moss of Noltec</u>		<u>Mage</u>		<u>LNX</u>	
LVL	6.1	STR	7.5	INT	14.6
HTK	16	DEX	8.0	WIS	14.9
SPD	30'	CON	8.7	CHA	12.2
ARM	Robes, +1 Bracers		ACL	11	
WPN	+1 Staff of Bolts (14 Charges)				

<u>Dandy Applecore</u>		<u>Thief</u>		<u>LNX</u>	
LVL	6.1	STR	4.2	INT	12.6
HTK	30	DEX	14.8	WIS	10.0
SPD	30'	CON	16.6	CHA	13.1
ARM	+2 Hide Armor		ACL	17	
WPN	+1 Flail				



JUDGES GUILD UNIVERSAL FORMAT

This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems and requires a separate rule system for its use. The categories of statistics listed are selected to be applicable to the majority of the published rule systems but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Judge is encouraged to add it. All unused categories may be ignored. The values of the statistics given assume that the natural span of human characteristics ranges between one and twenty with the normal person averaging at ten. Since adventurous characters are above average, their beginning characteristics are generated with 3d6 to give a range of three to eighteen. A comparison chart (Table U-1) is provided to permit the Judge to quickly convert values on the 1d6, 2d6, 3d6, 1d20, and %d ranges from one to the other. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to suit the tone of the campaign he or she is moderating.

TREASURE AND REWARDS

During the initial reading of this product, the Judge should note the quantities and distribution of the treasure and artifacts. Each game system and each campaign tends to run at a level of reward unique unto itself. The Judge is reminded to adjust the amount of treasure available by adding or deleting to correspond with the campaign he or she moderates.

MAGIC

The basic assumptions on the rationale for Magic vary so widely from one game system to another that one set of statistics cannot cover the field adequately. Therefore, each spell or magical effect is given a general name such as "Stop Person" or "Invisibility." Unusual effects or articles are described in the text where first encountered or in the **SPC** section of the stat block. The Judge can then assign an equivalent spell or effect from the game system being used.

STATISTICS AND ATTRIBUTES

Game characters are given varying amounts of description depending upon the importance of the character to the adventure. Minor individuals are listed where first encountered in the text and have only the most cursory details given. Major individuals are listed where first encountered and have as much detail given as desirable for their intended role. In addition to the text listing, a statistical block (examples to the right) will be provided listing game statistics and character disposition. The explanations of possible character statistics **STR** through **CHA** or **PSY** (depending on which is used last), the first two numbers indicate the actual ability, and the last number indicates the number of times per day that the ability may be tested without checking for stress damage.

Otto Stonebeard	Cleric	NGL	Helpful
LVL 3.1	STR 16.7	INT 7.1	
HTK 21	DEX 10.2	WIS 13.4	
SPD 20'	CON 13.8	CHA 9.3	
WPN +1 Morning Star		ATK 1d8+3	
ARM Elven Chain		ACL 15	
SPC Dwarvenkind			

Goblin	NEX	Hostile
LVL 1.1	STR 10.3	INT 8.2
HTK 7	DEX 13.5	WIS 11.4
SPD 30'	CON 11.5	CHA 9.3
WPN Shortsword		ATK 1d6
ARM Leather		ACL 14
SPC 60' Darkvision		

Class – Class is an indication of the character's profession or main occupation.

Alignment – Alignment is an index of a character's predisposition toward the moral or ethical choices to be made during the game. Alignment is abbreviated in descending importance from left to right. The first letter indicates the character's ethics which are indexed as lawful (*L*), neutral (*N*), and chaotic (*C*). The second letter characterizes morality: good (*G*), neutral (*N*), or evil (*E*). The third letter indicates only a suppressed desire which can moral, ethical, or none (*X*).

Disposition – Disposition is an index of the individual or monster’s reaction to the players. Dispositions are listed as *Helpful*, *Hostile*, *Impartial*, or *Evasive*. Helpfuls will do what they can to help, guide, or even join players. Hostiles will attack party members physically, socially, psychologically, etc. Impartials ride the fence becoming helpful, hostile, or evasive in light of the interaction with the party; they may also remain impartial. Evasives will avoid the players at all costs, possibly risking life or limb. Dispositions are subject to change through character interaction.

Giant Spider		NEX		Hostile	
LVL	4.1	STR	15.7	AGL	21.7
HTK	24	DEX	18.8	WIS	11.2
SPD	30'	CON	11.4	CHA	3.0
WPN	+2 Bite			ATK	1d8+3
ARM	Natural			ACL	15
SPC	Web, Poison Bite				

LVL – Class Level is an index of the experience and skill acquired in the character’s main occupation or profession. The first number indicates the actual class level, and the last indicates the total number of occupations in which the character has gained skill.

HTK – Hits to Kill is the number of hit points necessary to render a character unconscious when reduced to zero or to slay the character when reduced to a negative amount equal to the character’s **CON**.

SPD – Speed is the distance in feet that a character may move in one turn of combat. This can be affected by the character’s size, armor, encumbrance, or magically.

ATK – Attack is an indication of the damage the character can deal per turn of combat based upon the size, **STR**, **DEX**, **WPN**, magical affects, and **LVL** of the individual. This is listed as equivalent damage of a common weapon to be referenced by the current game system you choose to use.

WPN – Weapon is an indication of the weapon commonly carried and most likely to be used in combat.

ACL – Armor Class indicates the equivalent amount of protection and difficulty to hit an individual based upon size, **DEX**, **AGL**, **ARM**, magical affects, and **LVL**. This is listed as an index of protection by a common piece of armor to be referenced by the current game system you choose to use (Table U-2).

ARM – Armor is an indication of the armor type worn in combat.

SPC – Special contains special features, abilities, skills, actions or attacks the character possesses.

PSL – Personal Social Level is an index of the character’s social standing in the area in which the character resides. The first number indicates the level and the second number indicates the level of notoriety gained within a twenty-mile radius.

STR – Strength is an index of the character’s ability to apply physical force.

INT – Intelligence is an index of the character’s reasoning power, learning ability, concentration, and memory.

WIS – Wisdom is an index of the character’s intuitive judgement and knowledge gained from experience.

CON – Constitution is an index of a character’s ability to withstand pressure and physical hardships without permanent harm as well as the recuperative powers of the character.

DEX – Dexterity is an indication of a character’s coordination and manipulative ability.

CHA – Charisma is an index of the character’s personal magnetism and persuasiveness.

PSY – Psionic Ability is an index of the character’s ability to channel and use psionic powers.

END – Endurance is a measure of the amount of physical stress to which the character can be subjected.

AGL – Agility is an index of the character’s reflexes and ability to maneuver the entire body.

WIL – Willpower is a measure of the amount of mental stress to which the character can be subjected and mental fortitude.

LED – Leadership is an index of the character’s ability to command the respect of subordinates, motivate others, and boost morale.

LCK – Luck is an index of the character’s relationship with the forces that control that character’s fate. The first number is the actual **LCK**, and the second is the number of times this characteristic can be tested without incurring the “wrath of the gods.”

CRITICAL HITS AND MISSES

Critical hits could happen on any roll of a natural maximum (for example a natural '20' on a d20), when rolling for hit probability. You will have a chance of a critical hit for extra damage, or possible immediate death on your foe. Roll a d20. If it rolls 1-14, the hit should be regarded as a regular hit. If it rolls 15-20, you have scored a critical hit (Table U-3). A critical hit **always** hits the target, regardless of its **ACL**. The **only** exception is if you are striking at a target which requires magic or silver weapons to hit or you are not using a weapon capable of hitting it.

Critical misses could happen on any roll of a natural '1' when rolling for hit probability. Roll a d20. On a 7-20, you have not critically missed; treat as a normal '1'. On a 1-6, you have critically missed (Table U-4). Fumbles **always** miss the intended target.

Die Roll	Results
15	Maximum weapon damage
16	Damage roll x 2
17	Maximum weapon damage x 2
18	Damage roll x LVL
19	Maximum weapon damage x LVL
20	Instant death

Table U-3 – Critical Hit Results

Die Roll	Results
6	Stumble; roll your DEX/AGL or less on a d20 or fall. If you fall, each melee round you may attempt to regain your footing. Roll your ACL * or more on a d20 to rise. If someone attempts to help you up, each one has a chance to roll your ACL * or more to pull you up.
5	Weapon breaks. If it is a magical weapon, roll 2d6 + any weapon modifiers. If the total is 7 or less, your magic weapon is broken**.
4	Hit nearest ally for half damage.
3	Hit yourself for half damage.
2	Possible critical hit on nearest ally†, or normal damage.
1	Possible critical hit on yourself†, or normal damage.

* All Magic Armor is to be treated as **ACL** 17. Do not count cloaks of protection, rings, spells, **DEX**, **AGL**, or other modifiers.

** Broken Magic Weapons can be reforged by elves with proper tools.

† Roll d20. 15-20 is a critical hit (Table U-3), otherwise normal damage.

Table U-4 – Critical Miss Results

d6	1											2													
2d6	2					3					4														
3d6	3				4				5				6												
d20	1				2				3				4				5								
d100	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
d6	2							3																	
2d6	4			5				6				7													
3d6	6		7			8			9			10													
d20	5		6			7			8			9			10										
d100	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
d6	3					4					5														
2d6	7				8				9																
3d6	10		11			12			13			14													
d20	10		11			12			13			14			15										
d100	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
d6	5					6																			
2d6	9		10			11			12																
3d6	14		15			16			17			18													
d20	15		16			17			18			19			20										
d100	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

Table U-1 – Probability Comparison Chart

Armor	ACL	Armor	ACL	DEX	AGL	ACL
None	10	Breastplate	±5	1	—	∓5
Clothes	±0	Banded Mail	±6	2-3	—	∓4
Silk Robes	±1	Splint Mail	±6	4-5	1-2	∓3
Soft Leather	±1	Half Plate Mail	±7	6-7	3-5	∓2
Padded Armor	±1	Full Plate Mail	±8	7-9	6-8	∓1
Fur Armor	±2	Buckler	±1	10-11	9-11	±0
Leather Armor	±2	Small Wood Shield	±1	12-13	12-14	±1
Hide Armor	±3	Small Steel Shield	±2	14-15	15-17	±2
Studded Leather	±3	Large Wood Shield	±2	16-17	18-20	±3
Chain Tunic	±4	Large Steel Shield	±3	18-19	21-23	±4
Scale Mail	±4	Kite Shield	±3	20-21	24-26	±5
Chain Mail	±5	Tower Shield	±3	22-23	27-29	±6

Table U-2 – ACL Modifier Chart



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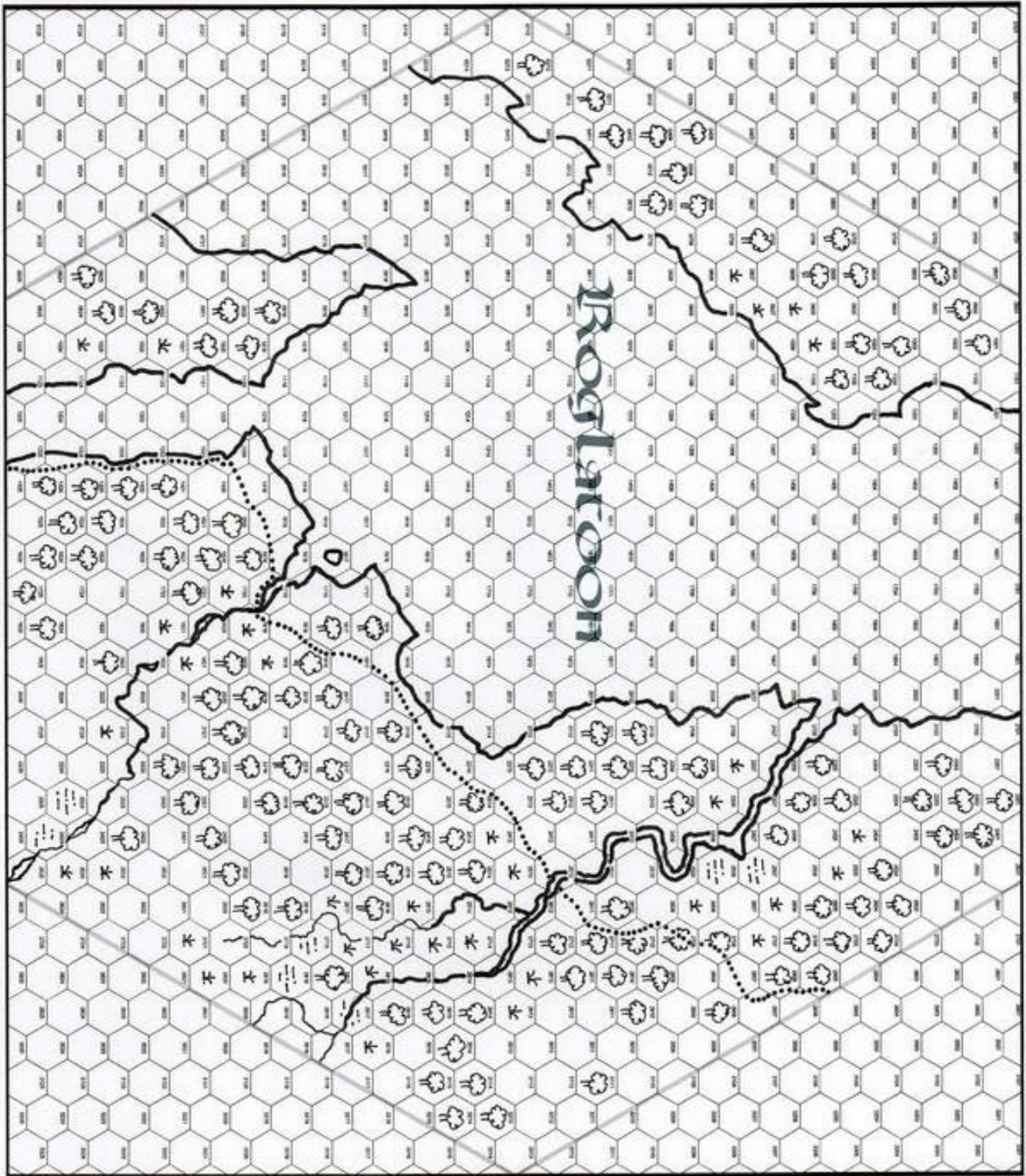
Postscript

By Bob Bledsaw II

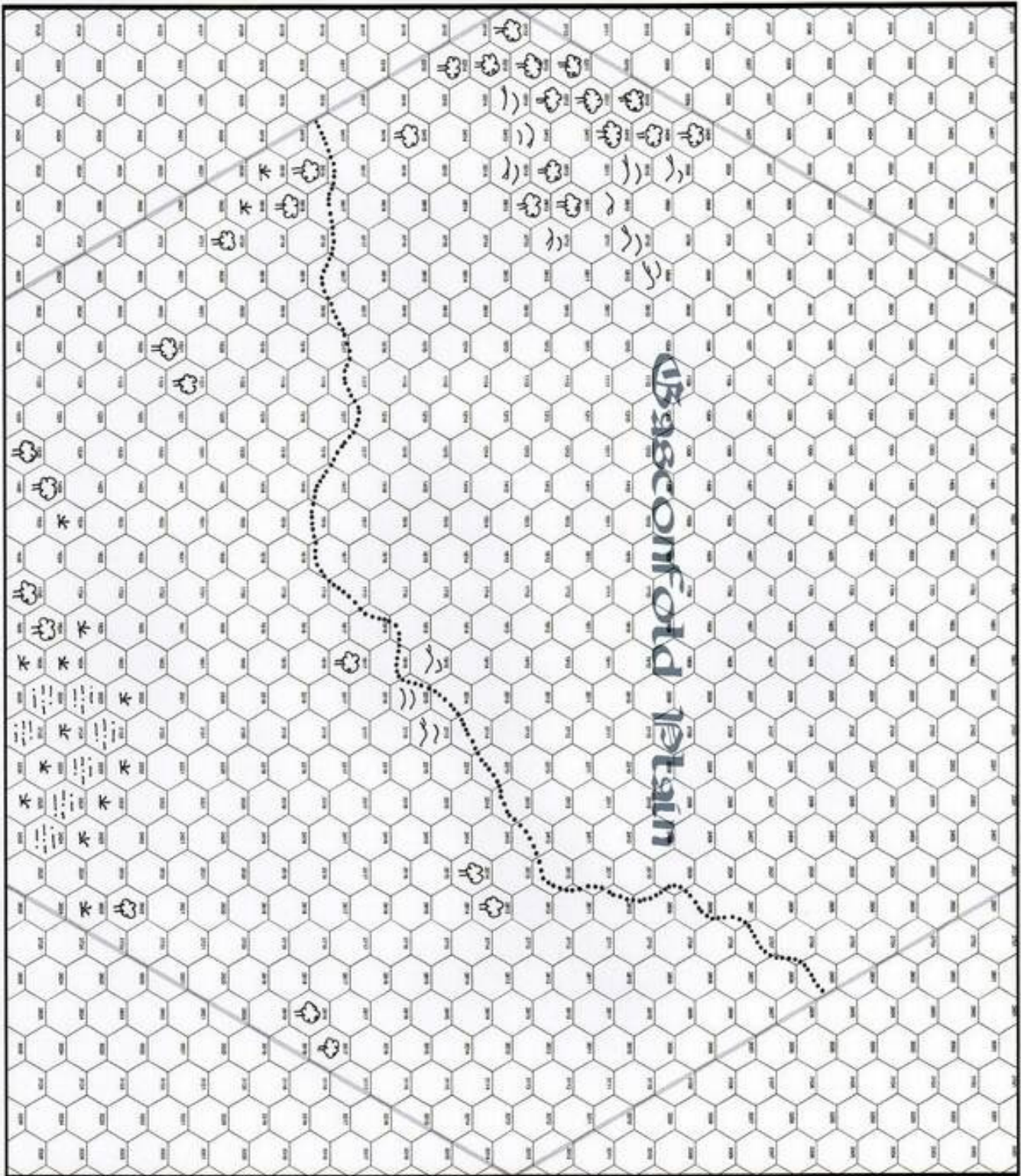
Several things should be said about this material. It was the last contribution Bob Bledsaw made to the world he created, which is known to most of you as the Wilderlands. He was already very ill from cancer, and heavily medicated, when he began writing it, and his finished working-manuscript was taken from his desk, when he became too ill to care for himself, and left his home to live with family. When asked about Lost Man's Trail, he said his original plan was it to be a campaign-installment for a fresh issue of Pegasus magazine, but he could not fathom the job of organizing the material bulk required for a new issue. He then stated it might yet work as a stand-alone crawl. He never spoke in terms of it being his last work. Bob's work on it stopped in February 2008, and weeks later, on April 19th, he passed on "to greater adventures," as he put it.

I tried to change as little as possible. Some editing to the texts had to be made, and he did not have properly inked maps for production. There was no artwork at all, and you will notice that we made use of art by original Judges Guild artists from the 1980's. This is because Bob had this art within the manuscript folder. Whether it was intended to be used or just used for inspiration is unknown. One thing is certain; Bob would have wanted this work to be enjoyed, expanded upon, or changed as you see fit, and put to use in your campaigns; for it to reach the hands of the good people who etched his name in history. We at Judges Guild Thank You, and wish you all Health, Happiness, and Adventurous Gaming!

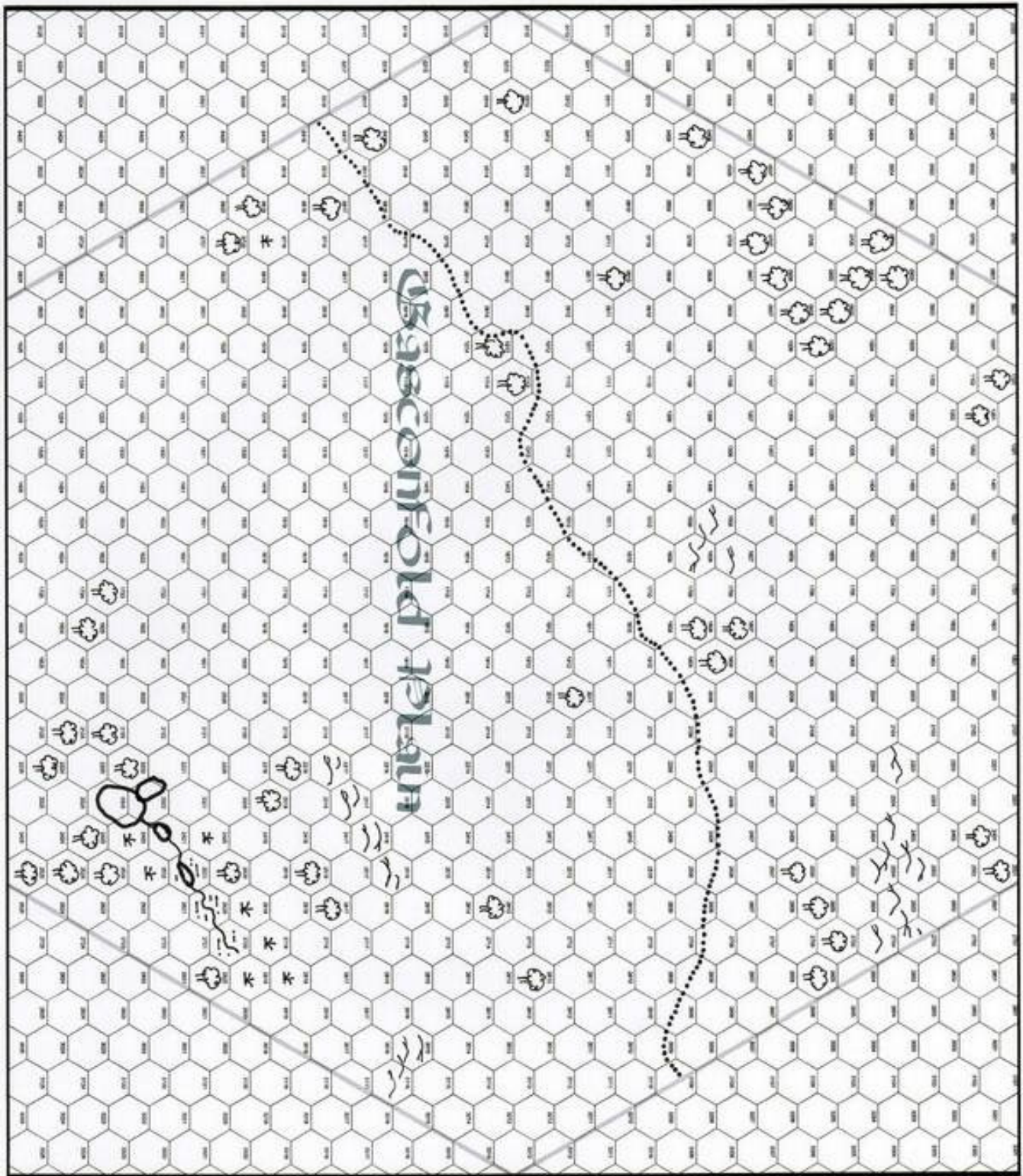
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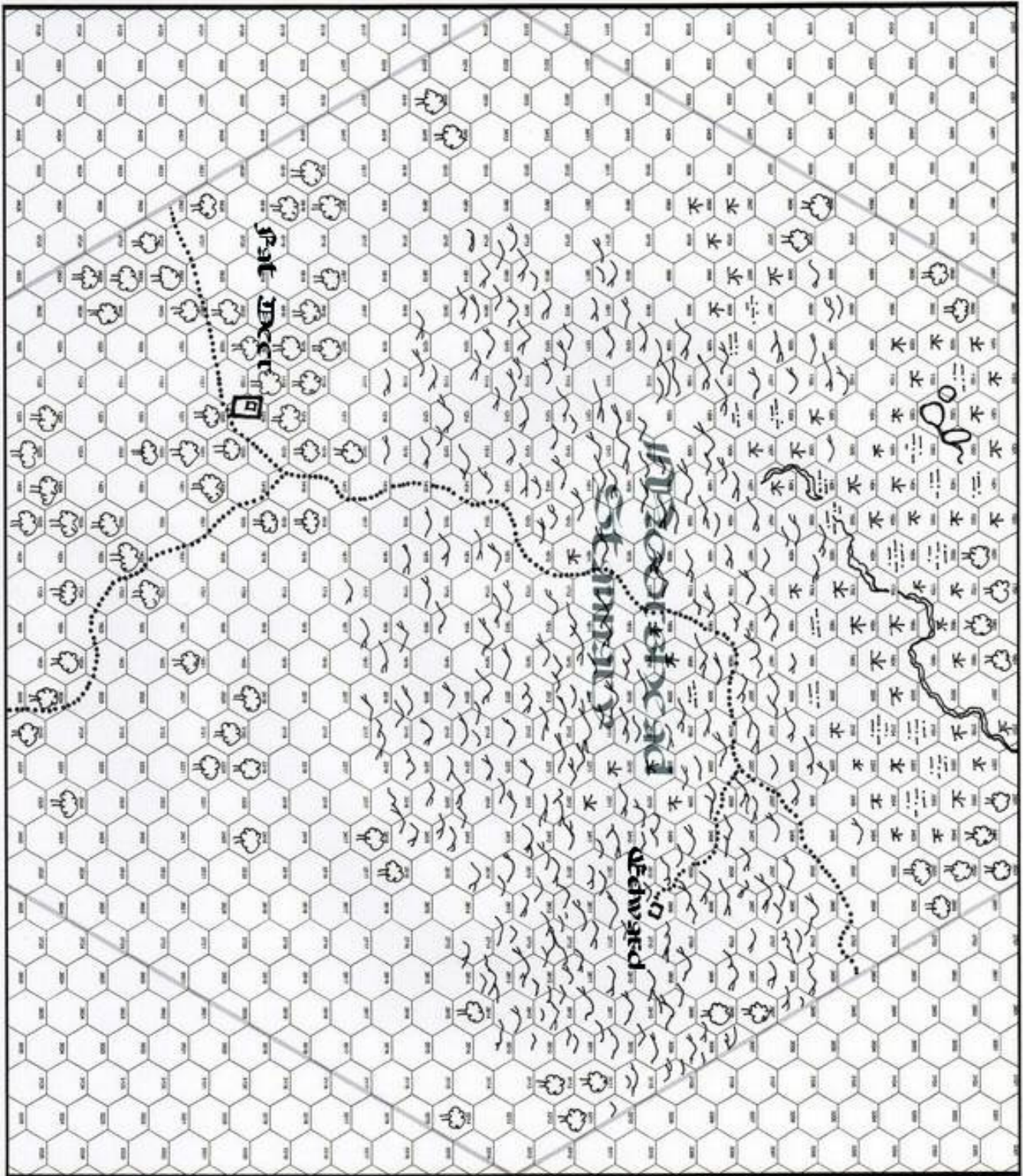
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Wilderlands Campaign Hex 3814 - Gasconfold Plain



Wilderlands Campaign Hex 3914 - Moorshead Stannary

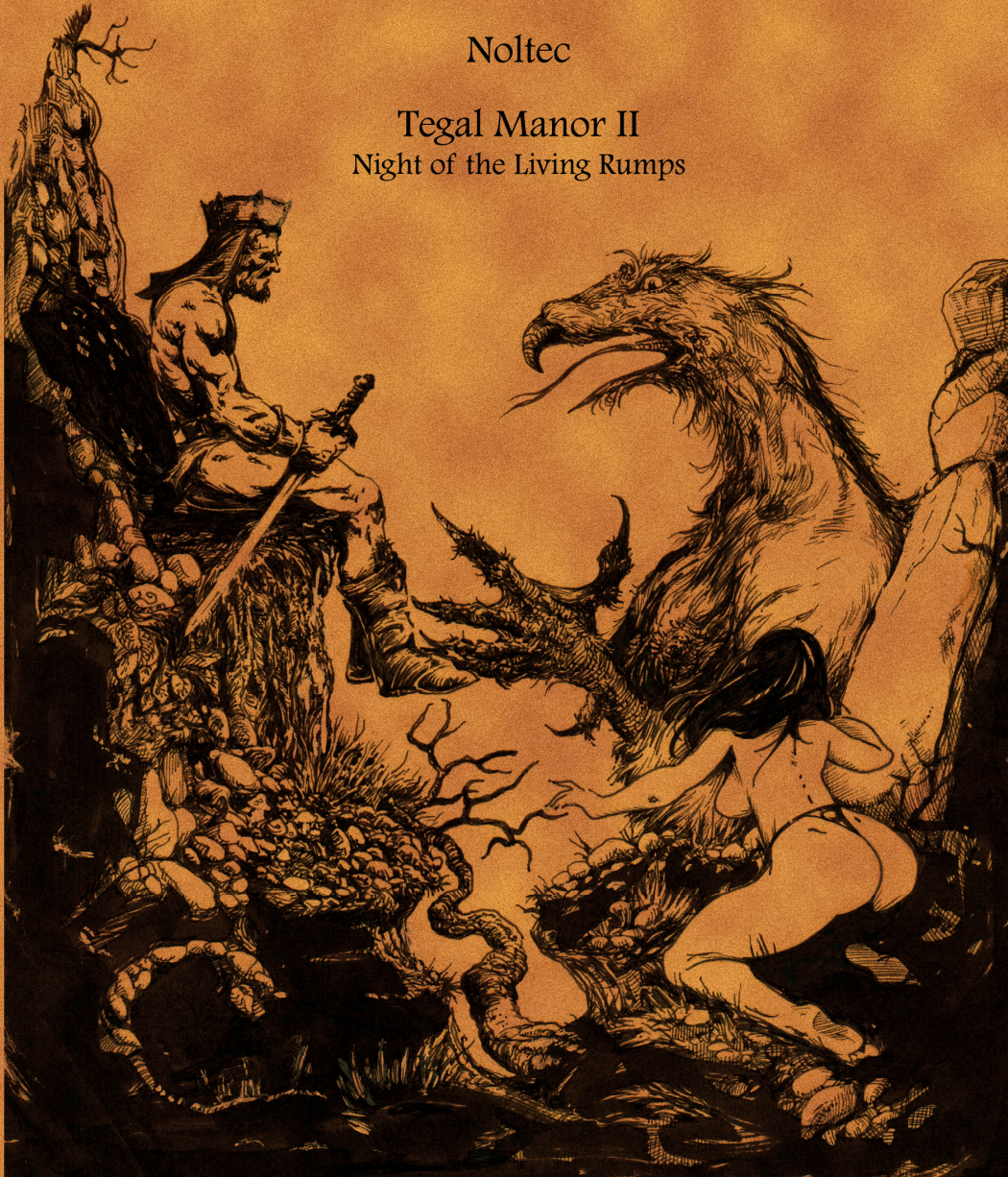


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