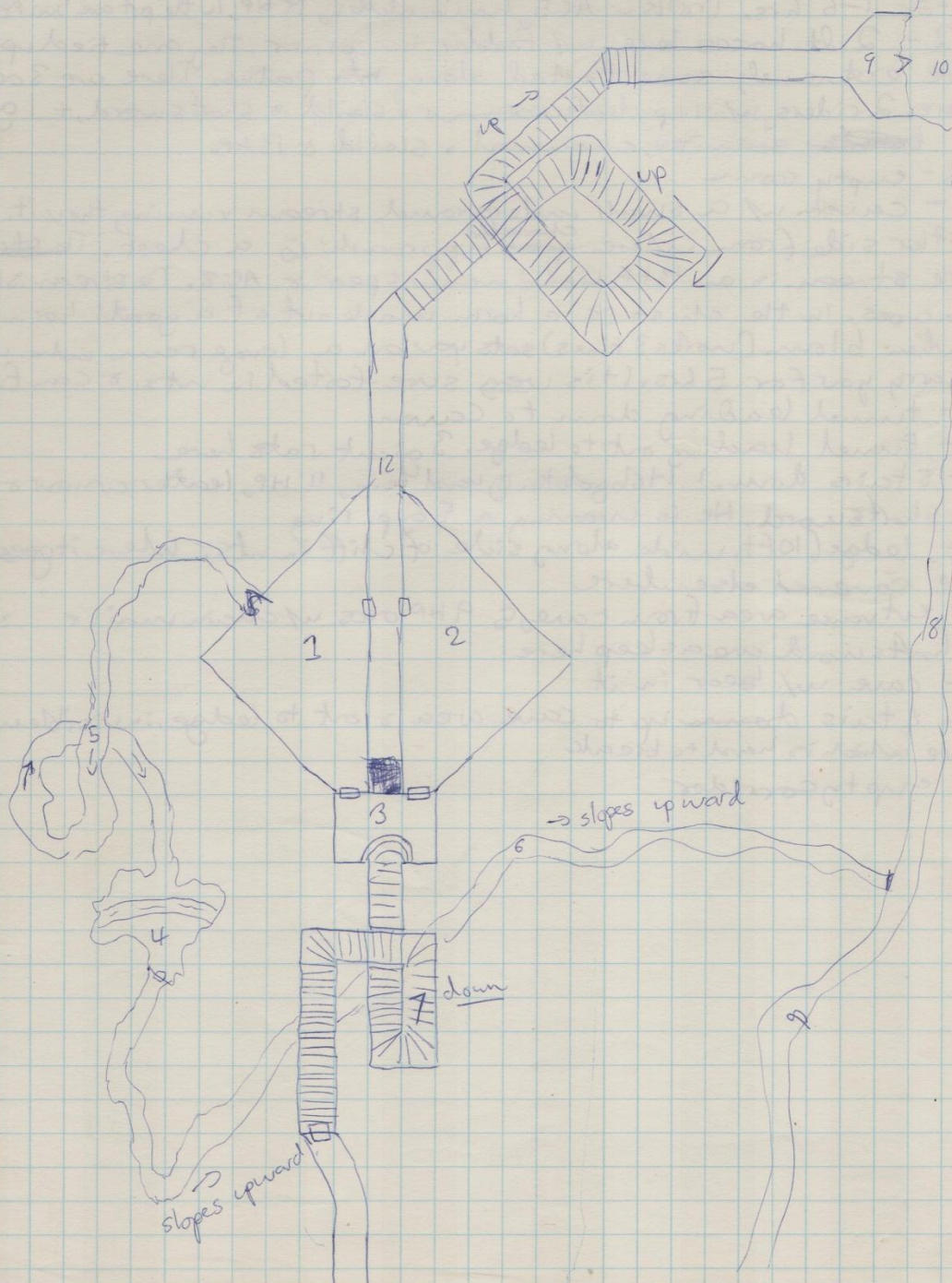


details on back

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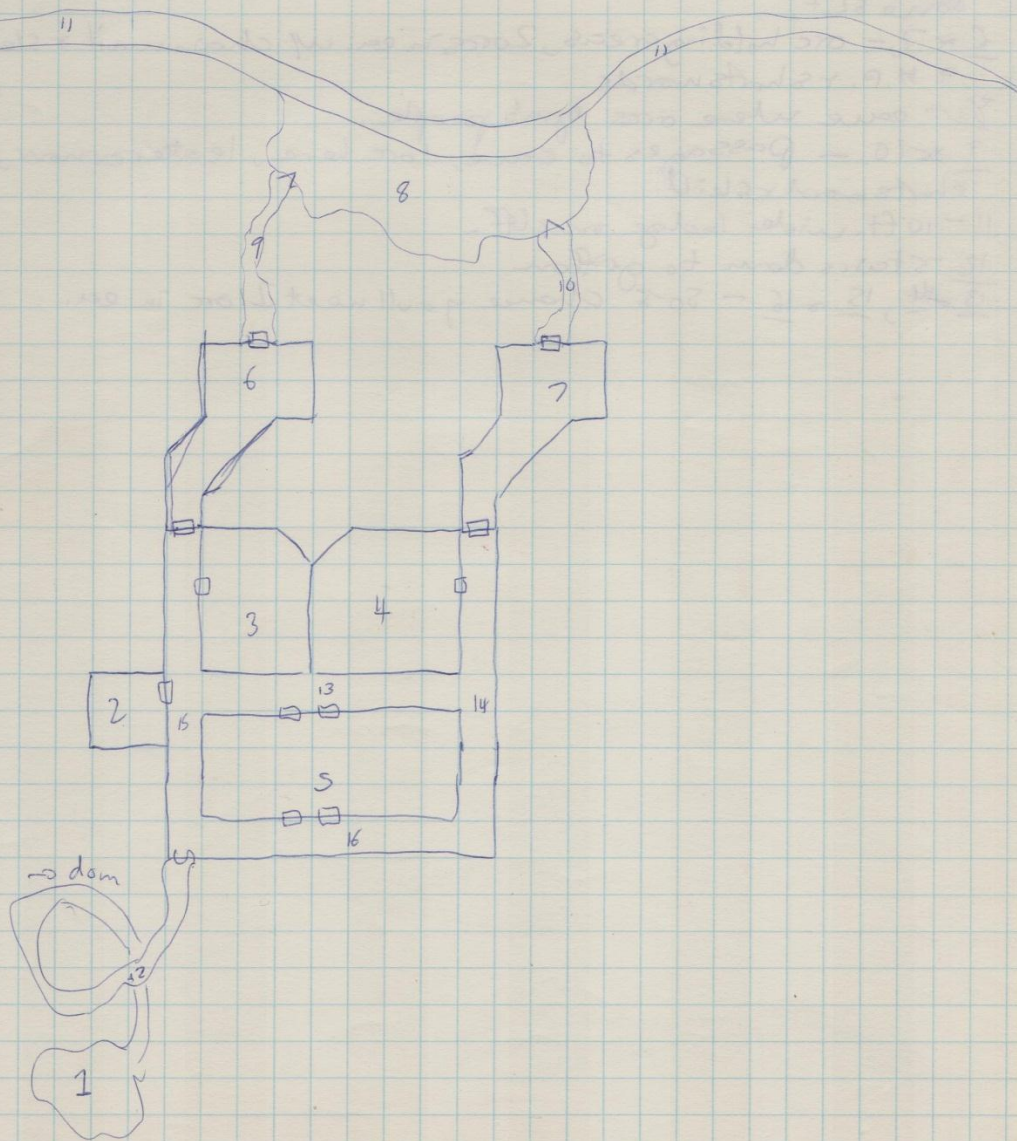




- 1 - 2 trolls are here lying in filth and muck. Under filth is a sack w/ a pot w/ a lid on it in it. If you open the pot, the same gas escapes & whoever is opening it falls into a swoon for 1-6 hrs. Trolls - AC5, have clubs, 18 HP, the pot are 500 PP
- 2 - 2 lt. horses here w/ fodder in corner. They are tied up and are extremely sure footed along mtr paths. There are 3 orcs here, 2 riders, w/ 11 hp, leather armor & shield & short sword, + 1 guard w/ ~~broads~~ scimitar, chainmail & shield & 13 HP.
- 3 - empty room
- 4 - cavern w/ a small underground stream running thru it, on other side from where <sup>character</sup> approach is a chest. The ~~str~~ h the stream is an 13 HP lizard man w/ spear & AC:8. The stream is 10' across. In the chest is a horn made out of a goat's horn which when blown (works 3 times) sets you on a large ram who will carry you for 5 hrs. It is very sure footed in mts. & can fight
- 5 - tunnel leading down to cavern
- 6 - tunnel leading out to ledge. 3 giant rats here
- 7 - stairs down. 1 Hobgoblin guard here, 11 HP, leather armor & shield & short sword. He is wearing a 5 g.p. ring
- 8 - ledge 10 ft. wide along side of cliff in mts. where it goes is covered elsewhere
- 9 - entrance area from cave, 5 9 HP orcs w/ chainmail & short sword are asleep here.
- 10 - cave w/ bear in it
- 11 - stairs down up to cave area & out to ledge, invisible until here which is hard to break
- 12 - empty corridor



occ outpost:





1 - secret room w/ chained griffon & pot of 500 gp behind it.

2 - commanders room, bed, table, traps on table. ~~500~~ Commander  
- 22 HP orc w/ scimitar but won't be wearing chainmail in room.  
He has shield & skin w/ leather armor. 50 EP in table + orders  
from master to capture illusionist & friend believed to be headed his  
way.

3 & 4 - orcs resting places - 6 orcs in ea. w/ chainmail & shield & 9 HP  
ea. + short swords

5 - eating room of orcs, 5 unarmored, unarmed orcs here eating  
some shit.

6 & 7 - orc holding areas, 2 orcs in ea. w/ chainmail & shields  
2 H.P. & short swords

8 - cave where orcs grab people.

9 & 10 - passages to cave, 1 orc here, leather armor, 7 HP,  
short sword & shield

11 - 10 ft. wide ledge on cliff.

12 - stairs down to griffon

13 & 14, 15 & 16 - 50% chance you'll meet 1 orc in ea.

Primes of duenes

arc out post

curve

arc out post

+ - Sacca  
Oxidation  
Here