

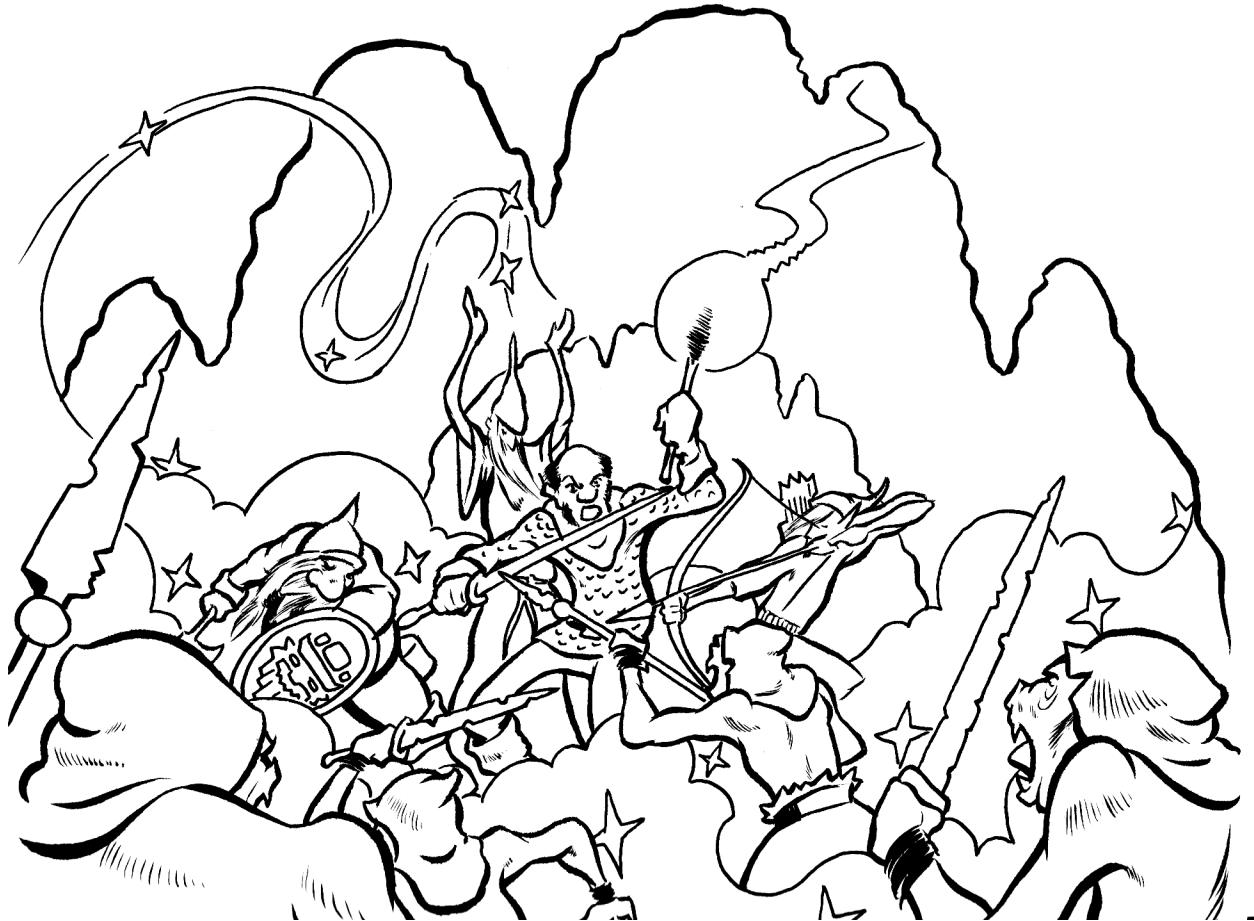
The Chaotic Caves

A Basic Fantasy Role-Playing Game Adventure
For Characters of Levels 1 to 3

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2nd Edition (Release 20)



Fell monsters inhabit a network of caves on the borderland between savage wilderness and frontier civilization. Can the heroic adventurers root them out and save nearby towns and villages from attack?

www.basicfantasy.org

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Introduction

If you are a player and not a GM, do not read this module. Doing so only ruins the fun of not knowing what is going on.

This module provides a collection of low level, basic scenarios for anyone with simple tastes who wants something they can take and change as they wish. The text is mostly statistics; none of the creatures or characters herein are named, leaving much to the GM's imagination. If sophisticated plots are needed, the GM will have to make them up.

This adventure was designed for use with the Basic Fantasy Role-Playing Game, available for free from www.basicfantasy.org, but can in fact be used with a variety of "old school" fantasy RPG systems. If you plan to use it with a different game, it might still be a good idea to download a copy of the Basic Fantasy RPG Core Rules for reference.

Setting

The Game Master (GM) can place this anywhere. If they need a setting: it is south (or north, east, or west) of a large town on the border between the wild country crawling with monsters and civilized, friendly lands where mankind and allies strive to keep monsters at bay. The skeleton of such a town is included in this module.

For thousands of years this territory has been empty, littered with remnants of ancient villages and farms. Humans discovered it and began developing it for mining, farming, and lumbering. That drew monsters of all sorts, each seeking to steal the wealth the humans were making. The discovery of several gold and gemstone mines led to a full scale invasion by monsters. They pushed the humans back hundreds of miles to the border region they now inhabit. Within the lost regions are the remains of recent human settlements, aged ruins, and plundered wealth.

It has been relatively quiet the last few years. The town is surrounded by a strong wooden wall. Slow progress is being made building a stronger stone wall around it. It has a small contingent of professional soldiers, and relies mainly on a militia for defense. If monsters do attack in force, the main plan is to flee.

The town rests beside a river fed by various streams winding about haphazardly. A large wooden bridge crosses the river. Boats and small ships frequent the river. A stone-paved road leads into the heartland of the kingdom, and other roads are scattered about. The road network has been allowed to degrade wherever it winds into the wilderness to hinder an attack.

Recently, monsters have become more numerous. Sudden, savage attacks have occurred against locals. The local military forces are not prepared to deal with said activity. Some officers even doubt the seriousness of the attacks, dismissing them as minor bandit activity. The locals have been putting out notices like this:

Treasure recovery and monster exterminators needed. All goods recovered by lawful means from monsters become the property of the carrier.

Come one, come all, stalwart of heart and arm.

Thus the stage is set.



GM Preparation

This module is intended for experienced gamers who know what they want to do. It is not a beginner's tutorial. The GM has to decide where the caves are on the main map. Then they can decide where the player characters start and let play commence from there: in town, at the caves, wherever they want. How things take shape from there on depends on how the gaming group prefers to play. It is assumed the GM will be adding their own tweaks and changes to flesh things out and make it better suit their own desires.

RUMORS: This is a collection of rumors the locals might offer PCs or PCs might already know. Anything marked [FALSE] is false only in the sense that it isn't prepared for in this module; the GM can certainly make it up if they wish.

1. Lizardmen raid the local shipping now and then, carrying off loot.
2. Most of the monsters being encountered are orcs, goblins, gnolls, and other lower level creatures. No giants or dragons or other big brutes as of yet.
3. Three witches haunt the roads near a village further into the wilderness, selling evil potions and petty magic in exchange for souls. [FALSE]
4. There is an old funeral crypt far off into the wilderness that the monsters are probably using as a base. This rumor might be misleading, or spot-on as the GM wishes.

5. Old crypts can suck the life out of the unwary.
6. A vampire is raiding the outlying villages, swooping off with children. [FALSE]
7. A great octopus lurks in the river. [FALSE]
8. Human bandits are causing problems for outlying farms.
9. Every seventh night the night-watch feeds a prisoner to a pack of trolls living under the bridge that crosses the river in return for maintenance done by the trolls on the bridge. [FALSE]
10. Some travelers have been attacked by magic-user and cleric spells (though not often and not necessarily of any great power).
11. There is a metal-eating monster on the loose. [FALSE]
12. People have been killed and eaten by ghouls near the crypt area.

Abbreviations Used In This Book

AC = armor class

HD = Hit Die (Dice) (for monsters)

Class followed by level for NPCs: C = cleric, F = fighter, M = magic-user, T = thief

#At = number of attacks

Dam = damage

MV = movement

Sv = save as: C = cleric, F = fighter, NM = Normal Man, M = magic-user, T = thief

MI = Morale

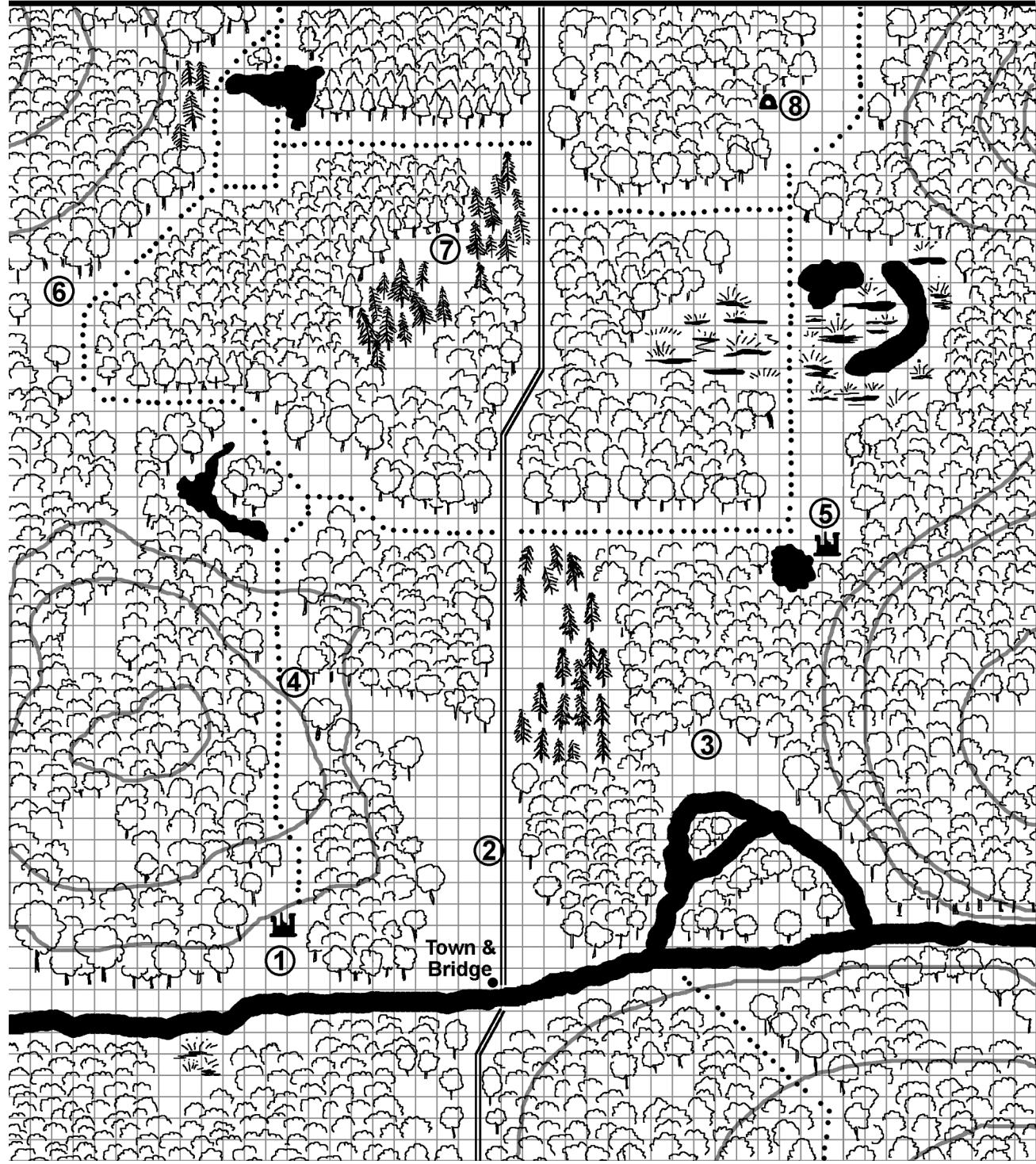
Ability Abbreviations (if given): S = strength, I = intelligence, W = wisdom, D = dexterity, Co = constitution Ch = charisma

cp = copper pieces, ep = electrum pieces, gp = gold pieces, pp = platinum pieces, sp = silver pieces



**Chaotic Caves
Wilderness Map**

1 Square = 1 mile

Trail ...
Road ||
CavesGrass
Swamp

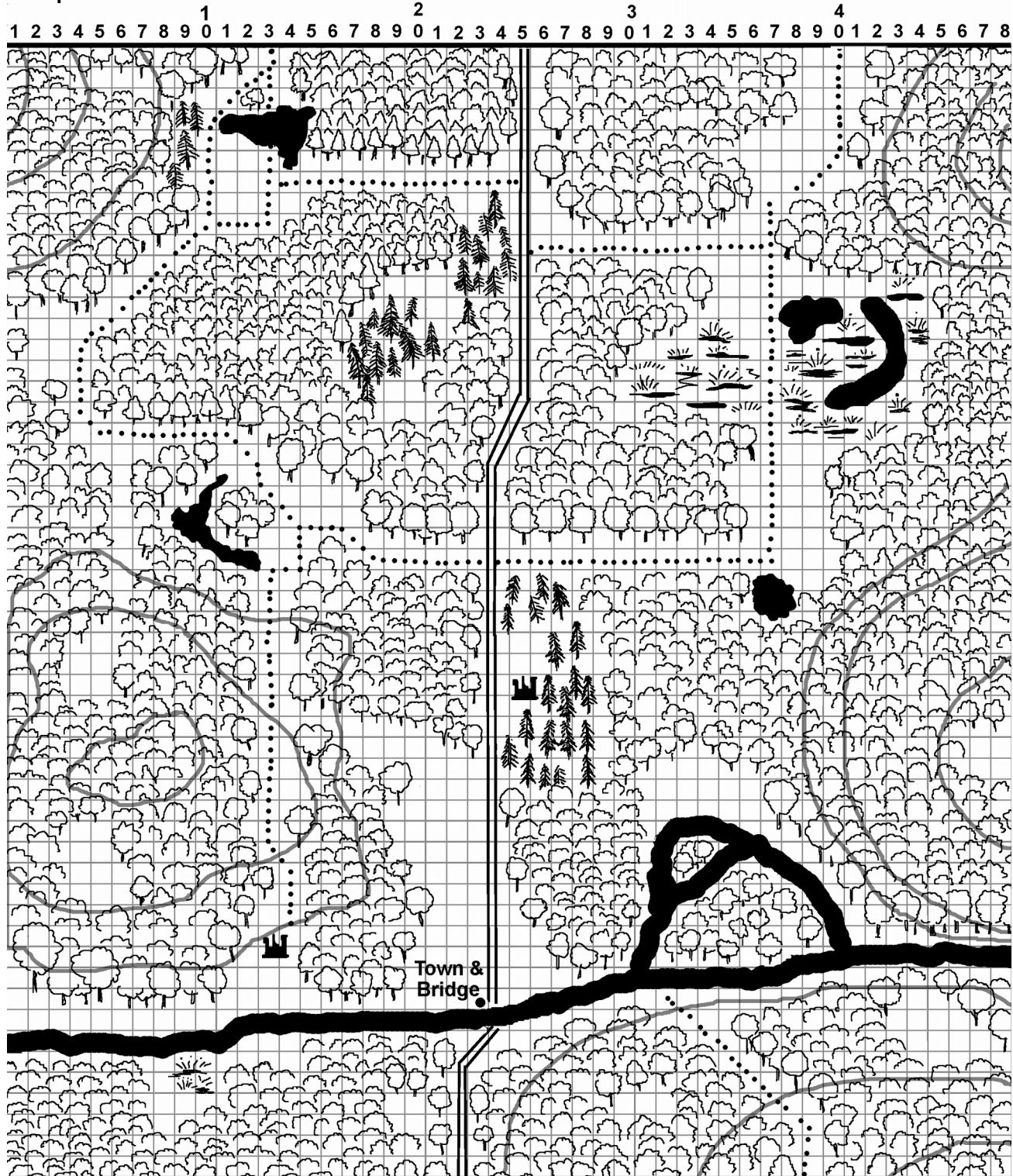
Player's Wilderness Map

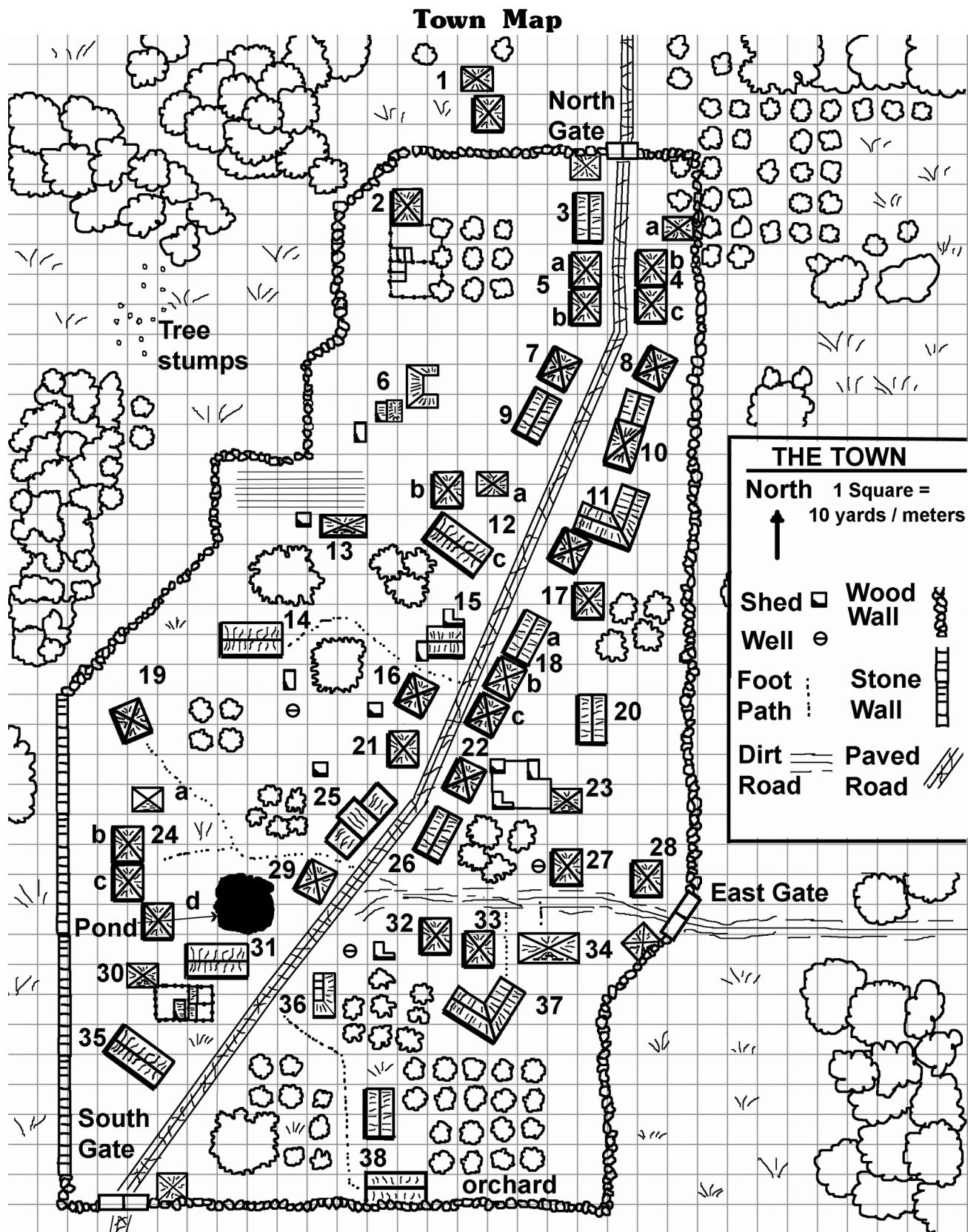
**Chaotic Caves
Wilderness Map**
1 Square = 1 mile

North
+

Trail ... Ruins  Forest  Caves 

Grass  (blank)
Swamp 





Town Key

The town lies at the crossroads of a river and an old paved highway. It thrives on trade and commerce. Several smithies provide weapons and body armor. Merchants offer food, clothing, and basic goods. A cleric and healer plies her wares. Horses and wagons are available, as are freight, coach, and courier services. Near the bridge are docks with a narrow wooden pier and storage shed where boats might be purchased or rented.

An irregular wooden stockade fifteen feet high surrounds most of the town, thrown up haphazardly as it expanded. This is slowly being replaced by a heavy stone wall about the same height and ten feet thick, with battlements occupying the top five feet. The woods to the northwest of the town are being cleared to allow the expansion of the walls.

The GM can add residents and NPCs as needed. Additional residences and farms would be scattered around outside the walls.

East, North and South Gates: These heavy wooden gates can be barred from the inside. Each has a hut beside it for a watch of three soldiers from the garrison (see #38 for basic troops). The east gate opens onto a dirt road leading towards eastern farms and lumber regions. A cobblestone highway winds through the town from the north to south gate.

Orchard: Apples, pears, pecans, etc. grow here. It is the common property of the town.

1. HUNTERS AND DOG BREEDERS RESIDENCE: These hunters also breed hunting and guard dogs. They have several large pens for dogs.

1 Father: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 4 □□□□

2 sons: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 3 □□□ 3 □□□

2. CHICKEN RANCHERS AND HOME: These ordinary people raise numerous chickens for eggs, meat and feathers. They have coops as well as a fenced-in area that the chickens can get in and out of – and flee to if chased by dogs.

1 Widow Woman: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 3 □□□

2 Older Children: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 3 □□□ 2 □□

3. FAMILY RESIDENCE: This two-story home is heavily built from large oaken beams. The top story overhangs the bottom one. The occupants do odd work for a living.

1 Father: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon (+2 for strength of 16), Mv 40', Sv NM, MI 7

HP 4 □□□□

5 Sons: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon (+2 for strength of 16), Mv 40', Sv NM, MI 7

HP 3 □□□	3 □□□
3 □□□	2 □□
2 □□	

4a. SMITH: This man has two apprentices who help tend the forge. They spend a good deal of time making nails, tacks, and other items. The smith mainly makes iron hardware, from hinges and fireplace poker to iron railings for those who can afford them.

1 Smith: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon + 1 for strength of 14, Mv 40', Sv NM, MI 7

HP 4 □□□□

2 Apprentices: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 3 □□□ 2 □□

4b. SMITH WITH ARMS AND ARMOR SHOP: This smith services the local militia and garrison, working on weapons and armor when not dealing in pots, tool making, and such endeavors.

1 Smith: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon +2 for strength of 16, Mv 40', Sv NM, MI 7

HP 4 □□□□

1 Apprentice: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 3 □□□

4c. FARRIER: The farrier is an elf, but tends to hide it, not being very elf-like in appearance. She serves as a general veterinarian for those who know little about animals. She also has an old nag for sale (the owner gave it up rather than pay their debt).

1 Farrier: AC 11, HD 1d6 hp, #At 1 weapon, Dam by weapon +1 for strength of 13, Mv 40', Sv NM, MI 7

HP 3 □□□

5a. MILITIA LEADER / COBBLER: The cobbler who lives and works from this home also serves as the militia leader. He sells shoes, sandals, and related items.

1 Cobbler: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 4 □□□□

5b. SWEET FAMILY RESIDENCE: These people make sugar from sugarcane, and sweets from the sugar. They can provide hard candies as well as powdered sugar for confections. They also have a store of molasses and honey (they are always eager to buy more of either).

6. STONEMASON FAMILY RESIDENCE: These folk have been contracted to do much of the stone quarrying and labor involved with replacing the wooden town wall with a stone one.

2 Stone Masons: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 4 □□□□ 3 □□□

7. SHOP AND RESIDENCE OF BAKER: Breads, cakes, pies - you name it, they can be bought here. A large supply of flour, sugar, and other ingredients are also on hand. They run a grain mill (whether it is small with a mule powering the grindstone, or a large waterwheel powered mill is up to the GM).

8. FAMILY RESIDENCE: This family deals in a little bit of everything: cooking, sewing, labor, hunting and fishing.

9. FAMILY RESIDENCE: As with #8, these people work at anything they can make money at. They are currently busy helping with the quarrying of stone for the wall (see #6).

10. BANKER: The banker is a strong fellow whose sons help him manage and guard the business. He usually keeps only minor funds readily available (20 gp, 100 sp, and 200 cp). Underneath the floorboards of the home is a heavy iron-banded

box with a tricky lock (with a needle trap; save versus poison or die). It is empty except for a bunch of giant centipedes kept in bags. The bottom of the box is loose and under it is a buried bag with actual funds: 3 x 50 gp gems, 100 gp, 500 sp, and 300 cp. These items are covered in a clear, odorless poison and anyone handling them must save versus poison or die (alternately, become gravely ill and must make another saving throw 1d6 hours later or die).

1 Banker: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon (+3 for strength of 18), Mv 40', Sv NM, MI 7

HP 4 □□□□

2 Sons: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon (+2 for strength of 16), Mv 40', Sv NM, MI 7

HP 3 □□□ 2 □□

6 Giant Centipedes in box: AC 11, HD 1d4, #At 1 bite, Dam poison, Mv 40', Sv NM, MI 7

HP 4 □□□□	2 □□
3 □□□	2 □□
3 □□□	2 □□

11. WAREHOUSE: This warehouse stores such items as seed grain, and produce levied for taxes. Items can be stored for a fee paid to the mayor. During harvest or sheering season it can be full, and at other times room is often plentiful.

12a: TAX COLLECTOR AND OTHER OFFICES: These offices and living quarters are home to a tax collector (normal man) and deputy (a 2nd level fighter) who keep up with the local trade, land taxes and such. They are often out on some other business. When collecting taxes or carrying significant funds, they enlist four or so of the town's garrison (from #38) and travel in a coach, using a locked and poison-needle trapped strongbox. There are few funds at the office/house (they deliver the collected taxes to the local baron/king before they can pile up).

1 Tax Collector: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 3 □□□

1 Deputy: AC 17 with chain mail, F 2, #At 1 weapon, Dam 1d8+1, Mv 20', Sv F2, MI 8; S 15 (+1), W 14 (+1), D 16 (+2), Co 15 (+1)

HP 11 □□□□□ □□□□□ □

12b. MAYOR'S OFFICE AND LAND OFFICE: The mayor often isn't here unless a formal meeting is called; he keeps office regularly one or two days in the midweek. Files hold reams of paper concerning land claims, businesses, births, deaths, and other household documents.

12c. TOWN HALL: This large town hall is used for all sorts of meetings, including dances, town meetings, and as shelter in case families from the outside flee here from a monster raid. It is mostly empty, with some rooms on the second floor.

13. WIDOW WOMAN RESIDENCE: This home belongs to a widowed woman and an older spinster woman who helps with upkeep in return for room and board (neither lady will fight). They make money taking in travelers as a bed-and-breakfast, and by running a school and small library from their house, as well as everyday work like sewing and selling produce from a large garden out back.

14. MAYOR'S HOUSE: The mayor is hard working and honest, although he does tend to talk a lot (especially to women) when he should be working. He also has farm tools and deeds to a sheep ranch, and sells wool during the sheering season.

1 Mayor: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 2 □□

15. HEALER (CLERIC) HOUSE: The current cleric can barely speak the local language and relies a lot on a heavily-accented dialect of common to communicate. She is well-liked, and quick to help good people. She is pacifistic, but will don chain mail and shield, and wield a mace if called for. A tolerable surgeon and doctor, she keeps a collection of ordinary medicines and medical supplies on hand.

2nd Level Cleric: AC 13 (18 with chain mail and shield), C 2, #At 1 weapon, Dam 1d8, Mv 40' (20' in armor), Sv C2, MI 8;
S 9, I 15, W 16, D 16 (+2), Co 14 (+1), Ch 17 (+2)
Spells: 1st level – cure light wounds

HP 9 □□□□□ □□□□

16. EMPTY FAMILY RESIDENCE: The owners have recently moved out and sold the house to the town. It is up for rent by the mayor.

17. BARBER'S RESIDENCE: The wife of the barber who lives here (and several other town people) will comment that he has started acting suspiciously lately: he sneaks off alone for quite some time. If the PCs investigate, they will find he has happened onto what he thinks is a wonderful fishing hole in a stream and is sneaking off to fish it. The GM might reward 25 to 50 experience points for being curious and following him to find what he is doing, although none if the players have their characters act absurdly.

1 Man: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 3 □□□

18a. NEW MERCHANT: The woman who owns this shop has moved here recently with her husband and ex-husband. They are well stocked with basic goods (lanterns, oil, smoked meats, etc.). They are honest.

3 Owners: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 3 □□□
3 □□□
2 □□

18b. TAVERN OF THE FULL TANKARD: A selection of local beers can be had here; the owner brews his own. Wines and liquors have to be imported and cost more than normal. The proprietor hires an old, scraggly homeless man to sweep up and do chores.

18c. DRESS MAKER AND TAILOR: This is owned by several halflings who rely a lot on the people at #27 for their inventory. They also deal in other cloth goods (sheets, etc.)

19. BACHELOR RESIDENCE: A bachelor occupies this home. He owns and runs several boats on the river.

1 Bachelor: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 4 □□□□

20. MILITIA WEAPONS AND ARMOR STORAGE: Plus general supplies for sieges, including barrels of salted fish from the river. It currently contains several old pole arms, spears, flails, and axes, plus a few suits of leather armor and shields.

21. BEER BREWER AND HOME: A red-nosed dwarf and several family members run a sizable brewery from this location, providing a lot of the local beer.

3 Dwarf Fighters: AC 13, F 1, #At 1 weapon, Dam by weapon, Mv 30', Sv F1, MI 7

HP 7 □□□□□ □□
6 □□□□□ □
5 □□□□□

22. MERCHANT: These people do not deal in armor, weapons, holy water and such, but have a supply of food, rope, and sundry goods. The merchant is a kindly but doddering and absent-minded old man; he is helped by his stooped-over wife (both are noncombatants). If the PCs do a lot of business here, they might note that occasionally a pint of oil is only 2/3 full or some other mishap has occurred. They have to pay attention to avoid being short-changed. The owners usually have $2d6 \times 5$ gp, $4d6 \times 5$ sp, and $5d6 \times 5$ cp on-hand.

23. STABLES: Local boys are hired to care for any animals put up here.

24a. OLD COOT (STORY TELLER): This old fellow is quick to beguile passersby with wild tales and bad information. He doesn't know much more than anyone else about the area, rarely going out of town. His wife (a noncombatant) is loyal to him, but quickly tells anyone he tries to talk up that he's a born liar.

1 Old Man: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 1 □

24b. OLD COOT'S FAMILY BUSINESS: They make soap, butter, cheese, etc., purchasing milk and vegetable oils from other people as needed. A deep, cold cellar out back stores many of their raw materials and final products.

24c. OLD COOT'S IMMEDIATE FAMILY: Three hard-working sons (one is a bachelor) and two wives live here with a half-dozen kids (noncombatants). They have about $1d6 \times 10$ gp in coins in their home.

3 Sons: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 4 □□□□ 3 □□□
2 □□

2 Wives: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 2 □□ 2 □□

24d. OLD COOTS' IN-LAWS: Two of the coot's daughters live here along with their husbands and children. They have about $1d6 \times 8$ gp in coins in their home.

2 Husbands: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 4 □□□□ 3 □□□

2 Wives: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 2 □□ 2 □□

25. TAVERN, ROOMS FOR RENT: The owner is a friendly, short fat woman (noncombatant) who usually hires local women to cook and clean when she has a lot of guests. She relies on the baker a lot. Local beers are available and cheap enough, but wines have to be imported and are costly.

Several men and women gather around one of the tables in the bar area to play cards each night. They use plain wooden chips for counters. Whoever plays the worst during the week has to buy a round of beer on the weekend.

26. WOODWORKING FAMILY: While engaging in various other things, this household also runs a woodworking shop, building cabinets, chairs, tables, etc. They have various tools (augers, planes, saws, etc.) as well as clay pots of glues, and stains in their shop.

1 Husband: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 3 □□□

1 Wife: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 2 □□

1 Son and Daughter: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 2 □□ 2 □□

27. CLOTHIERS FAMILY RESIDENCE: These people take in clothes to dye, wash, and fix. They spin large quantities of thread, and have several large looms for weaving cloth. Most are noncombatants.

28. HUNTERS AND TRACKERS: These hunters bring in meat, hides and usable animal parts. The father is too old to care about adventuring but the sons will go on escapades for a decent share of the proceeds. If hired for tracking, they charge a fee of 1 to 2 gp a day. They know the area well, though they do not know where the monsters dwell, staying away from danger spots.

2 Brothers: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 3 □□□ 2 □□

29. LEATHER WORKER AND PRIVATE RESIDENCE: These people buy hides from the pig farmer, hunters, and others to work into high quality leather. They make belts, jackets, packs, and (if special-ordered) leather armor.

1 Leather Worker: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 2 □□

30. PIG FARMER: This household has many pigs as well as wooden corrals, sheds for shelter, storage sheds, and cooking and tanning pots. A herd of free-ranging pigs is being shepherded by a young son or daughter in the nearby woods.

1 Pig Farmer: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 3 □□□

31. LUMBER CONCERN, OFFICES, AND STORAGE: This concern also sells saws, nails, and other tools, and will hire out for construction work. They are under contract to cut down the trees in the northwest of the map to make room for the expansion of the walls, using local labor as needed.

32. GARRISON COMMANDER RESIDENCE AND OFFICES: The officer in charge of the garrison lives here. There is no formal town police force. He typically allows his troops to help keep the peace and deal with crime, although that is not their actual job.

1 Human Fighter: AC 15, F 3, #At 1 weapon, Dam 1d6, Mv 20', Sv F3, MI 8

HP 15 □□□□□ □□□□□ □□□□□

33. GARRISON OFFICERS AND MESS: The three junior officers of the garrison live here; there is also a stockade for prisoners. These officers keep up with crossbow bolts (including twelve silver-tipped ones) and other such gear.

3 Human Fighters: AC 15, F 2, #At 1 weapon, Dam 1d6, Mv 20', Sv F2, MI 8

HP 10 □□□□□ □□□□□
9 □□□□□ □□□□□
6 □□□□□ □

34. PRIVATE RESIDENCE: Home to the owners of the freight service (#35). They both have wives; the home is also shared by the mother of one wife and an aunt of the other. The women and children are all noncombatants, other than three grown boys.

3 Grown Boys: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 3 □□□ 2 □□
2 □□

35. FREIGHT SERVICE, WITH WAGONS AND STORAGE: Owned by two brothers, this company is willing to rent (to people they know) or sell wagons and carts. They often hire locals as teamsters to help ship goods (especially lumber) in and out. They hire riders for courier work as needed.

2 Brothers: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP 3 □□□ 3 □□□

36. EMPTY AND OLD: An old, leaning gray home that was abandoned by the previous owners and claimed by the town in lieu of taxes.

37. CHURCH: This large, single-story building has a sermon room as well as inner shrine and offices intended to be used for church business. Several empty rooms are kept available for visiting dignitaries. A poor box holds about 20 gp, 100 sp, and 500 cp, used to help the needy and community. A small tower holds a small, loud bronze bell that is rung to announce services, meetings or danger.

38. GARRISON BARRACKS: This building has two stories and is heavily-built to serve as a mini-fort. The bottom floor is an empty square that is partitioned into four parts. The top has more rooms but is empty, ready in case more troops are needed. Bunks are plentiful, and there are a few tables and chairs as well.

The garrison of 18 spearmen and 12 crossbowmen usually live here, but are scattered out on patrol or at the gate houses. Of these, 6 have chain mail and the rest have leather armor. All have shields.

Local men and women serve in the militia, bringing whatever weapons they can if called up.

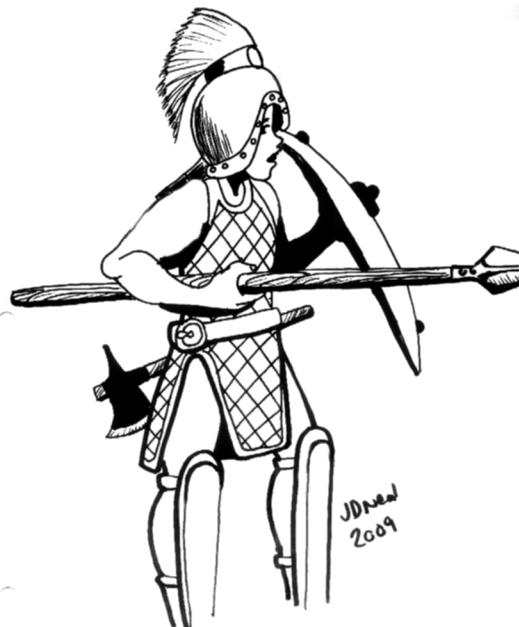
6 Human Fighters with chain mail and shield:

AC 16, F 1, #At 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7

HP	8	□□□□□ □□□	6	□□□□□ □
	4	□□□□	7	□□□□□ □□
	5	□□□□□	4	□□□□

24 Human Fighters with leather and shield: AC 14, F 1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 7

HP	4	□□□□	4	□□□□	4	□□□□
	4	□□□□	4	□□□□	4	□□□□
	4	□□□□	4	□□□□	4	□□□□
	4	□□□□	4	□□□□	4	□□□□
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	4	□□□□	4	□□□□	4	□□□□
	4	□□□□	4	□□□□	4	□□□□
	4	□□□□	4	□□□□	4	□□□□



Exploring the Wilderness

The elevation lines on the wilderness map represent an increase of 500 feet each. There is a base line (0 feet) showing where the major change starts, then a 500 foot and 1,000 foot line. Only major changes are shown; the area undulates a lot.

One way of tracking movement between different terrain types is to look up the scale (in miles) of 1 square of terrain on the table below. This chart is based on the scale of the main map (1 square = 1 mile of distance). Diagonal distances are technically around 40% longer, but since distances do not need to be exact in the game, it can be treated as 50% longer.

Terrain	Scale in Miles		
	Adjust.	Straight	Diagonal
Jungle, Mountains, Swamp	x1/3	3	4.5
Desert, Forest, Hills	x1/2	2	3
Clear, Plains, Trail	x2/3	1.5	2.25
Road (Paved)	x1	1	1.5

Example: a party can move 12 miles in a day. They walk up the road two squares (2 miles), travel through the forest for 3 squares (6 miles) and enter one square of a swamp (3 miles) for a total of 11 miles of movement. If they are surrounded by swamp and forest, the GM can credit them with an extra mile of movement the next day, or otherwise handle the remainder of 1 mile.

Random Encounters

Encounters might occur once a day while exploring the wilderness: a 1 or 2 on a roll of 1d6 indicates an encounter. They would occur more often (use the same chance and roll once every 4 hours) while exploring the general area of the caves, where the monsters are more common, lessening as the caves take casualties. The author assumes the GM will place or mention ordinary people going about their business near the town or along the road now and then.

Standard Table

1	1d6 Human Bandits: AC 13, F 1, #At 1 weapon, Dam 1d6 (or by weapon), Mv 40', Sv F1, MI 8
2	1d3 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1 or by weapon +1, Mv 30', Sv F3, MI 9
3	1d6 Giant Rats: AC 13, HD 1d4 hp, #At 1 bite, Dam 1d4 + disease, Mv 40' swim 20', Sv F1, MI 8
4	1d3 Gnolls: AC 15, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 30', Sv F2, MI 8
5-7	1d6 Goblins: AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7
8-9	1d6 Hobgoblins: AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8
10-11	1d8 Kobolds: AC 13, HD 1d4 hp, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6
12	1d3 Lizard Men: AC 15, HD 2, #At 1 weapon, Dam 1d6+1 or by weapon +1, Mv 20', Sv F2, MI 11
13-19	1d8 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8
20	roll on the special table below

Special Table

1	1d3 Giant Bats: AC 14, HD 2, #At 1 bite, Dam 1d4, Mv 10' Fly 60' (10'), Sv F2, MI 8
2	1d6 Giant Bees: AC 13, HD 1d4 hp*, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9
3	1d2 Giant Gecko Lizards: AC 15, HD 3+1, #At 1 bite, Dam 1d8, Mv 40' (special), Sv F2, MI 7
4	1 Giant Crab Spider: AC 13, HD 2*, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7
5	1d6 Stirges: AC 13, HD 1*, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9
6	1 Mountain Lion: AC 14, HD 3+2, #At 2 claws/1 bite, Dam 1d4/1d4/1d6, Mv 50', Sv F3, MI 8
7	1d2 Boars: AC 13, HD 3, #At 1 tusk, Dam 2d4, Mv 50' (10'), Sv F3, MI 9
8	1d2 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4 + paralysis, Mv 30', Sv F2, MI 9
9	1d2 Harpies: AC 13, HD 2*, #At 2 claws/1 weapon + special, Dam 1d4/1d4/1d6 or by weapon + special, Mv 20' Fly 50' (10'), Sv F2, MI 7
10	1d4+1 Soldiers on Patrol (not in cave area; see town description): AC 13, HD 1, #At 1 weapon, Dam 1d6 (or by weapon), Mv 30', Sv F1, MI 8
11	1d3 Giant Toads: AC 13, HD 2, #At 1 tongue or 1 bite, Dam grab or 1d4+1, Mv 30' Swim 30', Sv F2, MI 6
12	1d4 Wolves: AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8

Set Wilderness Encounters

These are marked on the map.

1. RUINED CASTLE. This ruined castle has been quarried now and then for building stone and hence is known by the locals. There are several broken statues about. As the PCs investigate, they find it occupied by orcs:

1 Orc War Leader: AC 14, HD 2, #At 1 weapon, Dam 1d8+1 for strength, Mv 30', Sv F2, MI 8

HP 10 □□□□□ □□□□□

6 Orcs: AC 14, HD 1, #At 1 weapon , Dam 1d8, Mv 30', Sv F1, MI 8

HP 4	□□□□	4	□□□□	4	□□□□
4	□□□□	4	□□□□	4	□□□□
4	□□□□	4	□□□□	4	□□□□

These orcs are on their way to the caves. After dealing with the orcs, the PCs will find that one has a piece of paper that helps narrow down their search for the caves (if they have not found it and if it is not here). The orcs also have 60 gp in coins, six silver-tipped arrows, and a **potion of healing**.

2. BANDITS ON THE ROAD: The PCs encounter two wagons. The lead one is a traveler's home (a small home on a wagon-bed) followed by a cargo wagon. Each wagon is pulled by 4 horses and driven by a 2-man crew. Six more men ride horses alongside, and two dogs lope along with them, tongues lolling. All of the men are wearing what appears to be normal clothing. A close look will reveal that the dogs show some signs of a recent fight, as do some of the men, and that the men wear leather or chain mail armor under their clothing.

These bandits have just captured these wagons. The owners are tied up inside the traveler's home. Their bodyguards of relatives who volunteered to help them move are miles away just getting loose from ropes (they were tied up and left behind).

The bandits will try to trick and attack the PCs if it seems wise, otherwise they will try to pass by.

All of the horses and wagons belong to the merchants inside. If rescued, the owners will be grateful and offer a 500 gp reward, which is most of the money they have with them. They were moving their small household when ambushed.

If the PCs kill or rob the merchants, there is a good chance they will later be recognized and reported as bandits if they keep the wagons and horses and remain in the area.

The horses are detailed in case they become a target.

1 Human Fighter: AC 15, F 2, #At 1 weapon, Dam 1d6, Mv 20', Sv F2, MI 8

HP 9 □□□□□ □□□□

9 Human Fighters: AC 13, F 1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 8

HP 4	□□□□	4	□□□□	4	□□□□
4	□□□□	4	□□□□	4	□□□□
4	□□□□	4	□□□□	4	□□□□

2 Dogs: AC 14 , HD 1+1 , #At 1 bite , Dam 1d4 + hold , Mv 50' , Sv F1, MI 9

HP 6 □□□□□ □
4 □□□□

6 Riding Horses: AC 13, HD 2, #At 2 hooves, Dam 1d4/1d4, Mv 80' (10'), Sv F2, MI 7

HP 8	□□□□□	□□□	7	□□□□□	□□
6	□□□□□	□	6	□□□□□	□
5	□□□□□		4	□□□□	

3. HALFLING HOME (See the Miscellaneous Maps):

The party comes across what was once a halfling farm and orchard. From all evidence, this was abandoned decades ago. It is now grown over with brush, weeds, and trees. The main buildings are built like a burrow, with only the round front door and round windows (shown as circles on the maps) exposed. The rest is buried underneath a dozen feet of earth.

The ceilings are uniformly 6 feet high. The floors and walls are stone; the ceilings are made of and held up by heavy timbers. Cobwebs and dirt clutter all the inner rooms.

Only the windows provide light inside. The windows are filthy from decades of neglect. They are composed of multiple panes of glass with wooden framework, but exact details are left to the GM's imagination.

H1. FRONT DOOR: A large, round green door greets visitors. The door is locked, but is old and rotten, and can be easily knocked in.

H2. LIVING ROOM: The main living room, with a fireplace in the south wall and a round window about 4' in diameter in the north. There is no furniture here. Searching the fireplace for loose stones will reveal a small, secret niche (about a foot squared) off to one side which contains an old, ornate jewelry box. Inside are 100 gp, a gem worth 250 gp, and a large silver hat pin that was once magical but is not any longer.

The stink of death is here. A long-dead body clad in old, rotten leather armor lies mauled in the center of the room. It has a silver dagger in a belt sheath, 2 vials of holy water, **potion of healing**, and a leather pouch with 3 cp.

A tentacle worm lurks in the dark, scuttling to any sounds that occur in adjacent rooms, such as the sound of the front door being knocked in.

1 Tentacle Worm: AC 13, HD 3*, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9

HP 12 □□□□□ □□□□□ □□

H3. DINING ROOM: This 15 x 17 foot room has two round windows in the north wall. The color of the floor and shapes in the dust indicate that tables and chairs were once placed in the light of the windows.

H4. KITCHEN: A stone stove rests against the north wall with a chimney going out the roof (with a flue about 1 foot square). There are no other furnishings. A round window about 4 feet in diameter is in the northwest corner (the glass is broken out). A pool of slimy green water is running down the sill of the window to the floor (it looks exactly like a green slime monster but is not one).

H5, H6, H7. BEDROOMS: Empty of even furniture. Each has a round window about 4' in diameter in the south wall (in the southwest corner of **H7**).

H8. BACK DOOR: A simple round door about 5' high with old, peeling red paint. Barred from the inside, it is old and easily knocked in.

H9. TREE HOUSE: Fire beetles have taken up residence in this old tree house. They will scuttle or jump down to attack. The tree house is a simple square about 20' up from the ground and perhaps 6' from floor to ceiling.

3 Giant Fire Beetles: AC 16, HD 1+2, #At 1 bite, Dam 2d4, Mv 40', Sv F1, MI 7

HP 7 □□□□□ □□
6 □□□□□ □□
5 □□□□□

H10. STABLES AND STORAGE: North of the house is a set of double doors leading into another mound. This is a shed. The floor is dirt, but the wall frames are built from heavy stone blocks and the ceiling is made of heavy wooden timbers. The east, north and west walls have round windows about 3' in diameter; these do not have glass, but do have shutters. The one on the north wall is broken and smeared by splattered feces (see below). In the west end are two stalls for ponies (empty). The east end once held carts, as well as anything else being stored. Several piles of what were once sacks of grain lie moldering, covered in a harmless yellow fungus.

This dark, humid abode stinks from the feces accumulated on the floor. It is currently occupied by stirges that fly in-and-out the broken window in the north wall. Encrusted by droppings are 3d6 gp, 4d6 sp, and 5d6 cp, plus a few bones and bits of hair.

6 Stirges: AC 13, HD 1*, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9

HP 8 □□□□□ □□□
7 □□□□□ □□□
6 □□□□□ □□
5 □□□□□
3 □□□
2 □□

H11. BURIED HOUSE: This mound of earth does not look like the other buildings: it is grown over with brush and weeds. Square stones resting in loose earth near the main entrance, though, hint that something may be buried here. It would not take a party long to dig far enough into the mound to reach something interesting (maybe an hour or two). Searching up top will reveal the small, one-foot square chimney to the fireplace in H12. As a reminder: all of the

windows (shown as round circles) and doors are buried. The two main doors are boarded shut with quite a lot of lumber, as if fear motivated the actions.

H12. LIVING ROOM: An unfurnished room with a brick fireplace in the northwest corner. Lying on the floor are four humanoid shapes swaddled in cloth. These zombies will rise up and attack if anyone enters the home.

4 Zombies: AC 12, HD 2, #At 1 weapon, Dam 1d8, Mv 20', Sv F2, MI 12

HP	8	□□□□□	□□□
	8	□□□□□	□□□
	8	□□□□□	□□□
	8	□□□□□	□□□

H13. KITCHEN: This room is crammed with two cozy chairs, a couch, a table, six wooden chairs, cupboards, a stove and other furnishings.

H14. MASTER BEDROOM: Besides a bed and dresser, this room features a writing table. Sitting behind it is a figure in tattered clothes, its exposed features putrid and ragged from wounds and age. This zombie will lift a flail (war hammer) up and attack intruders, growling in hatred of anything living.

1 Zombie: AC 12, HD 2, #At 1 weapon, Dam 1d8, Mv 20', Sv F2, MI 12

HP	16	□□□□□	□□□□□	□□□□□	□
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Lying on the desk are several sheets of old paper scrawled with many different and poorly-composed poems to "Kylene My Lady Love" mixed in with the name "Tyrok the Indefatigable". The writer was obviously very disturbed and quite evil. A necklace with gems worth 500 gp lies on the paper and is mentioned as a "gift to my love." The zombie has a massive hole in its back as if it died from a particularly brutal sword wound.

H15. GUEST ROOM: A bed, table, small dresser and few other furnishings are still here.

4. RESCUE. The PCs hear the squealing of an angry hog and see a fleeing man leap onto some rocks. A wild boar is chasing him; it circles the rocks, stamping and chomping in rage. If the PCs ignore the man's plight, nothing bad happens: the boar will eventually get bored and leave. If they help the man, he will give them 20 gp (kept at his home), and his gratitude. If the PCs are searching for the caves, he has recently seen several goblins that might be headed there and can help point them in the general direction. He is a rancher out looking for stray sheep, not a hero who can fight boars and monsters. Remember to reward the PCs with experience. If they kill the boar and clean it, they can recover a hundred pounds of meat and its tusks (worth about 10 gp in town).

1 Wild Boar: AC 13, HD 3, #At 1 tusk, Dam 2d4, Mv 50' (10'), Sv F3, MI 9

HP	10	□□□□□	□□□□□
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5. GIANT TOADS AND HARPY: The ruins of an old tower rise from the woods. It is 20' high and 30' round, but there is little left to warrant a map. The single harpy that inhabits it attempts to use its singing to lure opponents into the jaws of the giant toads that lurk in the nearly-dry moat in the shadows of the woods beneath it. The harpy has a short bow to shoot at intruders with. (If the GM wants to weaken it, they might decide the bow is poorly-made and she is using crude arrows fletched by the random feathers of birds she catches; it only does 1d4 points of damage and has a range of 40/80/120.) On the highest ledge of the tower is its nest, including a leather belt with pouches with 50 gp and 10 pp ripped off some poor victim.

3 Giant Toads: AC 13, HD 2, #At 1 tongue or 1 bite, Dam grab or 1d4+1, Mv 30' Swim 30', Sv F2, MI 6

HP	10	□□□□□	□□□□□
	7	□□□□□	□□
	6	□□□□□	□

1 Harpy: AC 13, HD 2*, #At 2 claws/1 weapon + special, Dam 1d4/1d4/1d6 or by weapon + special, Mv 20' Fly 50' (10'), Sv F2, MI 7

HP	10	□□□□□	□□□□□
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6. CAVE OF HORRORS: (See the Miscellaneous Maps.) This is a collection of what appears to be crudely-carved, cold and dark winding tunnels. Bones litter the grassy area around the entranceway, and large footprints (ogre sized) can be found in muddy areas or soft soil.

C1. ENTRANCEWAY: Deep enough inside the entryway to avoid sunlight is evidence that the cave might be occupied: there are five thin cords strung across the width of the floor about 2 feet apart and an inch or two above the ground. They are covered by dust and hard to detect unless a close inspection is made. If tripped on, they release a broad frame that has been pulled back against the east wall. It is 8' high and wide, and lined with sharp wooden spikes. It strikes as a 2 hit die monster and does 2d6 points of damage if it hits. A number of the spikes are covered in fresh blood and fur.

C2. OGRE'S LAIR: Munching on the corpse of a bear is an ogre. This creature might be bribed into helping the PCs (provided the bribe is at least 200 gp), but it is also incredibly dense and self-interested. It will just as happily attack intruders or get a party lost leading them in circles. It gets bored quickly and rarely stays with even the most agreeable party for more than 1d6 days. The lair is furnished with hides, piles of leaves, a few tree trunks for benches and such items. The ogre has a large, knobby club for a weapon. It has a crude hide pouch on its belt. If made an ally, it thumps the pouch and says, "Me poor. Me need much money!" Inside are 231 cp. A set of natural stone steps goes down 10 feet in the southwest hall.

1 Ogre: AC 15 (12), HD 4+1, #At 1 weapon, Dam 2d6, Mv 30' Unarmored 40', Sv F4, MI 10

HP 19 □□□□□ □□□□□ □□□□□ □□□□

C3. GRAY OOZE'S POOL: Bones litter this wide, three foot deep pool. The ogre occasionally takes body parts and throws them in to watch the gray ooze inside it devour them. A plant-fiber cord is tied to a heavy rock on the edge of the pool. The cord has prickly spines along its length to keep the ooze away from it. Tied to the other end is a heavy glass bottle that the ogre has thrown in the pool; it has 23 pp and 42 gp in it.

1 Gray Ooze: AC 12, HD 3*, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12

HP 14 □□□□□ □□□□□ □□□□

C4. STEPS: Rough natural steps go down sharply some 20 feet in elevation to the north. They are coated in harmless slime.

C5. STEPS: Rough natural steps descend sharply (some 20 feet in elevation) to the north. Slime and pebbles coat them.

C6. SLOPE DOWN: This slope goes down 30 feet.

C7. STIRGE ROOKERY: A long, narrow hole in the ceiling winds up some 30 feet to the forest floor above. Around noon light will come down in a dull glow through it. Hanging on the ceiling here are a dozen or so stirges. About 1d6 will attack the party each round. The ground is cluttered with feces and leaves. Worms wiggle in the leaves. Buried under the muck is a wooden chest with the ogre's (see room C2) valuables: a **potion of healing**, a **potion of clairvoyance**, 124 gp, and 848 sp.

12 Stirges: AC 13, HD 1*, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9

HP	7	□□□□□ □□	4	□□□□
	6	□□□□□ □	4	□□□□
	5	□□□□□	3	□□□
	5	□□□□□	3	□□□
	4	□□□□	2	□□
	4	□□□□	1	□

C8. ORNATE ROOM: A smashed-in door opens into a room carved out by human hands. It is furnished with a table, chairs, and a single skeletal figure sitting in a chair at the far end of the table. On the table are 6 silver cups (worth 20 gp each) and a golden chalice with gems (worth 200 gp). The ogre, deathly afraid of the room, will make an evil-eye sign if anyone gets near this.

C9. CAVE-IN TRAP: Noise and movement from the party will cause part of the fragile ceiling to collapse atop the first two or three party members. Each will be attacked by a 2 hit die monster taking 1d6 points of damage if hit (make the attack as a 4 hit die monster if they do not have a helmet). The collapse will block the hallway, requiring a half-hour's work to clear it.

C10. CAVE CRICKETS: Fungus and moss cover the floor and walls of this room. Cave locusts prowl here and will jump wildly if spooked.

6 Giant Cave Locust: AC 16, HD 2**, #At 1 bite or 1 bump or 1 spit, Dam 1d2 or 1d4* or special, Mv 20' Fly 60' (15'), Sv F2, MI 5

HP	9	□□□□□ □□□□	6	□□□□□ □
	9	□□□□□ □□□□	5	□□□□□
	8	□□□□□ □□□	5	□□□□□

C11. POOL OF WATER: A clear pool of water with a frog, a few small fish, and crayfish fills much of this chamber. Under the mud and muck of the bottom is a bone tube with a **clerical scroll of cure light wounds**. There is also a rotten pouch with 500 sp and a sea snake curled up to strike anyone probing around. A rough iron ladder leads up into the ceiling. It goes up through a tight hole (3' wide) and exits in the woods 30 feet overhead.

1 Sea Snake: AC 14, HD 3*, #At 1 bite, Dam 1 + poison, Mv 10' Swim 30', Sv F3, MI 7

HP	9	□□□□□ □□□□
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7. BEE HIVE: A high-pitched voice is heard yelling in gleeful excitement. From out of the trees (or grass) a giant bee careens into the party and hits a PC or tree, tumbling to the ground, dead but wiggling and oozing juices. Laughing uproariously, the pixie that was riding it (detailed below) stands up and tries to turn invisible and flee. Hot on its tail are a half dozen more bees that will attack the party and anything else they find near the dead bee.

6 Giant Bees: AC 13, HD 1d4 hp*, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9

HP	4	□□□□	2	□□
	3	□□□	1	□
	3	□□□	1	□

If the PCs follow the general direction the bees came from, they will note several more buzzing angrily around in a copse of trees.

3 Giant Bees: AC 13, HD 1d4 hp*, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9

HP	3	□□□
	2	□□
	2	□□

The beehive is built amid the branches and crooked trunks of several fig trees that are growing together. It contains some 1d6 gallons of honey (weight about 8 pounds per gallon; value about 40 to 50 gp per gallon depending on the buyer). If the PCs collect the honey and the pixie is still alive and able, they will be pelted by several (1d6) platinum coins from the pixie, which is now hiding in the trees and laughing.

1 Pixie: AC 17, HD 1***, #At 1 dagger, Dam 1d4, Mv 30' Fly 60', Sv F1 (+Elf bonuses), MI 7

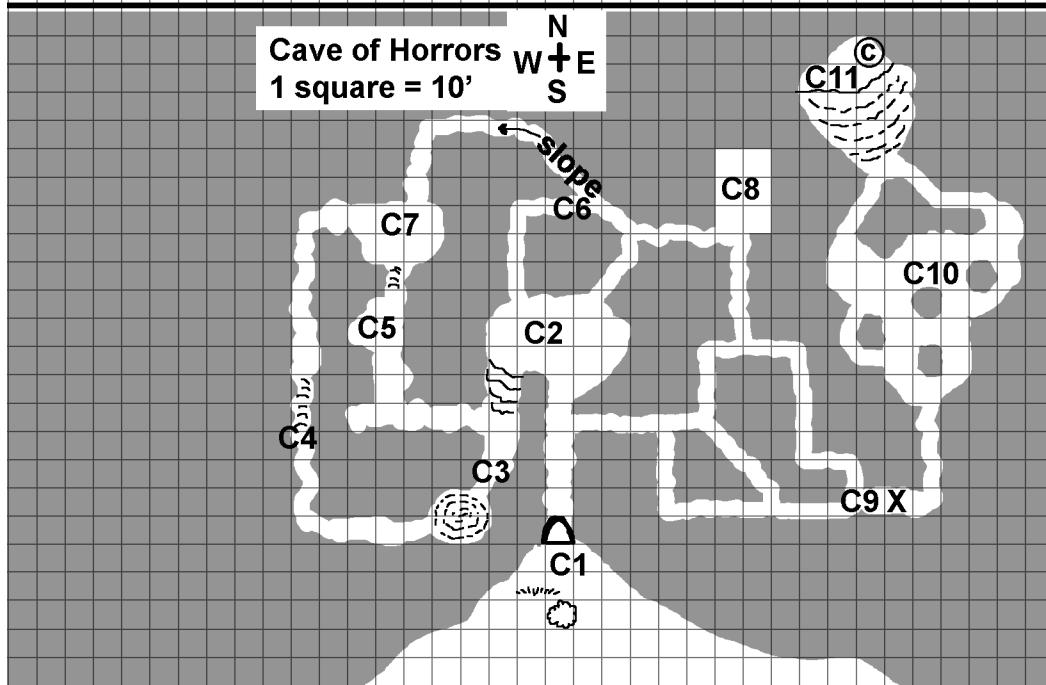
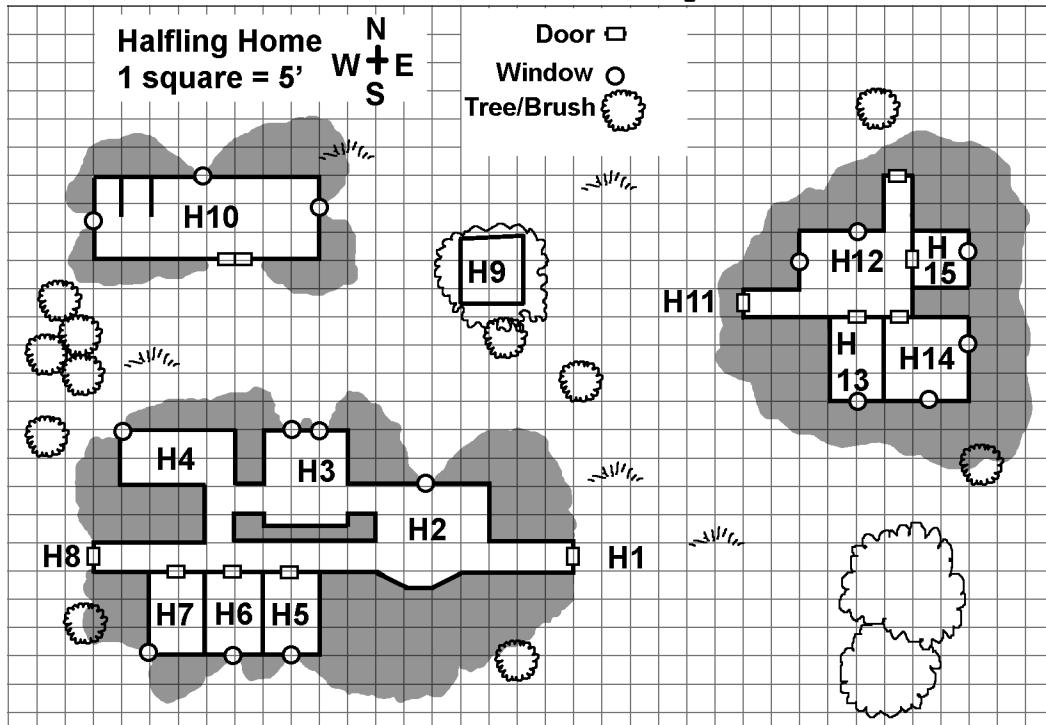
HP	3	□□□
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8. CRYPT: The PCs have found the entrance to an old tomb. The tomb is built of heavy stones buried under eons of dirt and brush. A rusted iron gate and door blocks the entranceway but can be pried open. Lines of old, worn runes over the doorway spell out slogans in common, such as "EVIL WILL ALWAYS PREVAIL" and "DESTRUCTION TO ALL THAT IS GOOD." The tomb itself is a fairly simple rectangle, 10' high, 20' wide, and 30' long from the door to the back wall. Inside are three stone coffins (sarcophagi).

The main occupant is a wight in the middle sarcophagus. It will avoid daylight and hunker inside until darkness falls. The wight wears **plate mail +1** armor. A silver-bladed sword will be found in its coffin. It wears a simple brass crown (as a sign of military office, not royalty) with three 100 gp gems in the rim. A coffer holds 200 gp in coins.

1 Wight*: AC 18†, HD 3*, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12

HP	10	□□□□□ □□□□□
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Miscellaneous Maps

The Caves

The GM has to decide where the caves are on the map. They might even be scattered about the countryside in different places. As drawn, the cave map is wooded with occasional clearings, but the GM may of course change that.

The monsters are trying to avoid leaving tracks and trails so as to keep their lairs undetected. Wild animals are few in the general area around the caves; monsters are hunting them pretty hard. As the characters get close to an entrance, they will note it or the guards (if any) on duty. Perhaps smoke from someone cooking a meal in the open is seen rising above the treetops, or is smelled by the PCs in the breeze.

An adventuring party blundering around outside the caves, making a lot of noise, should alert the denizens to their presence; the monsters will surely come out in force after dark, if an adventuring party is foolish enough to camp nearby.

The underground areas are not lit unless otherwise noted. It is usually dead-silent underground, making a thief's ability to move silently handy. Contrast that to when the wind is blowing outdoors and the sound of the leaves makes a constant background noise. Monsters can hear PCs as easily as PCs can hear monsters, so unless a monster is on guard duty or hunting, it does not have an increased chance of surprise versus PCs.

Most **ceilings** are 10 to 15 feet high - the GM should choose heights as desired. In some places they are obviously higher, and in others the GM might want to lower them.

Most of the **doors** to rooms are heavy wooden doors that open with a simple latch and can be barred from inside the room.

Steps typically have a 1 to 1 grade, going down 1 foot for each foot of length (10' long steps drop 10 feet in elevation).

Exact elevations are not given to avoid fooling the GM into thinking everything is neat and orderly. The contour lines are only rough guidelines for slopes. The region may look flat on paper, but even the "flat" parts undulate. Two entrances (or other features) that appear to be on the same level could differ in elevation by ten or twenty feet. The tunnels will constantly slope up and down.

Impress the irregularity of the ground from the start to reduce "flat-world" thinking. If someone starts arguing that part "A" doesn't work because it looks like it is on the same level as part "B", just tell them the ground slopes up or down as needed and get on with playing.

A. ORC LAIR

These orcs share (along with those at the B lair below) the duty of guarding the local orc temple from intruders. They are brash and haughty, prone to cruelty, tricks, and nastiness. There is a chance (a 1 or 2 on 1d6) per hour (6 turns) that the player characters will encounter 1d6 orcs moving about.

1d6 Wandering Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8

HP	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□

1. ENTRANCE: Two orcs usually stand guard outside this gaping entranceway, leaning on their spears. Others will be inside the first chamber, which is their usual bunk room. Each has 1d6 sp.

6 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8

HP	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□

2. EMPTY ROOM: The walls and some of the ceiling of this room collapsed some time ago. It is currently unfit to live in.

3. COMMON ROOM: These are the quarters of a number of orcs, with their weapons and gear. Each has 1d6 sp. Crude furniture is in the center of the room, and wooden bunks line the walls. In the back are sacks of food stuffs (potatoes, etc.) and hanging meat (12 - 72 pounds each of veggies and meat).

8 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8

HP	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□

4. WOLF PEN. Both ends of this area are blocked by a wooden fence spanning the complete width and height of the halls; in the center of each is a wooden gate about 3 feet wide and 6 feet high, lashed shut by rope. Inside are three wolves. They are usually alert and will set up a clamorous barking and howling if they hear or smell careless parties, resulting in a chance of attracting orcs to see what is going on (use the wandering orc concept explained at the start of the lair for the chance and number of orcs). Make a "hear noise" roll to see if the jailers in #5 below hear and investigate as well. The soft earthen floor of the room is littered with wooden bowls full of water, bones, and offal, but nothing else.

3 Wolves: AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8

HP	9	□□□□□	□□□□
	8	□□□□□	□□□
	7	□□□□□	□□

5. DOOR TO JAIL: Behind this door are the quarters for the big, sweaty orc who serves as the warden of the jail (and also chief torturer) and two assistants. The key to the jail door is usually hung on a hide cord on the wall. Crude furniture and various simple wooden or stone interrogation devices fill the room. The warden has 1d6 gp and the other two orcs 1d6 sp.

1 Orc Warden: AC 14, HD 2, #At 1 weapon, Dam 1d8+1 for strength, Mv 30', Sv F2, MI 8

HP	10	□□□□□	□□□□□
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2 Orcs: AC 14, HD 1, hp 4 each, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8

HP	4	□□□□	4	□□□□
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JAIL AREA: The locked door to the east opens into the jail, where anyone captured will be held. Currently there is a merchant who is a normal man (bedraggled and missing a finger, which was sent off with a ransom note). If saved, he will give the party what he has at his home (100 gp; it is obvious the orcs think he's richer than he is).

1 Merchant: AC 11, HD 1d4 hp, #At 1 weapon, Dam by weapon, Mv 40', Sv NM, MI 7

HP	3	□□□
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6. CHIEF'S ROOM: The strong, shrewd leader of the orcs resides here, sitting on a large, heavily-built throne when judging court. The sub-room to the south contains a bed and other personal furniture. His pets are also here: a mountain lion and two wolves. The tawny cat wears a collar with gems (value 100 gp for the gems) that is connected to a strong steel chain. The chain is usually attached to a steel hoop on the base of the throne; the chain can be released quickly. The wolves wear ordinary heavy leather collars, and are usually chained to the wall beside the door. Usually there are four orcs: two are here on permanent duty and two more to serve as messengers and go-fers. The chief has the key to the west temple door (see room #9).

1 Orc Chief: AC 15, HD 4, #At 1 weapon, Dam 1d8+1, Mv 30', Sv F4, MI 8

HP	18	□□□□□	□□□□□	□□□□□	□□□□
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1 Mountain Lion: AC 14, HD 3+2, #At 3, Dam 1d4/1d4/1d6, Mv 50', Sv F3, MI 8

HP	14	□□□□□	□□□□□	□□□□
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2 Wolves: AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8

HP	9	□□□□□	□□□□
	9	□□□□□	□□□□

4 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8

HP	4	□□□□	4	□□□□
	4	□□□□	4	□□□□

The throne is the treasure chest. There is a silk pillow on it which is worth 200 gp. Under the flip-up seat is: 671 gp, 1,235 sp and 785 cp.

A stoppered flask in a padded jar contains a **potion of passwall** -- which replicates the effect of the fifth level magic-user spell of that name when poured onto an appropriate surface.

7. COMMON ROOM/GUARD ROOM: Several orcs are housed here as a guard post against those in lair B. Each has 1d6 sp. The room is cluttered with crude furniture and common foods stuffs, some in bags, some in the form of dried meats hanging on strings.

4 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8

HP	4	□□□□	4	□□□□
	4	□□□□	4	□□□□

8. POOLS: These pools of water are fed by underground springs. They provide a year-round source of fresh water. They are six feet deep and clean, but otherwise not unusual.

9. SHARED HALLWAY: At each end of this hallway is a heavy, thick wooden door bound by strong steel bands, with crafty and heavy locks. Each of the orc chiefs (rooms #6 and #13) has the key to the opposite side. They must cooperate to enter the temple.

Set here as temple guards, the orcs on either side have been fighting so savagely for the affections of the god in the temple that a high priest had the doors locked. She gave the keys to the chiefs, with the admonishment that any further monkey business was not going to be tolerated.

10. ORC TEMPLE: This temple was carefully cut from the living stone and is well-maintained. The four pillars are fluted and ornate; the floor is tiled with polished green and red marble. The ceiling sweeps up some 20' high. On a dais some six feet above the floor is the statue of a vindictive, evil orc god. It is carved from a single shining piece of black basalt, standing 12 feet high. It has two red gems for eyes (each worth 250 gp). Steps are not provided for getting atop the dais; no one is supposed to stand on it.

B. ORC LAIR

These orcs share (with those at lair A above) the duty of guarding the local orc temple from intruders. They have a cruel sense of humor. There is a 1-2 on 1d6 chance per hour (6 turns) that the player characters will encounter 1d6 orcs while exploring the caves.

1d6 Wandering Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8

HP 4	□□□□	4	□□□□
4	□□□□	4	□□□□
4	□□□□	4	□□□□

ENTRANCE: Four orcs are immediately inside in the first chamber, along with a hobgoblin that went looking for greener pastures and latched onto the orcs. Each has 1d6 sp.

4 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8

HP 4	□□□□	4	□□□□
4	□□□□	4	□□□□

1 Hobgoblin: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8

HP 5 □□□□□

11. SECRET SAFE ROOM: Only the orc chief in room #13 knows of this secret room. Both of the secret doors that enter into it are so well hidden that even close scrutiny has a low chance of finding them. Each is also trapped in two ways: when opened without disarming the traps, (1) a bladder of gas will release, causing anyone within 10 feet to make a saving throw versus poison or fall asleep for 1d6 hours. And (2) an alarm bangs away loudly for a minute in the orc chiefs quarters. Stashed in the main chamber is a sword, a pouch with 25 gp, food and flint and steel, a skin of water, a cot, and a cloak.

12. GUARD POST: Two orcs with spears and hand axes stand on guard duty at this door. Each has 1d6 sp. The short corridor between it and the next room provides a buffer zone in case of attack.

2 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8

HP 4 □□□□ 4 □□□□

13. CHIEF'S QUARTERS: The wily orc chief resides here. A war leader and a couple of common orcs are also usually found here.

The chief has a key that opens the eastern temple door at room #9 attached to a necklace of long pencil-thin gold bars (value 100 gp).

Treasure is housed in a locked chest with a gas trap inside it. The trap is released when it is opened, unless some long pencil-sized object is inserted into a hole in back (the chief's necklace is used for this). The gas will affect a 10' area around the chest (save versus poison or die; alternately the GM may substitute a similarly-nasty effect of his or her own devising). In the chest is 800 gp, 500 ep, 700 sp, and a **potion of healing**.

This room contains various bits of stout wooden furniture. Under a heavy chair in the northeast corner is the alarm bell that rings if either of the trapped secret doors in room #11 is opened without disarming it first.

1 Orc Chief: AC 15, HD 4, #At 1 weapon, Dam 1d8+2 for strength (sword), Mv 20', Sv F4, MI 8

HP 18 □□□□□ □□□□□ □□□□□ □□□□□

1 Orc War Leader: AC 14, HD 2, #At 1 weapon, Dam 1d8+1 for strength, Mv 30', Sv F2, MI 8

HP 10 □□□□□ □□□□□

2 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8

HP 4 □□□□ 4 □□□□

14. COMMON ROOM: This trash-littered room houses nine orcs. They are currently throwing rocks at one who is standing against a wall. Several others are bruised. The game is to see who can take the most beating before flinching. Each has 1d6 sp.

9 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8

HP 4 □□□□	4 □□□□
4 □□□□	3 □□□
4 □□□□	3 □□□
4 □□□□	2 □□
4 □□□□	

15. COMMON ROOM: This room houses seven orcs. It is cluttered by miscellaneous debris that they have torn up and discarded, as well as firewood and stone circles for cooking. Hidden in a hole in the northeast corner (covered by a stack of fireplace rocks and a foot of earth) is a bag with 10 pp and 400 sp.

7 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8

HP 4 □□□□	4 □□□□
4 □□□□	4 □□□□
4 □□□□	4 □□□□
4 □□□□	

C. HOBOGLIN LAIR

These hobgoblins have taken over what was going to be an expansion of the funeral crypt at D and are renovating it. The interior is a mixture of smooth stone where the original carvers completed their work, rough unfinished work where they left off, and some work by the hobgoblins.

ENTRANCE: Twin entrances lead into the first chamber where five hobgoblins are bunked on guard duty. Each has 1d6 sp.

At "a" is a wide underground stream being used as a moat. Wooden planks about 15 feet long (used to cross it) are stored on the opposite side. A loud horn (from an ox) hangs on a peg and can be

blown to attract someone to come put planks across (the hobgoblins at #17 are tasked for the job). Other methods can be used to cross it; if the players engage in a lengthy debate or over-elaborate plan to cross, roll 1d6 and on a 5 or 6 two hobgoblins from #17 appear to interrupt.

In the northwest corner at the "C" is a crude hide painted to resemble stone used for laying ambushes (i.e. hiding behind the hide and letting people get inside the room, then rushing out to attack).

5 Hobgoblins: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8

HP 5 □□□□□	5 □□□□□
5 □□□□□	5 □□□□□
5 □□□□□	

16. TRAPPED HALLWAY: Three set of pillars help support the 20-foot-high ceiling of this otherwise innocuous hallway. The hobgoblins have strung thin wires along the floor between the center two. Anyone tripping the wires will be attacked by a heavy stone-headed mallet swinging down from behind the pillars (it attacks as a 2 hit die creature and does 1d8 damage if it hits) followed a moment later by a net covered in bells that covers the hall between the two pillars. Anyone caught under the net will be tangled for 1d6 rounds and their struggles will cause the bells to ring loudly. There is a good chance hobgoblins from room #17 below will hear the bells and come to investigate.

17. COMMON ROOM: Six hobgoblins bunk here. Each has 1d6 sp. They are not wearing armor but will don it if given time. They have fixed the place up, and are using what was once going to be platforms for caskets as benches and tables. Three fancy, elaborate red funeral shrouds with thin gold threading and black details are being used as hammocks, each worth 50 gp.

6 Hobgoblins: AC 14 or 11, HD 1, #At 1 weapon, Dam 1d8, Mv 30' armored or 40', Sv F1, MI 8

HP 5 □□□□□	5 □□□□□
5 □□□□□	5 □□□□□
5 □□□□□	5 □□□□□

18. STORE ROOM: Usually this room is locked (but not very well - a thief could pick either door with ease and the doors can be knocked in easily). The chief (in #21) has the key to the doors. It is full of odds and ends and minor plunder: clothing, sacks of grains and potatoes, hanging dried meats, perhaps some hanging "fresh meat" in the form of slain foes. Also there are mining tools: picks, chisels, hammers, etc.

19. SUB-LEADER: This room has been taken over by a skilled and tough hobgoblin, who lives in luxury. On the wall are a short bow and two quivers of arrows, as well as other items. He has two pouches on his belt containing 300 ep in one and 300 gp in the other. He carries the key to this room on a string made of hair on his belt.

1 Hobgoblin: AC 14, HD 3, #At 1 weapon,
Dam 1d8, Mv 30', Sv F3, MI 8

HP 15 □□□□□ □□□□□ □□□□□

20. GUARD ROOM: The hobgoblins here have piled up rubble in the hallway and stockpiled six vials of holy water to fend off the ghouls to the west. Each has 1d6 sp.

4 Hobgoblins: AC 14, HD 1, #At 1 weapon,
Dam 1d8, Mv 30', Sv F1, MI 8

HP 5	□□□□□	5	□□□□□
5	□□□□□	5	□□□□□

21. CHIEF'S ROOM: This chamber contains the hobgoblin chief and 3 bodyguards. The chief has the key to the store room at #18. There is a plain bed, chairs, tables, and other furnishings here.

A collection of goods on one table includes a vial with a **potion of stone to flesh** (1 use in it). A bag tied to the foot of the bed holds 600 gp, 1,200 sp, and 1,800 cp.

1 Hobgoblin Chief: AC 15, HD 5, #At 1 weapon,
Dam 1d8, Mv 20', Sv F5, MI 8

HP 25 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□

3 Hobgoblins: AC 14, HD 1, #At 1 weapon,
Dam 1d8, Mv 30', Sv F1, MI 8

HP 5	□□□□□	5	□□□□□
5	□□□□□		

D. ABANDONED CRYPTS

These are the old funeral crypts, which were once going to be expanded at lair C. Once highly-decorated, the facade to the entrance is now in ruin, with much of the marble overlay broken off and scattered about, leaving bare stone. A plaque that once held the name of the crypts lies in shards on the ground. Bits of bone, scraps of cloth, and chunks of wood (some of it varnished, as used in coffins) litter the floor and clutters every floor inside.

In addition to the larger areas, there are five small, rounded alcoves along the walls (two east, three west) which contain pedestals for shrines.

22. GHOULS: Three ghouls lurk here trying to get through the rubble to the hobgoblins in #20. They are not interested in skeletons or zombies as a possible food source.

3 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite,
Dam 1d4/1d4/1d4 + paralysis, Mv 30', Sv F2, MI 9

HP 9	□□□□□	□□□□□
9	□□□□□	□□□□□
9	□□□□□	□□□□□

23. SKELETONS. This space contains six skeletons (three on the east and three on the west). They stand like guards stiff at attention, and attack intruders on sight. The area is cluttered by broken coffins. The rubbish contains a silver dagger, 30 gp, and 21 pp.

6 Skeletons: AC 13, HD 1, #At 1 weapon, Dam 1d6,
Mv 40', Sv F1, MI 12

HP 4	□□□□	4	□□□□
4	□□□□	4	□□□□
4	□□□□	4	□□□□

24. ZOMBIES: Zombies wait patiently here, under orders to attack and destroy any intruders. The area contains empty (old and rotten) or smashed coffins. Amid the splinters of what looks like it was once an ornate cabinet are six intact vials of holy water and 56 gp.

4 Zombies: AC 12, HD 2, #At 1 weapon, Dam 1d8,
Mv 20', Sv F2, MI 12

HP 8	□□□□□	□□□
8	□□□□□	□□□
8	□□□□□	□□□
8	□□□□□	□□□

25. SKELETONS. The skeletons posted here attack on sight.

The outward facing walls are lined by crypt spaces (3 high, 3 wide per 10' section); many are empty. Those with anything in them have the remains of poor people and (in total) little more than 26 gp and 49 sp. Hanging out the gaping square of one (in plain sight) is a necklace with gems worth 750 gp; the original owners will be so glad to have it recovered (as a sentimental heirloom) that they will pay 1,000 gp for it, if they are tracked down.

6 Skeletons: AC 13, HD 1, #At 1 weapon, Dam 1d6, Mv 40', Sv F1, MI 12

HP	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□

E. GOBLIN LAIR

These goblins are living the simple life and serving as spear fodder for the stronger tribes, who aren't above recruiting them (by force) for battles. Their crudely tunneled out warren is dark and dank. Many halls are 6 to 8 feet wide and just as high.

26. GUARD POST: Six goblins hunker here, ready to fight intruders. Each has 1d6 cp. They control a net trap which they can drop by jerking on a rope (it covers the trap area marked on the map at the entrance). Entangled opponents will be easily subdued, but can get free in 1d6 rounds if they are left alone. The GM should use common sense and an easily managed die roll to see if any character is trapped. Any who are foolish enough to walk right under the net will almost certainly be trapped. More so, the goblins have slings and will pelt anyone who steps out to try to undo the net.

6 Goblins: AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or 1d4 by sling, Mv 20', Sv F1, MI 7

HP	3	□□□	3	□□□
	3	□□□	3	□□□
	3	□□□	3	□□□

27. COMMON ROOM: The entrance to this room is covered by crude curtains made from rawhide and cheap cloth. Inside are seven goblins (they do not have armor) resting on simple but well-made wooden furniture: stools, tables, cots, and bedding of common furs. Each has 1d6 cp.

7 Goblins: AC 11, HD 1-1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 7

HP	3	□□□	3	□□□
	3	□□□	3	□□□
	3	□□□	3	□□□
	3	□□□		

28. TRAP: This pit trap is 10' deep and victims take 1d6 damage from falling. The covering is cleverly made and tactics like trying to tap for a hollow floor require a standard trap-finding check to see if a faint noise is heard, for example.

29. GOBLIN PRIEST: This old goblin serves as the spiritual adviser for the chief and tribe. He is wise, but is also petty and cruel, misguiding anyone for his own profit. In his room is a **potion of healing** and scroll of **cure light wounds**. He wears a silver amulet representing a goblin god on a thong around his neck (value around 50 gp from a collector). He does not have armor, nor is he a Cleric.

1 Goblin: AC 11, HD 1-1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 7

HP	3	□□□
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30. COMMON ROOM/STORE ROOM: Some 11 goblins reside here (they do not have armor). Each has 1d6 cp.

11 Goblins: AC 11, HD 1-1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 7

HP	3	□□□	3	□□□
	3	□□□	3	□□□
	3	□□□	3	□□□
	3	□□□	3	□□□
	3	□□□	3	□□□
	3	□□□		

In niches in the southeast wall are six beautiful statues about a foot tall each. They are carved from rare wood and worth about 25 gp each.

Large wicker baskets are stacked along the back wall, each filled with wheat grain, flour, vegetables, dried meats and other items.

31. GOBLIN CHIEF ROOM: The goblin chief and three other goblins inhabit this room. The chief wields a **short sword +1**. The north, south and east walls are covered by curtains assembled from a hodgepodge of bed linens, tapestries, and some hides.

Under an overturned bucket in the northeast corner behind the curtains is a bag with 131 gp, 456 sp, and 872 cp. In the southeast corner, a hole was dug out and a very clever covering made which is hard to find (make a *find secret door* check or the equivalent for a search). Buried in it is a simple wooden box containing another 472 gp, 178 sp, and 1,234 cp.

1 Goblin King: AC 15, HD 5-5, #At 1 weapon, Dam 1d6+2 (strength and +1 short sword), Mv 20', Sv F5, MI 9

HP 18 □□□□□ □□□□□ □□□□□ □□□

3 Goblins: AC 14, HD 1-1, #At 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 9 (7)

HP 3	□□□	3	□□□
3	□□□		

F. BANDIT LAIR

This lair has two entrances: see locations #32 and #42 on the map. Both are out of sight from each other in the woods. The denizens of this lair are bandits. They might try to trick an adventuring party with clever guises (like posing as soldiers sent to help clear-cut the monsters), but they will ambush and attack if they get a chance. They are allies to those in the abandoned mansion fort (see Part Two), but unless interrogated or something odd happens, they will not give that away.

32. EAST ENTRANCE: Four humans and a dwarf stand guard here (on hot days they are all usually inside the cave entrance). They have crossbows and a case of bolts which are traded out as the guard changes. Each has 1d6 + 6 sp on his person. At night, a dozen torches will be kept just inside the entrance along with a covered bowl of hot coals.

5 Bandits: AC 13, F 1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 8

HP 4	□□□□	4	□□□□
4	□□□□	4	□□□□
4	□□□□		

33. COMMON ROOM: Six human fighters are bunked here, amid furniture that is light and easy to break down and move, but not very sturdy. Each has 1d6 + 6 sp on his person. The room is lit by two common oil lamps (wooden bowls with a notch for a wick). Oil is brought in with a wooden cup when needed.

6 Bandits: AC 13, F 1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 8

HP 4	□□□□	4	□□□□
4	□□□□	4	□□□□
4	□□□□	4	□□□□

34. LOCKED STORE ROOM: The door to this room is heavy and locked; knocking it in will take some time. The deputy to the leader (in room #41) usually has the key. This room contains provisions and loot from raids. A well has been driven down for water, and barrels of beer, bags of grains, vegetables, and other sundries can be found. A large clay jug holds eight gallons of lantern oil and there are three dozen torches.

35. COMMON ROOM: Six bandits reside here. Each has 1d6 + 6 sp on his person. The room is lit by two common oil lamps (wooden bowls with a notch for a wick). Oil is brought in with a wooden cup when needed.

6 Bandits: AC 13, F 1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 8

HP 4	□□□□	4	□□□□
4	□□□□	4	□□□□
4	□□□□	4	□□□□

36. LEADER'S ROOM: The bandit leader (a fighter) is here. He wields a **sword +1**, wears **chain mail +1**, and is carrying a shield. Two of his main cronies are also here, each wearing normal chain mail. The three of them are sitting at a table looking at a map of the general area with notes about best prospects for ambushing traders. This room features a lantern on a swinging hook and a gallon of lantern oil in a wooden jar. The lantern has a **continual light** spell cast inside it; it is kept fueled in case it is dispelled or countered by a **continual darkness** spell. The captain has the key to the storage room at #40.

Under the table is a locked strong box containing 500 gp, 1,000 sp, and 2,000 cp. The captain has the key to it stuffed in one boot. He has a ring of keys that go to the dungeon doors at #38 on his belt.

1 Fighter: AC 16 (17), F 4, #At 1 weapon, Dam 1d8+1, Mv 20', Sv F4, MI 8

HP 16 □□□□□ □□□□□ □□□□□ □

2 Bandit Cronies: AC 15, F 2, #At 1 weapon, Dam 1d6, Mv 20', Sv F2, MI 8

HP 8	□□□□□ □□□
8	□□□□□ □□□

37. STABLES: The bandits keep their animals hidden here, taking them out to browse during the day. The dotted lines are wooden fences, with gates where needed.

In the stalls are two riding horses, two mules, and two cows. A wagon, two saddles and bridles, and two sets of saddle bags can be found in one corner. The wagon also holds several large bags of grain, buckets, and other items.

38. DUNGEON: This is a holding area for captives and anyone the captain wants to throw into irons. The captain currently has the keys with him in room #36. The contents of the cells are as follows:

Cell "a" has three merchants. They are noncombatants and (if rescued and returned to town) one offers a necklace with gems worth 100 gp, while the other two offer 100 gp each.

Cell "b" is empty.

Cell "c" contains a recalcitrant bandit, who was put here for pilfering and bad-mouthing everyone. She knows no boundaries and will attempt to get into anyone's good graces (posing as the guard of a merchant), only to steal what she can and run off. She has no armor and no weapon.

1 Bandit: AC 11, F 1, #At 1, Dam 1d3 or by weapon, Mv 40', Sv F1, MI 8

HP 4 □□□□

Cell "d" holds three jars of good wine, two jars of cheap wine, and a dozen bottles of ale in a box.

Cell "e" is empty.

39. GUARD POST: Three men are always posted here to guard the main loot, with strict instructions as to who to let in. Each has 1d6 + 6 sp on his person. A common oil lamp (wooden bowl with wick) provides light.

3 Bandits: AC 13, F 1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 8

HP 4 □□□□	4 □□□□	4 □□□□
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40. TREASURE ROOM: The best loot is stored here behind a strong, locked door. The bandit captain in #36 keeps the key. The contents are as follows:

10 silver cups worth 10 gp each (100 gp total)

10 silver plates worth 25 gp each (finely engraved and decorated) (250 gp total)

10 forks and 10 spoons of silver worth 5 gp each (100 gp value)

1 dress worth 250 gp

3 dresses worth 100 gp each

41. BANDIT LIEUTENANT: These quarters are shared by the bandit leader's deputy and cronies (usually the cronies are with the leader, see room #36). The lieutenant is an elven thief wearing leather armor and carrying a dagger and short sword. A short bow and quiver of arrows is hung on a peg by the door. The main room has tables, couches, and items for daytime living. The three back rooms (41a, 41b, and 41c; labeled for the GM's convenience) contain beds and other items for personal use. All furniture here is crude and hand made from materials on the spot, not brought by the bandits. Each room has a plain oil lamp (wooden bowl with notch for wick) and the main room has a wooden jug with a quart of oil.

1 Elven Thief: AC 14, T 3, #At 1 weapon, Dam 1d6, Mv 30', Sv T3, MI 8

HP 9 □□□□□ □□□□

42. WEST ENTRANCE: Four humans and a halfling stand guard here (on hot days, they are usually inside the cave entrance). They have crossbows and a case of bolts which are traded out as the guard changes. Each has 1d6 + 6 sp on his person. A dozen torches are kept just inside the entrance along with a covered bowl of hot coals.

5 Bandits: AC 13, F 1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 8

HP 4 □□□□	4 □□□□	4 □□□□

G. KOBOLD LAIR

These creatures were not invited to the region; they arrived like rats smelling a dead corpse to chew on. They are tolerated much the same way.

43. GUARD POST: Nine kobolds hunker nervously here. South of them is a locked store room; the chief in room #48 has the key. The store room has dried meat, pickled vegetables in clay jars, and other supplies.

9 Kobolds: AC 13, HD 1d4, #At 1 weapon,
Dam 1d4, Mv 20', Sv NM, MI 6

HP	2 □□	2 □□	2 □□
	2 □□	2 □□	2 □□
	2 □□	2 □□	2 □□

44. GUARDS: Seven kobolds lounge on benches and chairs around tables. None have armor.

7 Kobolds: AC 11, HD 1d4, #At 1 weapon,
Dam 1d4, Mv 30', Sv NM , MI 6

HP	2 □□	2 □□	2 □□
	2 □□	2 □□	2 □□
	2 □□		

45. COMMON ROOM: The doors to this room are made of flimsy wooden poles lashed together; they can be kicked in or heard through easily. A number of the kobolds (none have armor) inside are keeping normal rats as "pets" (they eat their pets now and then).

12 Kobolds: AC 11, HD 1d4, #At 1 weapon,
Dam 1d4, Mv 30', Sv NM, MI 6

HP	2 □□	2 □□	2 □□
	2 □□	2 □□	2 □□
	2 □□	2 □□	2 □□
	2 □□	2 □□	2 □□

46. COMMON ROOM: The door to this room is rickety and easily kicked in or listened through. The kobolds inside do not have armor. Ordinary rats and mice scurry among the litter; some are being cooked on a fire.

9 Kobolds: AC 11, HD 1d4, #At 1 weapon,
Dam 1d4, Mv 30', Sv NM, MI 6

HP	2 □□		2 □□
	2 □□		2 □□
	2 □□		2 □□
	2 □□		2 □□
	2 □□		

47. TROPHY ROOM: This open chamber is decorated by old metal helmets, clothing hung on wooden frames like scarecrows, and other items. These are all mementos of opponents defeated in battle. Most of them are not that impressive and some are kobold sized.

SECRET DOOR: The secret door (3' wide and 6' high) in the center of the west wall is well hidden and takes careful scrutiny to find. It opens if a careful grip is taken on one side and pulled. Only the chief knows it is there.

48. CHIEF'S ROOM: The kobold chief, two bodyguards, and four normal kobolds live here. The chief has the key to the store room at #43.

The chief wields a silver-bladed hand-axe worth about 40 to 50 gp and has a pouch around his neck with six 100 gp gems in it. Each bodyguard has a golden arm-band on one arm worth 50 gp. There is a large clay urn in back with a wooden lid tied on by rough fiber rope, inside which are 306 gp, 312 sp, and 108 cp.

1 Kobold Chief: AC 13, HD 2, #At 1 weapon,
Dam 1d6, Mv 20', Sv F2, MI 7

HP 8 □□□□□ □□□

2 Kobold Bodyguards: AC 13, HD 1, #At 1 weapon,
Dam 1d4, Mv 20', Sv F1, MI 7

HP 4 □□□□	4 □□□□
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4 Kobolds: AC 13, HD 1d4 hp, #At 1 weapon,
Dam 1d4, Mv 20', Sv NM, MI 6

HP 2 □□	2 □□
	2 □□

49. ESCAPE ROUTE: As shown on the map, a pit trap with stakes (2d6 damage) is some ten or twenty feet from the entranceway: it is covered by a pretty good false floor, although a careful search should have a high chance of finding it. The outside exit is in the middle of the woods and has been covered by living brush and debris such that it is hard to find.

Scuttling in the brush just outside the entrance are seven giant centipedes, which attack anyone who comes near:

7 Giant Centipedes: AC 11, HD 1d4, #At 1 bite,
Dam poison, Mv 40', Sv NM, MI 7

HP 2 □□	3 □□□	2 □□	3 □□□
1 □	2 □□	4 □□□□	

H. LIZARD MAN LAIR

The lizard man lair is located in a swampy area formed where a stream slows down, spreads out, and pools in this area. The tunnels of the lair are wet and muddy, with water dripping down from the ceiling to form small pools. Gnarled tree roots grow through the ceiling and walls. The inner chambers are 10' tall and the connecting passages are low (6 feet or so).

DECORATION: Each of the lizardmen wears a 25 gp gem on a leather thong around its neck as a tribal identifier, and is painted in garish red colors.

STREAM: The stream is cool and clean, running northwest to southeast. It has pools up to ten feet deep, shallow places less than a foot deep, and is easily crossed by finding a shallow place. In some places it is overgrown with reeds. The bank can rise to a height of ten or twenty feet and is occasionally flat. Normal inhabitants include crayfish, fish, frogs, beavers, ducks, and other animals coming to drink.

50. NORTH ENTRANCE: Two totem poles flank the rough entrance that has been clawed into the hard, rocky ground. Each is capped with the bleached skull of a bear and feathers. Three lizard men (wearing tough hide and bone armor) and a giant gecko lizard lounge some twenty feet inside, warding off any intruders. The tunnel slopes down sharply from the opening to the first chamber, dropping some 30 feet in elevation. There are several boulders there which can be rolled into the hallway and packed with mud to prevent flooding.

3 Lizard Men: AC 15, HD 2, #At 1 weapon, Dam 1d6+1, Mv 20', Sv F2, MI 11

HP 8 □□□□□ □□□
8 □□□□□ □□□
8 □□□□□ □□□

1 Giant Gecko Lizard: AC 15, HD 3+1, #At 1 bite, Dam 1d8, Mv 40', Sv F2, MI 7

HP 13 □□□□□ □□□□□ □□□

51. EMPTY CHAMBER: An empty chamber, stacked with firewood, dry grass for tinder, and rocks.

52. COMMON ROOM: The residence of three males.

3 Lizard Men: AC 12, HD 2, #At 1 weapon, Dam 1d6+1, Mv 30', Sv F2, MI 11

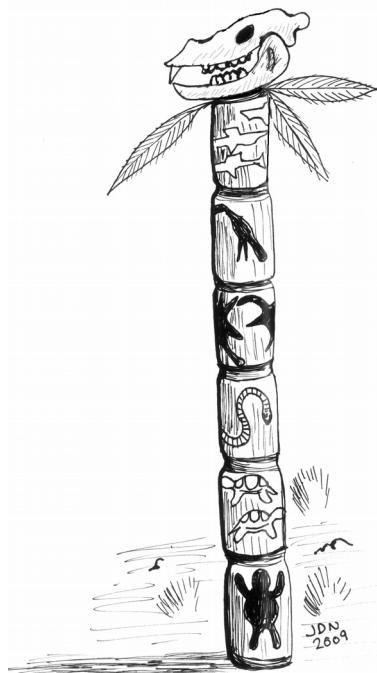
HP 8 □□□□□ □□□
8 □□□□□ □□□
8 □□□□□ □□□

53. FOOD LARDER: These two chambers are separated from each other and the hallway by reed walls some three feet high. The pool of water in the westward one is two feet deep and contains fish, eels, crawdads, and other such creatures, while the other has turtles, lizards, and rabbits.

54. MAIN HAREM: The alpha male (wearing a tough hide and bone armor) resides here with two prime female mates who are indistinguishable from males. There are six young. The alpha male has a 100 gp gem on a thong marking him as dominant, rather than the 25 gp gem of the others.

The alpha male also has a leather sack with a drawstring hidden in a hole in the center of the north wall, covered over by mud. It contains 20 x 25 gp gems, 20 x 10 gp gems, 123 gp, 911 sp, and 345 cp.

Two hollow tree trunks about a foot in diameter rise up through the roof and exit above for ventilation. The lizard men are very crafty and if cornered



here, they can dig out through the ceiling, taking perhaps an hour or less.

A fire smolders in one corner, over which several large rats are slowly smoking. Smoked meats, some vegetables, and other items are piled beside them. Several large and well-made hard-baked clay pots and jars are also here. There are hides and furs stacked along one wall (the most valuable of which are three furs worth 50 gp each). There is also firewood, grasses, and leaves for bedding and fires.

Note: The author is keeping this module kid-friendly; for adults, the GM might decorate the place with the bones of humans. These lizard folk are not intended to be sweet and friendly.

Hanging almost casually on a peg on a wall is a reed whistle (a **whistle of summoning animals**). When blown, it summons a normal creature for the general area: the GM must decide which one (if there are only smallish animals, it can summon several). It will override their nature for 2d6 turns during which time they will serve the user to the best of their ability (they cannot speak or otherwise behave except by their natural resources, but will understand the user's intentions quite clearly). Unless abused, they leave once the charm wears off. Once the whistle has been blown three times it loses all of its magic.

1 Alpha Lizard Man: AC 15, HD 3, #At 1 weapon, Dam 1d6+2, Mv 20', Sv F3, MI 11

HP 12 □□□□□ □□□□□ □□

2 Female Lizard Men: AC 12, HD 2, #At 1 weapon, Dam 1d6+1, Mv 30', Sv F2, MI 11

HP 8 □□□□□ □□□
8 □□□□□ □□□

6 Young Lizard Men: AC 11, HD 1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 10

HP 4	□□□□	4	□□□□
4	□□□□	4	□□□□
4	□□□□	4	□□□□

55. COMMON ROOM: Three males are busy here, readying simple bamboo gigs for a fish-and-frog hunt.

3 Lizard Men: AC 12, HD 2, #At 1 weapon, Dam 1d6+1, Mv 30', Sv F2, MI 11

HP 8 □□□□□ □□□
8 □□□□□ □□□
8 □□□□□ □□□

56. GUARD POST: Three lizard men (wearing tough hide and bone armor) and a giant gecko lizard on a thick fiber rope lurk in the dark here, keeping intruders (including animals) out. The tunnel slopes down sharply from the opening to here, dropping some 30 feet. There are several boulders here which can be rolled into the hallway and packed with mud to prevent flooding.

3 Lizard Men: AC 15, HD 2, #At 1 weapon, Dam 1d6+1, Mv 20', Sv F2, MI 11

HP 8 □□□□□ □□□
8 □□□□□ □□□
8 □□□□□ □□□

1 Giant Gecko Lizard: AC 15, HD 3+1, #At 1 bite, Dam 1d8, Mv 40', Sv F2, MI 7

HP 13 □□□□□ □□□□□ □□□

57. SOUTH ENTRANCE: This entrance opens into the bank of the stream, which is some twenty feet high here. It is flanked by two 9-foot-tall totem poles (featuring crude animals and lizards) capped by bear skulls and feathers.

I. BUGBEAR LAIR

These bugbears are planning a takeover of the region. For now they are biding their time and waiting for an opportunity. Heavy wooden beams support the ceilings of the halls of their lair, tunneled from the loose, rocky earth by skilled hands. Most ceilings are 15 feet high.

58. ENTRANCE: Two bugbears with pole arms stand outside the entranceway, one on each side. Another is in the niche inside. Each has 1d6 gp on its person.

3 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1 (1d10+1 pole arms), Mv 30', Sv F3, MI 9

HP 13 □□□□□ □□□□□ □□□
13 □□□□□ □□□□□ □□□
13 □□□□□ □□□□□ □□□

59. SWINGING ARM TRAP: Both ends of this hall are protected by a trap. A swinging frame set with sharp, hard wooden spikes slashes out when a pressure plate is stepped on, attacking as a 2 hit die monster and doing 2d6 damage to each person hit. Each person in front might be hit.

60. STORE ROOM: The door to this room is open. Just inside is a tarp hanging down to prevent light from getting in or out, or so it might seem. The tarp has been carefully cultured with a yellow mold on the west side such that anyone pushing briskly through will cause it to release spores. The bugbears typically use a pole to carefully lift the tarp aside from a distance. The room contains crates of food, bags of meat, three 50-foot sections of rope, a dozen iron spikes and other items.

1 Yellow Mold: AC Can always be hit, HD 2*, #At Spores, Dam All within 10 feet of the mold will be affected by the spores and must save vs. Death Ray or take 1d8 points of damage per round for 6 rounds., Mv 0, Sv NM, MI N/A

HP 8 □□□□□ □□□

61. COMMON ROOM: Three bugbears reside here. Each has 1d6 gp on its person. The east wall is decorated with three long strips of cheap paper scattered with bugbear "chicken-tracks" (writing). They are prayer scrolls pleading for success in battle and many enemies to feast on.

3 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1, Mv 30', Sv F3, MI 9

HP 13 □□□□□ □□□□□ □□□
13 □□□□□ □□□□□ □□□
13 □□□□□ □□□□□ □□□

62. EMPTY COMMON ROOM: This room has benches and tables stacked on the north wall and bunks and boxes on the south wall. It is empty.

63. SECRET DOOR: This secret door is well hidden; it only opens when a block in the ceiling overhead is gripped and pulled down (it swings up; the latch is reset when it is swung own).

The prison and main treasure room are hidden to help throw off would-be rescuers or plunderers. Captives are blindfolded before entering or exiting this area to keep it secret.

64. TREASURE ROOM: The door is extremely strong and locked by a high-quality lock (the chief in room #68 has the key). Tucked away on one side of the door frame is a small niche; unless someone pokes a dagger blade or such inside and presses on a latch there, a bladder over the door releases a blast of gas that floods the area outside the door; it catches fire if open flame (torch, lantern, etc.) is nearby, doing 1d6 damage to all within 10 feet (half damage with save versus dragon breath). If there is no flame, it is harmless and dissipates in 1d6 turns.

The room contains chests, boxes, and barrels. Inside one chest is a **shield +1**, a **potion of gaseous form**, and a **potion of healing**. A bag holds 500 gp, 1,400 ep, and 200 cp.

65. PRISON: The head jailer is usually in and around "e", along with an assistant. Each has 3d6 gp on his person. The heavy wooden doors to cells "a" to "d" are locked, with barred windows to allow someone to look inside them. Area "e" is a torture room furnished with stools for guards, and iron loops and chains on the walls for victims. A hot brazier and fireplace poker is ready at all times.

2 Bugbears: AC 13, HD 3+1, #At 1 weapon, Dam 1d8+1, Mv 30', Sv F3, MI 9

HP 13 □□□□□ □□□□□ □□□
13 □□□□□ □□□□□ □□□

Cells "a" and "d" are empty. "b" holds a desperate merchant who will pay 200 gp in thanks if returned to town. "c" has two completely harmless skeletons of humans or elves.

66. COMMON ROOM: Three bugbears reside here. Each has 1d6 gp on its person. The room is furnished with common rattan furniture (tables and chairs) and heavy wooden bunks.

3 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1, Mv 30', Sv F3, MI 9

HP 13 □□□□□ □□□□□ □□□
13 □□□□□ □□□□□ □□□
13 □□□□□ □□□□□ □□□

67. OWLBEAR: Listening to this door will reveal a grunting, snuffling noise. Chained to the east wall inside is a great owlbear, captured as a cub and raised by the bugbears. It considers the lair its home, and defends it ferociously against intruders. The chain is weakly attached to the wall, and the beast can easily rip it out if it needs to. On

occasion it is allowed to roam free. It is only chained up to keep it from getting into supplies and being annoying. The bugbears often take it outside with them.

1 Owlbear: AC 15, HD 5, #At 2 claws/1 bite + hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9

HP 22 □□□□□ □□□□□ □□□□□ □□□□□
 □□

68. MAIN BOSS: The head bugbear and a small guard of common bugbears reside here, amid heavy wooden beds, chairs, and tables. The chief has a necklace with 300 gp on it; each individual has 1d6 gp on its person. The chief has two keys on a thong around one wrist: one opens the locked door to the west and the other the treasure room (#64). The locked door to the west is stout, thick, and iron-bound, but the room it opens into is empty.

1 Bugbear chief: AC 15, HD 6+6, #At 1 weapon, Dam 1d8+3, Mv 30', Sv F6, MI 10

HP 33 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □□□□□ □□

2 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1 (1d10+1 pole arms), Mv 30', Sv F3, MI 10 (9)

HP 13 □□□□□ □□□□□ □□
13 □□□□□ □□□□□ □□

J. GNOLL LAIR

These gnolls have been brought here by the scent of loot and fresh meat.

69. ENTRANCE: This entranceway seems to be unguarded. A dead goblin and two dead bugbears lie sprawled just outside it. They have been dead for several days and have not been disturbed, beyond some nibbling by small animals and birds. The place is quiet and reeks of desolation; any tracks that are found are days old.

Which is a trap: gnolls from the guard posts at #70 and #71 keep watch around the corner at location "w". Based on what any intruders do, the gnolls attempt an end-round. If intruders explore the door to #70, gnolls from that room leave and come charging down the hall from the west opening ("w"). If they bypass the door, gnolls exit the door and attack. Those at #71 will remain in

reserve and make crafty use of the well-concealed secret door to come out behind opponents and attack if they can.

70. GUARD POST: Three gnolls wait here – one is on duty at the corner at the area marked "w" (along with the one from room #71) and will alert the rest of those in this room if it detects intruders. Most of their furniture is shabby, although three sections of a large tree have been carved into crude benches. Each gnoll has 1d6 ep.

3 Gnolls: AC 15, HD 2, #At 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8

HP 8 □□□□□ □□
8 □□□□□ □□
8 □□□□□ □□

71. GUARD POST: Three gnolls wait here -- one is on duty at the corner at the area marked "w" (along with the one from room #70) and will alert the ones in this room if intruders are spotted. They have shabby furniture. Each gnoll has 1d6 ep.

3 Gnolls: AC 15, HD 2, #At 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8

HP 8 □□□□□ □□
8 □□□□□ □□
8 □□□□□ □□

72. COMMON ROOM: A group of gnolls lounge in this room, often bored and bickering. A pet wolf is tied by rope to the northwest corner, fed scraps and trained as both guard and war dog. It has a high chance of hearing or smelling anyone who spends too much time outside the doors debating what to do. Each gnoll has 1d6 ep. The unmarked room to the southwest contains crude cots.

5 Gnolls: AC 15, HD 2, #At 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8

HP 8 □□□□□ □□
8 □□□□□ □□
8 □□□□□ □□
8 □□□□□ □□
8 □□□□□ □□

1 Wolf: AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8

HP 8 □□□□□ □□

73. CAVERN: This natural cavern is divided by stone columns. There is nothing here, although the dripping of water provides some pools of clean drinking water.

74. LEADER'S ROOM: The gnoll leader resides here along with two mates. The leader wields a **battle axe +1** and fights fiercely. It wears a golden necklace with gems worth 700 gp (50 gp for gold; 3 x 200 gp gems; 50 gp for collector's value).

The room has a lot of junk in it, including a collection of clay jars (drinking size), many of them smashed. One jar contains two keys tied together: they open the treasure room to the south and the store room at #75.

1 Gnoll leader: AC 15, HD 6, #At 1 weapon, Dam 2d4+2, Mv 30', Sv F6, MI 8

HP 27 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □□

2 Gnoll Females: AC 15, HD 2, #At 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8

HP 8 □□□□□ □□□
8 □□□□□ □□□

TREASURE HOARD: The door is trapped by a heavy flint axe-head on a strong wooden bar that swings down (it attacks as 3 hit die monster, doing 1d8+2 damage if it hits).

The leader keeps a giant black widow spider here, feeding it rats and kobolds as needed, and cleaning up after it. It lurks overhead in webs which are so covered by dust that they appear to be the ceiling, about 10' up (the actual ceiling is 15' high). It had a bad experience with the ax trap and avoids it.

A strong chest holds 639 gp, 533 sp, and 617 cp. Other boxes hold assorted goods including food, raw cloth in bolts (about 6 worth 1 to 5 gp each perhaps), and other items.

1 Giant Black Widow Spider: AC 14, HD 3, #At 1 bite, Dam 2d6 + poison, Mv 20' 40' web, Sv F3, MI 8

HP 12 □□□□□ □□□□□ □□

75. STOREROOM. The door is locked and the gnoll leader in room #74 has the key. Barrels, boxes, and bags are crammed into this store room. Most contain food or cheap ale.

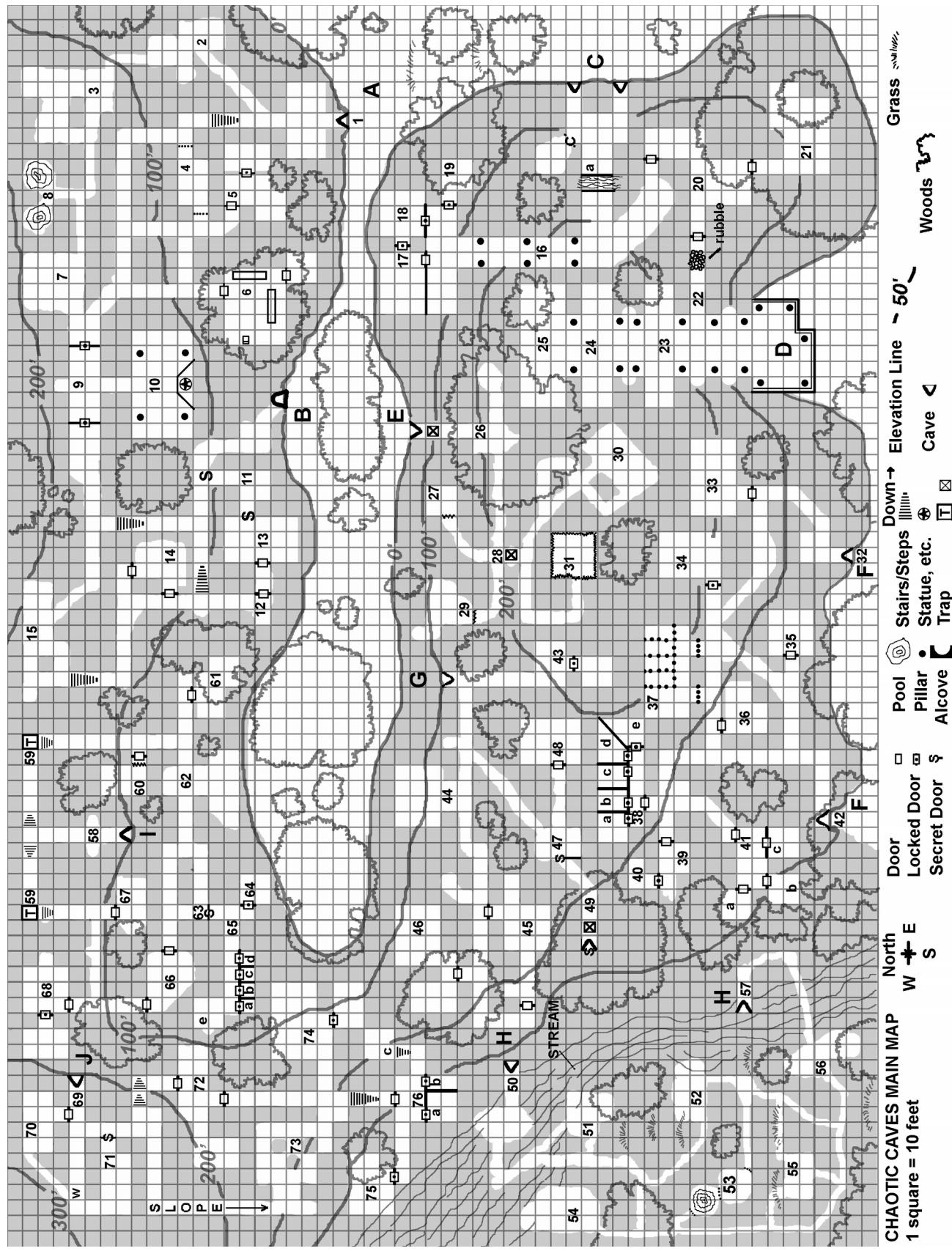


76. DUNGEON: A gnoll is on guard with the key (it has 1d6 ep). Captives being kept for ransom are held here. The cell "doors" are made of thick wooden bars with an inch gap between each and have iron hinges and locks. The locks are not high quality and a thief would have a high chance of picking them. There are no prisoners here now.

Cell "a" is a common cell. Cell "b" is for anyone they wish to segregate. Area "c" is reached by climbing rough-cut steps some 10' up. It contains a torture area, chopping block, hand axe, wooden rack, several wooden "saw horses", and other items. A pile of coal lies beside an iron brazier and with it are crude iron pokers of various types.

1 Gnoll: AC 15, HD 2, #At 1 weapon, Dam 2d4, Mv 30', Sv F2, MI 8

HP 8 □□□□□ □□□



The Abandoned Manor

These are the tumbled-down ruins of the fortified manor house of some wealthy merchant. After working through the caves, the player characters find a road leading to it. It is (in general) west of the main map, visible once the characters explore the area around the "H" or "J" lairs. It stands in a wide clearing some 100 to 300 yards from a densely wooded forest, with grass and some scrub trees covering the clearing. An old dirt road leads up to it, but stops at the entrance. Fresh wagon tracks and hoof prints have been made in the soft earth of the roadway within the past few days. The current residents are just getting set up, dealing with wandering monsters and so on, not necessarily as alert and militarily ready as others might be.

The outer stone walls and towers are still standing, but the main gateway was breached long ago. The outer walls are 20' high with 6' high battlements atop that and simple, solid blocks for corners. The two gate towers are 30' high, plus some battlements around the top, but the interior floors have collapsed, leaving the stone shell of each. They were once the focus of the military defense of the manor. The main manor building is about 30 feet high – plus the height of the roof (which might vary by location as explained below).

The general construction is simple: the major walls are heavy stone shells filled with rubbish and dirt. The main house is constructed from heavy stone blocks reinforced by heavy timbers inside; the roof

would be flat in relatively dry and warm regions, or angled sharply in snowy, wet regions. Skylights in the ceiling of room #85 have shutters that slide aside against bad weather and iron bars about a foot apart to prevent invasion. Windows (about 3 feet wide and 10 feet high) are marked on the map; each has a strong, stout iron framework that keeps out anything bigger than a squirrel or bird.

SYLVAN ENCOUNTER: As the adventures explore the area (perhaps while standing on the edge of the woods looking at the manor) a centaur and five elves approach them. They are seen at a distance from across the clearing. They will attempt to fool the party into thinking they are trouble-shooters sent by sylvan forces to see what is going on with the general area. The moment they get a chance, they will attack. Alternately they might let the party pass and attack by surprise when they are busy elsewhere. Each has 2d6 gp, and 3d6 sp in a pouch, as well as food and other items like blankets. If they capture or kill the party they will bring them (or bodies) to the manor and collect a fee, then go back out on patrol.

1 Centaur: AC 13, HD 4, #At 2 hooves/1 weapon, Dam 1d6/1d6/1d8 (sword), Mv 60' (10'), Sv F4, MI 8

HP 18 □□□□□ □□□□□ □□□□□ □□□

5 Elven Fighters: AC 14, F 1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 8

HP 6	□□□□□ □	5	□□□□□
5	□□□□□	4	□□□□
5	□□□□□		

MAP K - MANOR FORT GROUNDS

77. GATEWAY FLANKED BY TOWERS: A corroded brass plaque over the gates reads "Roslof Manor." The old wooden gates have been torn aside, battered down long ago in a forgotten fight which led to the manor being abandoned. Recently (within the last few days) someone has taken out the stronger timbers and much of the metal hardware. The rest is laid out as a pattern, as if plans are being made to replace them.

The area has been cleaned up somewhat for easy access. Hoof prints and wagon tracks point in and out on the soft earth, amid badly-broken paving stones.



78. WEST GATE TOWER: This tower is three stories high (counting the roof as the fourth), but the top floors have collapsed inward, leaving only the bottom one. It is a simple hollow tube with a steep stairway that would provide access to each floor if they were still intact. Arrow slits are every ten feet, positioned where they can face out. The entrance door has a lock but is not kept locked; a heavy bar is kept beside it to fit into brackets on the frame.

This serves as a guard post for human fighters wearing scarlet cloaks, red-enamed helmets, and chain mail. Each has 1d6 gp. They are busy dealing with a giant black widow spider that just crawled into the rubble of the tower overhead. It might come scuttling down the wall to attack the PCs!

1 Fighter: AC 15, F 2, #At 1 weapon, Dam 1d8 (1d8+1 for one for sword +1), Mv 20', Sv F2, MI 8

HP 8 □□□□□ □□□

6 Human Fighters: AC 15, F 1, #At 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 8

HP 6	□□□□□	□	4	□□□□
5	□□□□□		4	□□□□
4	□□□□		4	□□□□

1 Giant Black Widow Spider: AC 14, HD 3, #At 1 bite, Dam 2d6 + poison, Mv 20' 40' web, Sv F3, MI 8

HP 12 □□□□□ □□□□□ □□

79. EAST GATE TOWER: As #78 except it has been badly damaged and is not safe to use; no humans are found here. The door has a lock, but it has been broken off its hinges and leans askew in the frame, wedged in place by heavy wooden pegs.

The lower floor is occupied by giant centipedes, crawling amid rubble. The rubble of the next floor is overrun with giant rats scurrying amid broken furniture and various skeletal remains (harmless).

9 Giant Centipedes: AC 11, HD 1d4, #At 1 bite, Dam poison, Mv 40', Sv NM, MI 7

HP 2 □□ 2 □□ 2 □□
2 □□ 2 □□ 2 □□
2 □□ 2 □□ 2 □□

9 Giant Rats: AC 13, HD 1d4, #At 1 bite, Dam 1d4+disease, Mv 40' swim 20', Sv F1, MI 8

HP 2	□□	2	□□	2	□□
2	□□	2	□□	2	□□
2	□□	2	□□	2	□□

80. STABLES: These stables are in ruins from neglect. There was once a smithy, small cottages, hay storage, wagon storage, rooms for grooms, and so on. The structures have collapsed, leaving a maze of darkness and ruin. Soot and burned timbers, the signs of ancient fires, are everywhere. New weeds are growing through the rubbish.

A giant weasel is sparring with three giant shrews that have killed a pack of giant rats and are going to feast on them. If they smell fresh meat, they will attack it instead.

1 Giant Weasel: AC 17, HD 5, #At 1 bite + hold, Dam 2d4 + 2d4, Mv 50', Sv F5, MI 8

HP 22 □□□□□ □□□□□ □□□□□ □□□□□
□□

3 Giant Shrews: AC 16, HD 1, #At 2 bites, Dam 1d6/1d6, Mv 60', Sv F2, MI 10

HP 5	□□□□□	5	□□□□□
5	□□□□□		

81. COTTAGES: These were quarters for gardeners and other staff, but they are now in ruins, much like #80. Berries, fruit trees and vegetables are growing wild. During the growing season, the player characters can stock up on 1d6 weeks of rations quite easily, most of which will spoil in a week or two unless dried or otherwise preserved.

82. NORTH WALL: This collection of rotten wooden buildings and weeds mark the area once used for dog kennels.

The wall in this area is patrolled by the minotaur ally of the humans. If it notices the player characters, it will bellow to try to attract guards and hurl a few rocks (for 1d6 rounds or as reasonable) then charge down the closest set of steps (randomly roll if need be). If the GM needs rules for rock throwing:

Rock	Damage	Range
light	1d6	30/60/90
medium	1d8	20/40/60
boulder	1d10	10/20/30



It wears a necklace of 100 gp and 50 pp (these were minted with a hole in the center and weigh as much as normal coins). A rude lean-to of hides stands on the northeast corner, under which is the half eaten, raw carcass of a deer. Various animal parts are strewn about.

1 Minotaur: AC 14, HD 6, #At 1 gore/1 bite or weapon, Dam 1d6/1d6 or 1d10+2, Mv 40', Sv F6, MI 11

HP 27 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □□

83. MOAT: The main house relies on a 10' deep moat for security (it is currently full), with a simple wooden bridge crossing it at the front entrance. The bridge is gone, burned down long ago, leaving only the planks and timbers of the footing on each side. The moat is fed by a slow-moving stream that comes under the north wall and exits the south. Each entrance is serviced by an arched

undercut with two sets of heavy iron bars (one on each side of the opening) to help keep out intruders.

84. MAIN DOORS: The great iron double doors of the main house are firmly shut and barred from the inside. Short of using a massive ram, they cannot be opened. There are quite a number of high, wide windows along the walls, with heavy iron bars keeping out anything bigger than a squirrel. Ripping out the window bars (or using some other noisy method to get in) would likely attract a lot of attention for occupants inside.

If the party looks around, they find that some of the blocks on the west side of the door can be easily pulled out of the walls. Invaders had knocked a hole there and the blocks were stacked sloppily when the house was restored by its current denizens. The characters can easily open holes in the wall and step inside into room #85.

To one side lie three wooden ramps, each about 24 feet long and made from timbers and iron hardware collected from elsewhere. They allow wagons to cross the moat.

85. MAIN HALL: The lower floor has been used hard. Many of the hardwood timbers are torn out or scuffed with abuse and dirt is everywhere. Upstairs areas are less damaged and the rooms are cleaner.

A heavy iron chandelier hangs overhead for lanterns or torches. There are also small wall mounts here and there throughout the manor. Skylights illuminate the main hall well during the day; most of the rooms in the manor have windows on the outside facing walls for plenty of light during the day.

Two sets of ornate stairs ("a" and "b") lead up to second floor balcony (see entry #98 on the second floor map), going up some twenty feet. Under the balcony are swinging double doors that lead into the back. The main hall ceiling is some 30 feet high. The ceilings in other rooms will be 20 feet high.

Recent bootprints in the dust on the floor lead everywhere. The walls of some of the adjoining rooms were once of thick hardwood but have been torn down in places. Horses can be heard snorting: read entry #86 and #87 for more.

As the adventurers enter, three people wearing red surcoats over chain mail and carrying swords are met coming down the stairs. They are discussing whether they can get richer raiding towns or by waylaying travelers (whether or not they note the adventurers depends on what the player characters are doing and what the GM wishes). One is a woman (she carries a **sword +1**). They will try to lure the party into an ambush if the player's aren't wary: one will excuse himself and go to room #88 to get the troops there, while the others lead the party upstairs to #106 before attacking.

3 Fighters: AC 15, F 2, #At 1 weapon, Dam 1d8 (1d8+1 for one for sword +1), Mv 30', Sv F2, MI 8

HP	8	□□□□□ □□□
	8	□□□□□ □□□
	8	□□□□□ □□□

A smith and two assistants working in the stables will come join them at a shout or any noise of a fight.

1 Fighter (smith): AC 13, F 2, #At 1 weapon, Dam 1d6 +1(+1 for strength), Mv 30', Sv F2, MI 8

HP	8	□□□□□ □□□
----	---	-----------

2 Fighters (assistants): AC 13, F 1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 8

HP	6	□□□□□ □
	5	□□□□□

86. RENOVATED STABLES: These rooms were once a library, music room, and gymnasium, but the space has been gutted and affixed with simple wooden stalls to serve as a smithy and stables. There are four riding horses, three mules, and three oxen here. Hay, feed bags, sacks of feed grain, and other items are nearby. In one corner are a small traveling anvil, a pile of bricks, bags of coal, several hammers, and other tools, along with a few horse shoes. Two horses were lost to wandering monsters before the rest of the animals were brought inside for safe keeping.

87. WAGON STORAGE: The south end of this area was once a posh sitting room. The walls were knocked out to make room for wagons and other equipment. There are two wagons and two carts here, plus boxes, tarps, and other items.

The northern end was once a long dining hall. Old, smashed tables and chairs are piled up in neat stacks arranged like firewood in short lengths.

Some of the strong, thicker pieces are arranged like building timbers ready for use. There is plenty of room between the piles to get to and from the kitchen and prep room in back.

88. PREP ROOM: Once a prep room for meals ready to bring into the dining room (and to buffer the racket and business of the kitchen), this room now holds tables and chairs, usually with dirty wooden plates and pewter or wooden mugs and other items on them. A keg of cheap beer is propped on a table in one corner.

A group of men are sitting down to a meal of bread, meat, gravy, and cheap beer. The sound of a fight will bring two more men running from the kitchen (see room #89). The leader has chain mail and a sword. The others wear red-stained leather armor and have various weapons (short swords, hand axes, and war hammers). Each has 2d6 gp on him.

1 Fighter (leader): AC 15, F 2, #At 1 weapon, Dam 1d8 (1d8+1 for one for sword +1), Mv 20', Sv F2, MI 8

HP	8	□□□□□ □□□
----	---	-----------

6 Fighters: AC 13, F 1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 8

HP	7	□□□□□ □□	4	□□□□
	5	□□□□□	3	□□□
	5	□□□□□	2	□□

89. KITCHEN: Appointed to cook large meals, with several ovens and stoves along the outer walls. There are plenty of tables, sinks, etc. Dirty wooden dishes are common here.

There are two men here cooking a stew on one of the stoves. They will join the six in room #88 if a fight breaks out. They are armed with hand axes and dressed in red-stained leather armor. Each has 2d6 gp on him.

2 Fighters: AC 13, F 1, #At 1 weapon, Dam 1d6, Mv 30', Sv F1, MI 8

HP	5	□□□□□	4	□□□□
----	---	-------	---	------

90. STORE ROOM: For dry foods and such. Some bags of flour and other grains and vegetables are stacked here. A narrow set of stairs leads down 10 feet to a cold room where the fresh carcasses of venison, boar, rabbits, and other game animals hang on iron hooks.

91. LAUNDRY ROOM: Buckets and tubs once resided here. Now there are only long ropes to hang laundry up to dry. Wooden shelves for linens and rugs gawk emptily at the observer. In one corner are two sealed buckets: one contains red paint and the other red varnish.

92. WASH ROOM: For humans, clothes, dishes, etc. It contains bath tubs, cloth screens on wooden frames, and a table with bars of soap.

93. BACK DOOR. The rear exit. The door is a heavy security door with two iron bars that can be thrown across from the inside.

94 to 97. SERVANT QUARTERS: These chambers once held servants and their guests and are now occupied in part by foot troops, most of whom are eating or elsewhere. The inner partitions of each set have been torn down to enlarge the rooms.

In room #94, two men are resting after a fight with giant rats. They can still fight and will accost intruders to the best of their ability (they are not wearing their leather armor but can put it on, given time).

2 Fighters: AC 13 or 11, F 1, #At 1 weapon,
Dam 1d6, Mv 30' or 40', Sv F1, MI 8

HP 2 □□ 2 □□

As the adventurers enter the hall around #97, a man will come out of the door and then (unless stopped) duck back inside and call for help. Four men occupy this room, sleeping after watch. Their spears and hand axes are nearby. They are not currently wearing their red-stained leather armor, but will put it on if given time. Each has 2d6 gp on him.

4 Fighters: AC 13, F 1, #At 1 weapon, Dam 1d6,
Mv 30', Sv F1, MI 8

HP 6 □□□□□ □ 4 □□□□
5 □□□□□ 3 □□□

MAP L - MANOR UPPER FLOOR

The upper floor is occupied by the leaders of this band of fighters. Each room has several gas lights, tapped from a natural deposit of gas in the rock far below, as well as windows and torch holders. The ceilings of the rooms on this floor are about 10 feet high (the stairs rise 20 feet).

98. STAIRWAY: The stairs go down into the ground floor to #85. A railing along the side provides safety.

99. GUEST ROOM: This is the residence of the female fighter and one of the male fighters who are met coming down the stairs in entry #85. Furnishings include makeshift bed, table, chairs, and such. There is a single locked casket here (with a crude lock only intended to indicate tampering, not really keep anyone out) with 345 gp and five gems worth 50 gp each.

100. GUEST ROOM: One of the three fighters encountered on the stairs (entry #85 on the ground floor) lives here. It is furnished by a makeshift bed, table, chairs and such. Under the bed is a sack with ten gems worth 50 gp each, plus coins: 198 gp and 31 sp. It is being guarded by the owners pet snake which might immediately grab and pull someone under if they investigate unwisely.

Python: AC 14, HD 5*, #At 1 bite/1 constrict,
Dam 1d4/2d4, Mv 30', Sv F5, MI 8

HP 20 □□□□□ □□□□□ □□□□□ □□□□□

101. GUEST ROOM: Now being used by one of the clerics as a private room (see #106). It has makeshift furnishings: bed, table, chairs, etc. On a chest of drawers are three silver holy symbols (worth 25 gp each) arranged in a worshipful way around a golden icon of some evil demonic being (valued at 100 gp) known for austerity and obedience.

102. GUEST ROOM: Now claimed by one of the clerics as a private room (see #106). It contains shabby, slapped-together furniture: bed, table, chairs, and such. Hung on one wall is a painting of horrors and stark terror that in general has no value. A church of good nature might buy it for 100 gp or so in order to burn it or use it as an educational tool to illustrate the true face of evil. Hung under it are a holy symbol with several gems



(valued at 250 gp) taken from a murdered cleric, and three necklaces of gold and silver worth 50 gp each.

103. GUEST ROOM: Now used by the magic-user as a private room (see #106). There is nothing special about the furnishings: makeshift bed, table, chairs and such. The beginnings of an alchemical laboratory for making potions is here, but incomplete.

104. GUEST ROOM: Used to store various items for future use: tables, bedding, etc.

105. CHILDREN'S NURSERY: The double doors to this room hang open. This was once a bedroom and nursery for children. A few old toys and cribs lie scattered about, covered by dust.

106. MASTER ROOM: The door to this room is shut and voices can be heard talking inside. A small bell has been hung from a rod on the inside, near the top. It will jingle if the door is not opened carefully.

This lavish, very large room is being used as the headquarters and treasury of the band. Three humans are leaning over a map on a table in this room. These three are ambitiously working on a

plan that involves using monsters to carve out their own little empire. They will attack any intrusion unless said intruders surrender.

Several gaslights (fed from natural gas taps) give light. The furnishings are sparse: a large round table, some chairs, and a desk (the old furnishings were looted a long time ago).

4th Level Magic-User: AC 15, M 4, #At 1 weapon, Dam 1d4, Mv 30', Sv M 4, MI 9, S 8 (-1), I 10, W 14, D 15 (+1), Co 10, Ch 10

HP 10 □□□□□ □□□□□

Spells: 1st level – sleep, magic missile; 2nd level – detect invisible, web

Magic Items: **wand of magic missiles** (11 charges), **ring of protection +1**, **cloak of displacement**

Scrolls: magic missile, sleep

3rd Level Cleric wearing plate mail and wielding mace and shield: AC 18, C 3, #At 1 weapon, Dam 1d8+1, Mv 20', Sv C3, MI 9, S 15 (+1), I 11, W 10, D 10, Co 11, Ch 11

HP 11 □□□□□ □□□□□ □

Spells: 1st level – cure light wounds, remove fear

Magic Items: 2 **potions of healing**

3rd Level Cleric wearing plate mail and wielding mace and shield: AC 18, C 3, #At 1 weapon-1 (due to low strength score), Dam 1d8-1 (due to low strength score), Mv 20', Sv C3 MI 9, S 8 (-1), I 10 W 9, D 10, Co 10, Ch 7 (-1)

HP 11 □□□□□ □□□□□ □

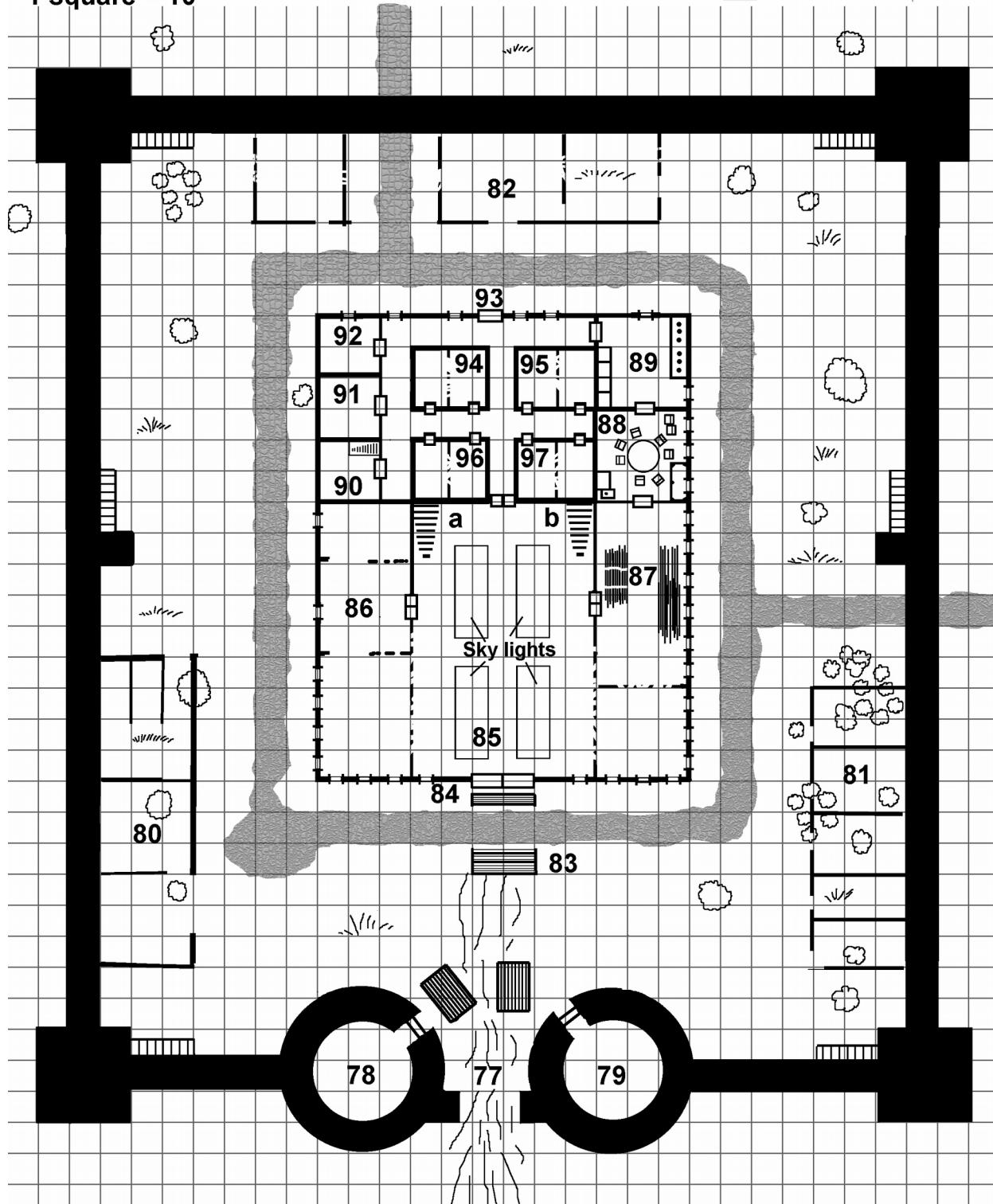
Spells: 1st level – cure light wounds, light

Magic Items: **potion of healing**, **potion of invisibility**

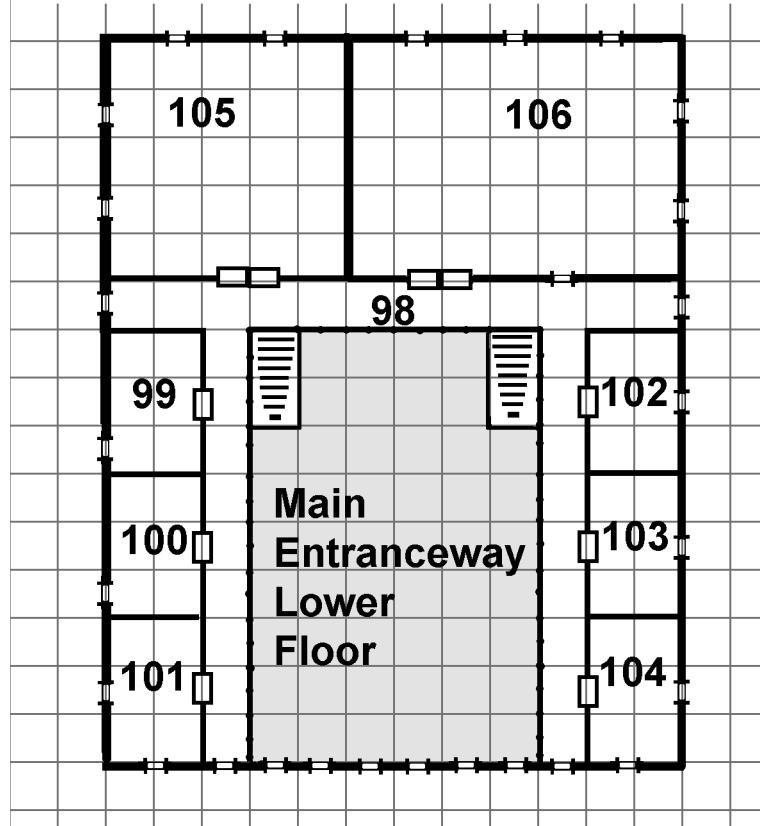
The magic user's spell book containing the spells he knows (plus **read magic**) is nearby. The cover has a needle trap in it (save versus poison or die). Two large chests are resting in one corner. They hold the war funds this band has amassed. One contains 1,230 gp, 456 sp, and 983 cp. The other holds 456 gp, 1234 sp, and 491 pp.

MAP K
MANOR FORT
GROUND
1 square = 10'

N Door Window Tree/Shrub
 Grass Moat Steps Up Tower & Wall



L - MANOR FORT UPPER FLOOR
1 Square = 10'



Pre-Generated Characters/Extra NPCs

Some pre-generated characters for the GM to use as desired. All are level 1 with 0 experience points.

Name	Symardi Thundergut	Orikson Gnob	Myrtle Longlegs	Triloro Drystaffe	Arabelle Weaver	Pick Willes	
Race	Dwarf	Dwarf	Elf	Elf	Halfling	Halfling	
Sex	Female	Male	Female	Male	Female	Male	
Class	Fighter	Fighter	Fighter/ Magic-User	Fighter/ Magic-User	Fighter	Fighter	
STR	16 (+2)	16 (+2)	13 (+1)	14 (+1)	12	16 (+2)	
INT	10	9	14 (+1)	12	13 (+1)	13 (+1)	
WIS	8	9	9	11	11	9	
DEX	10	14 (+1)	12	12	14 (+1)	9	
CON	11	14 (+1)	10	11	11	9	
CHA	15 (+1)	8 (-1)	12	10	9	14 (+1)	
AC	16	14	16	16	17	16	
HP	5	6	4	3	3	4	
Eqp.	chain mail shield sword sling	leather great axe crossbow + 24 quarrels	chain mail shield spear long bow + 18 arrows	chain mail shield sword	chain mail shield short sword short bow + 24 arrows	chain mail shield hand axe	
Name	Okini Izuma	Smitt Williams	Ola Deerkiller	Patric Williams	Katte Jones	Lloyd Cornelie	Rebecca Aron
Race	Human	Human	Human	Human	Human	Human	Human
Sex	Female	Male	Female	Male	Female	Male	Female
Class	Cleric	Cleric	Fighter	Fighter	Magic-User	Magic-User	Thief
STR	15 (+1)	15 (+1)	16 (+2)	15 (+1)	9	10	7 (-1)
INT	13 (+1)	12	13 (+1)	10	16 (+2)	18 (+3)	10
WIS	10	13 (+1)	10	12	11	14 (+1)	14 (+1)
DEX	13 (+1)	10	13 (+1)	11	13 (+1)	9	13 (+1)
CON	10	10	9	9	9	10	12
CHA	9	10	9	13 (+1)	12	9	14 (+1)
AC	15	15	16	15	12	11	14
HP	4	4	6	6	2	2	2
Eqp.	leather shield mace	chain mail maul	chain mail shield sword short bow + 20 arrows	chain mail shield battle ax crossbow + 20 quarrels	2 x daggers	dagger silver dagger	leather sword

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