



Generated by the 'Random Cave Map Creator' at <http://www.gozzys.com/>

Map generated randomly at <http://www.gozzys.com/>

A note on entrances and Exits: The PCs will be entering the caves from the south (A). There are 2 additional means of entering/leaving the caves (B and C). The PCs will need to find their way through to another exit.

Random Encounters and Mood

While exploring the caves, the PCs will hear strange, howling noises every so often. Just what is causing the noise is undeterminable. The noise is meant as an aid to help build tension. Follow the noise with a chance for a random encounter, but not every occurrence of the noise should coincide with an attack (feel free to use the **Common Foes** listed or come up with your own).

The PCs should also be worried about their pursuers. They should hear occasional noises from their vastly superior enemies. Who or what these enemies are should reflect your current campaign.

1. Abandoned Goblin Lair

This cave was obviously once the home to some sort of humanoid, most likely goblins. There are a few

rags and scraps left behind. It looks like they left in a hurry. There is one goblin skeleton stuck to a wall with a spear.

2. The Crossroads

It should be obvious to the players that there has been a lot of traffic in this area, mostly moving along the east-west route. They will hear a lot of activity to the West (from area B). Perhaps the dark forces have reinforcements coming from that way.

3. Troll Lair

A particularly nasty cave troll (5) calls this portion of the cave system home. He makes a living killing wanderers along the crossroads (area 2). He isn't stupid and prefers to attack stragglers and small groups (if he is hungry enough). He can be found anywhere throughout the caves. If the PCs find his lair, and he hasn't attacked them before now, he will be here. Trolls have a habit of growing bits back (if he beats a TN of 8 on a round he doesn't attack, he can recover 1 die).

4. Strange Obelisk

A strange obelisk has been carved in the middle of this cave. There are strange writings on it that the PCs do not understand. Maybe they should copy it down.

Do you dare enter the Howling Caves?

Genre

Fantasy

Tone

Serious

Campaign Options

Hooks and Tales, Pumping, Double Pumping

Description

Pursued by dark forces, the players are forced to enter the Howling Caves. Will they evade their pursuers? Will they find their way to safety? What lurks within the caves?

General Cave Notes

The caves need to come across as very spooky. There is a random howling noise that is hard to describe. A friendly local from the last village the PCs passed through warned them that they were being driven towards these caves. However, the dark forces seemed to be closing in on them before they could get too many details. Their local contact described the caves as having been abandoned by goblins many years ago. Something strange drove them away. Local legend has it that the howling noises are the tormented lost souls of some of the goblins. However, they have a chance of escape in the caves.

Common Random Foes

Random Bat Horde (3) - if the bats cause more than 1 die of damage, the PCs will lose their source of illumination.

Giant Multi-legged Insect (3) - crawls through bat droppings eating the dead. Can climb walls. Slightly poisonous bite will infect PCs (-1 to die rolls per die lost against them for a short term)

Cave Bear (4) - this guy hangs around area C. He will fiercely defend his territory.

Mushroom Men (2) - small fungoids who might trip the PCs as they try to run away. However, they will try to lure the party towards the troll.